

Different Worlds

SPECIAL MODULE

# The Shadow on the Sea

*A vacation voyage on a luxurious passenger liner becomes a turbulent struggle for survival when ancient forces of the sea awake.*

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## INTRODUCTION

KEEPERS WILL find the module "The Mauretania" in *The Asylum & Other Tales* helpful in this adventure for background material.

## INVESTIGATORS' INFORMATION

The investigators receive in the mail enough first-class cruise tickets for the entire group to board the Mauretania from a grateful client. The cruise is to sail from New York Harbor, Pier 16 in a few days which will give the investigators just enough time to pack and travel there.

Considering the line of work in which the investigators are engaged, there is a good chance that they will be a little paranoid of receiving the tickets. A little checking will reveal everything to be legitimate.

## KEEPER'S INFORMATION

The adventure will start out innocently enough with the investigators enjoying a relaxing vacation.

After a couple of days the investigators will become involved with the people staying in the room next to theirs' on the Promenade Deck. In the adjoining state-room next to the investigators, is Dr. Vincent Rosselli and his patient, a young woman named Mary Tilton.

Dr. Rosselli is a servant of Dagon and upon the examination of young Mary found her to be a direct descendant of Dagon and future leader of the Deep Ones. She is

unaware of this and hopeful that this sea cruise will help her to recover from her illness. Her illness is actually the final stage of her transition to a Deep One. The doctor is aware of what is happening and recommended the cruise to hopefully speed up the process, and sees himself as a divine guardian over the daughter of Dagon.

Utilizing his treasured copy of the *R'lyeh Text* he calls on the powers of Father Dagon and Mother Hydra in preparing for the dark ceremony in which young Mary will take her rightful place as leader of a city of Deep Ones.

During his prayer, Father Dagon answers with a turbulent storm and a devastating blow to the ship that causes it to quickly sink, forcing the investigators into a life and death struggle with the sea.

All the investigators fortunate enough to survive the ordeal of the ship sinking will find themselves in the same lifeboat as Dr. Rosselli and the ill Mary Tilton who is now suffering incredible pain from the transformation.

The lifeboat will float for days until it finally comes to rest in a vast area of slimy black mire.

At first the mire will be unstable but after a few days it becomes solid enough to walk on.

The island soil is from the bottom of the sea and was shaken loose by the storm. On top of what appears to be a mountain rests a monolith dedicated to Dagon. This is the place that Mary will complete her transformation.

At this monolith the investigators will witness the ceremony and encounter a group of Deep Ones, and finally, Dagon himself.

## PIER 16

When the investigators arrive at Pier 16, they will see the Mauretania towering over the other ocean liners in port. They will have to push their way through the waving crowd and up the first-class gangway. Once aboard, a steward will guide them to their rooms on the Promenade Deck.

The investigators should be allowed to make Spot Hidden rolls as they board. For each successful roll they will see some prominent millionaire or dignitary. A few suggestions are listed below and more information can be obtained from the 1920's Sourcebook if the investigators wish role-play with them.

The Keeper may wish to give a description of the people rather than the name to spark interest in the investigators to find out more about them.

### JACK "LEGS" DIAMOND & KIKI ROBERTS

The investigators will see a well-dressed man in his late twenties and a pretty young girl.

The man will have 1D4 tough-looking men around him.

If the investigators make a Knowledge roll modified by -20% they will be able to identify the female as a show girl from a Manhattan nightclub named Kiki Roberts and the man as Jack Diamond, a prominent New York-area gangster. They will know this from newspaper articles and that the police have no real evidence on "Legs," but it is known that he is the top man in Little Augie Orgen's gang. The couple is registered as Mr. & Mrs. John Nolan.

Diamond is taking the cruise to avoid some heat that has been placed on their gang since they and the Dutch Schultz gang started a war over the bootleg business in the Albany district.

### JACK "LEGS" DIAMOND

STR 12	DEX 12	INT 16	Idea 80%
CON 18	APP 17	POW 18	Luck 90%
SIZ 10	SAN 55	EDU 5	Know 25%

SKILLS: Jump 60%, Fast Talk 25%, Credit Rating 45%, Drive Auto 55%, Listen 65%, Bargain 20%, Law 15%, Submachine Gun 50%, Revolver 90%, Shotgun 65%, Baseball Bat 45%, Knife 45%.

### KIKI ROBERTS

STR 8	DEX 15	INT 10	Idea 55%
CON 14	APP 18	POW 12	Luck 60%
SIZ 8	SAN 65	EDU 7	Know 35%

SKILLS: Hide 30%, Jump 50%, Listen 60%, Oratory 35%, Sing 35%, Dance 65%, Swim 45%.

### F. SCOTT FITZGERALD AND HIS WIFE, ZELDA

They will see a well-dressed couple spending money as if there was no tomorrow. There is quite a crowd gathered around them and all appear to be having a good time.

A successful Knowledge roll will identify the couple, and they will be aware that he is a successful writer and a self-made millionaire.

### F. SCOTT FITZGERALD

STR 11	DEX 12	INT 17	Idea 75%
CON 14	APP 15	POW 15	Luck 65%
SIZ 10	SAN 65	EDU 14	Know 70%

SKILLS: Accounting 55%, Bargain 45%, Credit Rating 80%, Debate 45%, Law 35%, Library Use 45%, Oratory 45%, Write Novels 65%, Ride 35%, Swim 50%.

### ZELDA FITZGERALD

STR 7	DEX 11	INT 15	Idea 75%
CON 14	APP 17	POW 10	Luck 50%
SIZ 7	SAN 45	EDU 12	Know 60%

SKILLS: Accounting 40%, Botany 20%, Credit Rating 40%, Listen

60%, Oratory 35%, Dance 35%, Swim 45%.

If there is interaction between the investigators and the Fitzgeralds, they should be played as snobs.

### IRVING BERLIN

They will see a young man talking to a steward about the availability of a piano in his stateroom.

Berlin was already a very well-known composer for his songs which include musicals for the Ziegfeld Follies.

A successful Knowledge roll will properly identify Berlin.

### IRVING BERLIN

STR 11	DEX 12	INT 16	Idea 80%
CON 15	APP 13	POW 13	Luck 65%
SIZ 11	SAN 65	EDU 7	Know 45%

SKILLS: Bargain 35%, Credit Rating 35%, Debate 25%, Fast Talk 40%, Oratory 35%, Write Music 95%, Sing 40%.

## THE CRUISE

The cruise will start out exactly as the investigators had hoped, restful. There are several shipboard activities in which the investigators can get involved.

Below are listed a few of these activities and the Keeper is to be flexible with the desires of the investigators.

- [1] Gambling
- [2] Shuffleboard
- [3] Swimming
- [4] Ballroom Dancing
- [5] Target Shooting

There is a 50% chance that they will encounter one of the famous people described earlier while engaging in one of these activities.

The investigators may choose to merely sunbathe. If they do this they may make a Spot Hidden roll. If this roll is successful they will see a woman in her mid-thirties and a man in his fifties. The woman is all bundled up and looks out of place. If the investigators move closer they will see that she appears to be ill.

The woman is Mary Tilton and the man is her doctor, Dr. Rosselli. See their descriptions for encounters.

The Keeper should keep in mind that many of the investigators may suffer from seasickness that could require them to make a CON x 4% roll each day or they must spend the day sick in their stateroom or leaning over the railing of the ship.

The Keeper must be prepared to role-play any of the activities or personal encounters in which the investigators wish to participate. The first couple of days on the ship should be enjoyable and the Keeper should remain flexible to the imaginations of the players.

To reflect the "rest effect" that the cruise has on the investigators, the Keeper should award each investigator 1D6 SAN points for turning in each of the first two nights.

## DINNER WITH THE CAPTAIN

When the investigators have dinner with the Captain, they will be seated at the head table in the dining area. Also having dinner with the Captain will be Dr. Rosselli and next to him will be the empty chair meant for Mary Tilton. The doctor will apologize for his patient and explain that she is feeling poorly and has not eaten for days but he hopes that the cruise will help her.

The Keeper should also place one of the prominent figures mentioned earlier at the Captain's table to provide some interaction between the investigators and true historical figures. (Besides it will make dinner more fun to role-play.)

During the course of the meal the Captain will tell his dinner guests that the weather is always lovely this time of year on the Atlantic, and the reports he received today assure him that this cruise will be the same. He will continue to dominate much of the conversation with tales of the sea and with his many war stories of his service on a destroyer during WWI.

They will be served an excellent seven-course meal with roast beef as the main dish.

## THE NIGHTMARE

When the investigators turn in on the second night of the cruise they must each make a POW x 3% roll or suffer from a nightmare.

The nightmares will not be identical, but will all carry the same theme. The investigators will find themselves sinking to the icy depths of the ocean floor where they witness strange figures dancing around large, strange geometric columns.

Each investigator that has the dream must make an Idea roll during the dream or they will sleep all night with no memory of the dream but only know that they slept restlessly.

## ADVENTURE TIMETABLE

### DAY ONE

**EVENING:** The investigators arrive on board and take a tour of the ship. The investigators may wish to dance in the elegant ballroom or relax in the lounge.

### DAY TWO

**MORNING:** Enjoy any of the shipboard activities mentioned earlier.

**AFTERNOON:** Relax on the deck sunning. Meet Mary Tilton and Dr. Rosselli if they have not already done so.

**EVENING:** Have supper at the Captain's table. Spend evening dancing or in the lounge. Investigators have their first nightmares.

### DAY THREE

**MORNING:** Investigators overhear Dr. Rosselli's prayer to Dagon. The sea storms begin.

**AFTERNOON:** Hull of the ship ripped open by Dagon. Investigators board lifeboats.

**EVENING:** Investigators float helplessly at sea.

### DAY FOUR

The investigators continue to float with no sign of rescue.

### DAY FIVE

**MORNING:** The investigators find their boat sailing through some type of thick black mire.

**AFTERNOON:** The boat becomes bogged down in the mire. The investigators will see what appears to be a mountain about a mile into the mire, but the soil is not yet solid enough on which to travel.

### DAY SIX:

**MORNING:** The soil has become solid enough for the investigators to travel and search the island.

**AFTERNOON/EVENING:** The ceremony to Dagon takes place at the monolith.

Those that make their Idea roll will awake from the dream and remember vaguely the scenes described before. They will also suffer the loss of 1D3 SAN points.

## THE PRAYER TO FATHER DAGON

Early on the morning of the third day each investigator should make a Listen roll. If successful, they are wakened by strange rhythmical chanting coming from outside the Promenade Deck.

If the investigators look out their stateroom windows they will see a man toss something into the sea as the chanting climaxes and dies away.

The man then turns and walks down the deck. If the investigators make a Spot Hidden roll they will be able to identify the man as Dr. Rosselli.

The item that Dr. Rosselli tossed into the sea is a stone that summons Dagon and seals his prayer.

If the investigators ask Dr. Rosselli about the incident he will deny any knowledge of it.

## DR. ROSELLI AND MARY TILTON'S STATEROOM

If the investigators wish to search the stateroom of Dr. Rosselli and Mary Tilton they will find it difficult to find a time when there is no one there.

Mary is ill and in her bedroom 80% of the time.

The stateroom is large and contains two bedrooms with one bath. The main room contains a sofa, easy chair, and reading table along with a large eclectic library on the bookshelf.

### MARY TILTON'S BEDROOM

As stated earlier, Mary will be in the room most of the time. The room is very nice and not much larger than the large double bed it holds. There is nothing of interest (other than Mary) in this room.

### DR. ROSELLI'S ROOM

This room is identical to Mary's and will be occupied by the doctor 35% of the time. If the investigators search this room and make a successful Spot Hidden roll they will find a copy of the *R'lyeh Text* under his bed. An additional Spot Hidden roll will produce three oddly-shaped stones from one of his coat pockets.

While the investigators are searching the stateroom or either bedroom, there is a 25% chance that Dr. Rosselli will return and if Mary is not in the bedroom, a 70% chance that she will return.

### THE R'LYEH TEXT

This copy is in very bad shape and appears to be 40- or 50-years old. It is written in Chinese, adds 15% to the investigators' Cthulhu Mythos knowledge, and has a x4 spell multiplier. It also causes a loss of 2D8 SAN points.

The book paints a vivid picture of the city of R'lyeh and the inhabitants that call the ocean depths their home. It also contains the following spells:

- [1] Contact Cthulhu
- [2] Contact Spawn of Cthulhu
- [3] Contact Father Dagon
- [4] Contact Mother Hydra
- [5] Contact Deep Ones
- [6] Wave of Oblivion
- [7] Grasp of Cthulhu

## THE STRANGE STONES

The stones are a greenish color and contain odd geometric shapes that appear to shift if stared at continuously for a few moments.

The investigators must make a SAN roll when seeing this or suffer the loss of 1D3 SAN points.

If the investigators cast one of the stones into the sea, they will be visited by 1D8 Deep Ones within the hour.

With the proper prayer, which may be learned by reading the *R'lyeh Text*, the stones may be used to contact Dagon.

An investigator that carries the stones with him and then sleeps with them in his pocket will suffer continuous nightmares about the sea and her ancient inhabitants, causing various degrees of SAN loss depending on the visions created by the Keeper.

## CAPTAIN JAMES FRENCH

The Captain is a towering man both by presence and size. The 51-year-old seaman's face reflects the adventures that he constantly spins to entertain all those around him.

He began sailing when he was 15-years-old and quickly lost his youth in the harbors and ports around the world. When WWI started, French joined the navy and served on the battleship Nevada during the great sea battle of Jutland.

If the investigators visit the Captain on the bridge during the storm, they will find the Captain to be confused and concerned about the malfunction in the ship's equipment which show no sign of storm conditions. Neither do the telegraph reports. A successful Psychology roll will reveal his concern for the safety of the ship.

If approached about the dreams or the overheard prayer of Dr. Rosselli, he will laugh at the superstitions of the investigators and tell that in his travels he has never found need for fear of dreams nor the prayers of any men.

The Captain is 6' 4" and sports a full and handsome beard. His life is his ship and flirtations from investigators of the opposite sex will receive little response.

## CAPTAIN JAMES FRENCH

STR 12	DEX 13	INT 15	Idea 75%
CON 14	APP 12	POW 11	Luck 55%
SIZ 16	SAN 60	EDU 5	Know 25%

SKILLS: Astronomy 70%, Climb 55%, Law 35%, Make Maps 40%, Fast Talk 50%, Know Ship 90%, Shiphandling 75%, Swim 65%.

WEAPONS: Harpoon 45%, Revolver 35%, Flare Gun 50%, Rifle 50%.

## DR. VINCENT ROSSELLI

The doctor is 47 years old and has a very fatherly face. Looks in his case are deceiving as he is actually an evil servant of Dagon. He is quite insane and any investigator that involves himself in more than a casual conversation will realize this with a successful Psychology roll.

Aware from his examinations of Mary Tilton that she is soon to evolve into a Great Deep One, he considers himself divinely appointed to protect her during the vulnerable period of her transformation. Because of this he will not hesitate to use violence should the investigators appear to threaten Mary or himself.

The doctor is 5' 8" tall with graying temples to give him a look of distinction.

## DR. VINCENT ROSSELLI

STR 10	DEX 12	INT 15	Idea 75%
CON 13	APP 13	POW 21	Luck 60%
SIZ 11	SAN 9	EDU 17	Know 85%

## HIT POINTS: 17.

SKILLS: Anthropology 35%, Botany 20%, Climb 50%, Credit Rating 20%, Dodge 25%, First Aid 60%, Diagnose Disease 75%, Read Chinese 90%, Swim 60%, Treat Disease 60%, Treat Poison 50%.

SPELLS: The doctor knows all the spells in the *R'lyeh Text*.

If Dr. Rosselli is asked about Mary Tilton's condition, he will say that she is suffering from a severe case of hepatitis.

Any investigator that makes a successful Spot Hidden roll while looking at Mary will notice that her skin is greenish-colored. An additional Diagnose Disease roll will tell the investigator that it is not hepatitis.

## MARY TILTON

Mary will appear to be a once-beautiful lady, but it will be obvious to the investigators that she is ill. She will be in her stateroom 80% of the time and when she is out on the deck she will be covered from head-to-toe.

The investigators will see curls of her blonde hair blow free from beneath her scarf which hides most of her face. The rest of her body will be covered with a blanket.

Mary is not aware of from what she is suffering and trusts her doctor completely.

When the cruise first begins Mary will appear ill but her skin will not be as greenish as it will later become. Her eyes will turn from blue to green in a couple of days.

At times her transformation will be quite painful causing her to cry out in pain. Eventually her new form will burst out from the human prison in which it currently dwells, a ghastly sight to behold.

Because of this transition, there are two sets of stats: one in her human form and one as a Great Deep One.

## MARY TILTON (Human)

STR 7	DEX 13	INT 11	Idea 55%
CON 5	APP 6	POW 12	Luck 60%
SIZ 10	SAN 21	EDU 11	Know 55%

## HIT POINTS: 8.

SKILLS: Accounting 20%, Credit Rating 45%, Listen 45%, Swim 55%.

## MARY TILTON (Great Deep One)

STR 24	DEX 15	INT 18
CON 16	APP —	POW 24
SIZ 24	SAN —	—

## HIT POINTS: 16.

ARMOR: 2-point skin and scales.

SPELLS: Knows all the spells in the *R'lyeh Text*.

SAN: Seeing the transition of Mary will cost the investigators the loss of 1D10 SAN points unless the SAN roll is successful. If the roll is successful, they will still lose 1 SAN point.

Seeing the Great Deep One will cost the investigators the loss of 1D8 SAN points unless a successful SAN roll is made.

## THE STORM

A sea storm will suddenly toss the ship from wave to wave on the morning of the third day at sea. All on board must make CON x 2% rolls or be seasick.

If anyone becomes concerned enough to go to the bridge of the ship they will find out that they have good cause for alarm. Half the crew is sick and there was no warning of the storm nor did any of the ship's instruments register any storm possibilities. (See the Captain's stats for more details.)

Anyone walking on the decks during the storm must make a DEX x 3% roll or they will slip and fall. If they fall, they must then make a Luck roll or be swept into

the sea.

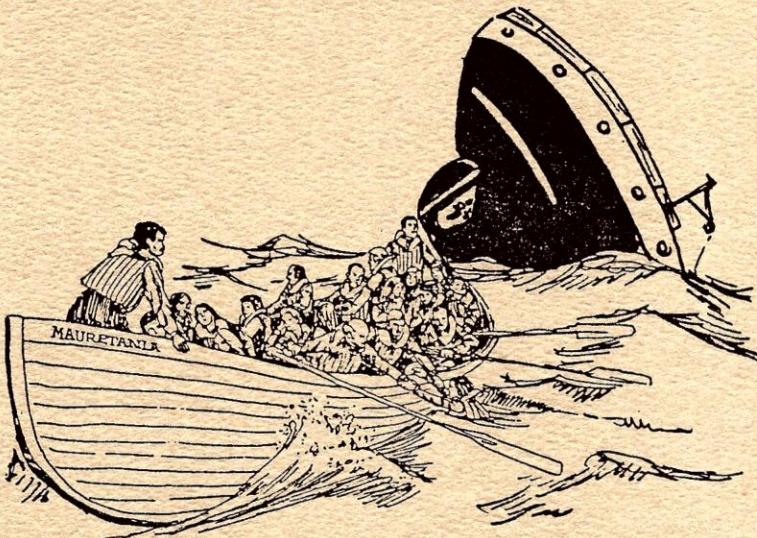
The storm will be relentless from the time of its start until the ultimate disaster—the wrath of Dagon striking the ship.

## THE WRATH OF DAGON

After the storm has raged for about three to four hours, the ship will suddenly come to a stop with the sounds of ripped steel. All the investigators must now make a SAN roll or lose 1D6 SAN points from the fear and horror of the hellish sounds.

The ship will suddenly begin to tilt forward as the water rushes through the hull, flooding the lower decks. Dagon's claw has struck the Mauretania a critical blow. The damage is so great that the ship will be completely under water in less than thirty minutes.

The investigators must make their way out of their rooms to the lifeboats or they will find themselves swimming in a violent sea. They must make two successful rolls as described under "The Storm" section.



If the investigators make it to the lifeboats there will be a sailor with a pistol making sure women and children board first. Due to the storm, most of the people running toward the lifeboats are swept into the sea. There is a 50% chance that if they arrive safely to the lifeboats, they will be allowed to board. If they attempt to board against the sailor's orders, he will not hesitate to fire upon them.

If the investigators get on board, they will find themselves on the same boat as Mary Tilton and Dr. Rosselli plus 1D10 others.

If the investigators are swept into the ocean, they must make at least three successful Swim rolls to get to a lifeboat. Each turn they are swimming, they must make a successful Luck roll or have a 50% chance of being attacked by 1D3 sharks.

When the ship finally submerges (with the Captain on board) there will be only twelve lifeboats afloat and the storm will begin to calm.

The Keeper should have all the investigators that survive end up in the same lifeboat. The Keeper should also paint as gloomy a picture as possible while the ship sinks. They will hear people screaming as sharks feed, the sounds of those on the ship singing hymns, and view the poorer swimmers being pulled to a horrible death beneath the waves.

The Keeper may require a SAN roll for the viewers of this scene, failure resulting in a loss of 1D6 SAN points.

## SHARKS

STR 19	INT 3	CON 10
POW 9	SIZ 22	DEX 9

HIT POINTS: 28.

WEAPONS: Bite 60% (1D10 damage).

ARMOR: 6-point hide.

SKILLS: Swim 100, Move Quietly 90%.

NOTES: There is a 25% chance of a shark attacking the lifeboat while the ship sinks and a 10% chance of one attacking the boat as it drifts toward Dagon. If the shark does attack the lifeboat, each person must make a DEX roll or they will lose their balance. They must then make a Luck roll or fall into the sea. It will require two Swim rolls to get back to the boat. If one of the rolls fail, there is a 55% chance of the person being attacked after the second Swim roll. If all of the investigators make their DEX or Luck rolls, the Keeper may wish to have one of the other passengers fall into the sea.

## THE LIFEBOAT

As stated earlier, the investigators will all be on the same lifeboat which will also contain Dr. Rosselli, Mary Tilton, and 1D10 other passengers.

Below are some stats for the other passengers:

	1	2	3	4	5	6	7
STR	12	12	15	11	13	10	14
CON	8	11	11	10	12	13	14
SIZ	8	13	10	10	14	9	15
DEX	12	15	11	13	13	14	10
APP	11	13	9	13	10	15	8
SAN	55	65	48	62	43	35	40
INT	14	15	12	8	10	13	7
POW	11	15	10	12	15	11	10
Hit Points	10	14	13	10	13	10	15
Sex	F	M	F	F	M	F	M

SKILLS: R/W/S English 60%, Climb 55%, Dodge 28%, Listen 35%, Debate 40%, Swim 35%, Astronomy 25%.

LUCK: 40% is the average for all the Keeper-characters and the Keeper should alter it for each person according to the dramatic effect desired.

WEAPONS: Each Keeper-character has only the base chance with all weapons.

Each lifeboat has a small amount of supplies on board. At the front section of the boat they will find the following supplies:

- [1] A flare gun
- [2] Six flares
- [3] A barrel of drinking water
- [4] A chest with dried foods
- [5] A large knife
- [6] A rope
- [7] Life jackets

This should make up the majority of the weapons and supplies on the lifeboat since the investigators had little time to gather any and if they had to swim, would have lost any heavy items. (The Keeper should modify any Swim roll if the investigator insists on holding onto items that would hinder this skill.)

## FLARE GUN

This gun can be fired by anyone with any handgun skill at the same percentage. It will hold only one round at a time, requiring a turn to reload prior to firing again.

The flare will give off a bright light for 1D6 minutes when shot into the air. If shot at someone or something, the flare will do 1D8 damage with an opportunity of 25% to catch the item on fire and do an additional 1D6 damage per turn until extinguished.

## THE WATER BARREL

The water supply will be enough to provide each person a short drink three times a day for four days.

If the number of people decreases or increases, or if the people need to drink more per day, the Keeper should alter the time the supply will last.

The amount of water they drink per day will affect the people as follows:

**One drink of water per day:** The investigators must roll their CON x 2% or pass out.

**Two drinks of water per day:** The investigators must roll their CON x 3% or pass out.

**Three drinks of water per day:** The investigators must roll their CON x 4% or pass out.

**Four drinks of water per day:** The investigators must roll their CON x 5% or pass out.

**Five or more drinks of water per day:** No CON rolls required.

For each two people on the boat eliminated, the water supply may increase by one drink per day for each person, or one additional day of supply.

If the Keeper wishes, he may require injured people who need at least one additional drink per day to receive the same CON rolls which would mean that one of the healthy investigators would have to give up a drink that day.

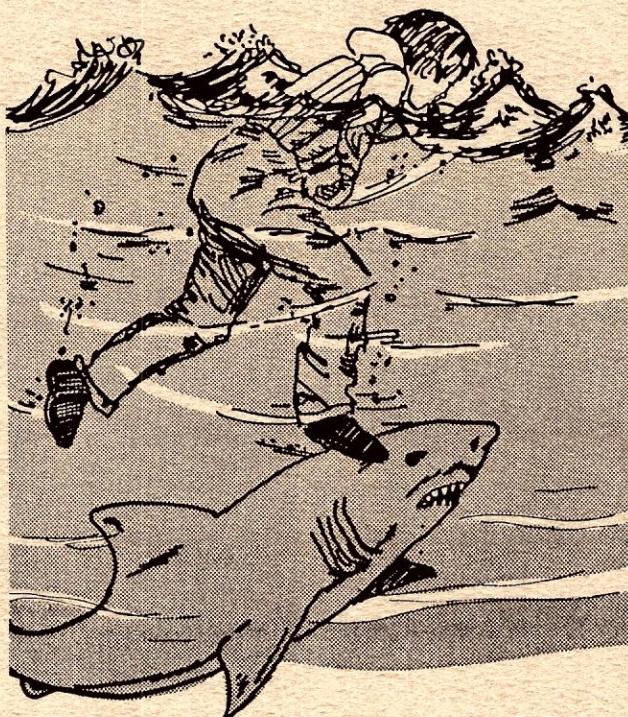
Each day that the people are unconscious, they must reduce their CON by one and then make a CON x 5% roll. Those that fail die from dehydration.

## THE CHEST OF DRIED FOODS

The chest has the same amount of supply as the water barrel.

This could be rationed to a lesser supply since people can live without food much longer than they can water. The people may also add to this by finding some way to fish, kill seagulls, or even turn to cannibalism.

The Keeper should encourage the investigators to act as survivalists while adrift.



## THE LIFE JACKETS

There are 2D20 life jackets in the lifeboat. Once a person has a life jacket on he will float but must still make Swim rolls to get to the shore or lifeboat. He will not sink.

The life jackets during the storm will only modify the Swim roll by +20% due to the high waves pulling the swimmers under water for short periods and they may inhale water as this happens.

## DRIFTING TO DAGON

By the time the storm lifts, none of the other lifeboats will be in sight. By now there should be some discussion among the group as to who should be in charge.

At the front of the boat is Bud Wilson, a man in his mid-fifties who will challenge the others to be their leader. He will immediately start giving orders as to when they will eat, drink, and how much.

The leadership should come to a struggle between one of the investigators and Wilson. A successful Debate roll is required for the investigator to gain the support of the people. This debate will not gain the support of Wilson. He will now pull a .45 automatic and declare himself the leader.

### BUD WILSON

STR 14	DEX 11	INT 10	Idea 50%
CON 14	APP 8	POW 12	Luck 60%
SIZ 15	SAN 52	EDU 8	Know 40%

HIT POINTS: 14.

SKILLS: Astronomy 10%, Climb 55%, Dodge 22%, Debate 25%, Swim 40%, Throw 45%.

WEAPONS: .45 Automatic 40%, Grapple 30%, Fist 50%.

Bud is nothing more than the neighborhood bully grown up. As long as he has the upper hand, such as the only gun on board, he will demand control. He will only drop the gun if it is wrestled from him. There is only a 25% chance that he would fire the gun at any person.

If a fight results on the lifeboat, there is a 40% chance that the two will fall into the ocean where they must make Swim rolls prior to choosing any attack option. If they miss the Swim roll they may make no attack that round and the other person's attack is automatically successful.

If there are any injured people on the lifeboat, Wilson will want to throw them overboard to save the water and food for the healthy. He says, "Afterall, it's just a matter of time till they kick-off anyway."

During the night any investigator that makes an Astronomy roll will be able to tell two things:

- [1] That they are drifting at an unusually fast rate.
- [2] That they are moving northeast.

If any investigator can now make a Make Map roll, they will find that they are rapidly entering an area known for its strange disappearances. The area is today called the Bermuda Triangle.

## THE BLACK MIRE

When the investigators awake on the morning after the first full day in the lifeboat, they will come to a large mass of black mire floating in the sea. Accompanying this mire is a decomposing fragrance of fish. The black mass will spread as far as the eye can see in every direction. If any of the investigators make successful Spot Hidden rolls, they will see large decomposing fishbones scattered

throughout the mucous-like substance. A successful Zoology roll will identify these bones to be of no known fish that exists in the sea today.

A successful Geology roll by someone looking closely at the putrid mire will reveal it to be from the bottom of the ocean. This followed by a successful Idea roll will suggest that the storm from a few days ago must have shaken this soil free and brought it to the surface.

After about an hour of slowly floating through this vast mire, the boat will become stuck.

In the distance the investigators will see what almost appears to be a mountain of the black seething mire.

The day after they have become bogged down in the mire, the substance will become solid enough on which to walk.

During the night the Keeper may wish to have the investigators and all others present suffer from nightmares. The nightmares will be along the same line as the one listed earlier in this adventure. This one will have to do with ocean depths: strange angular stone buildings, fish-like creatures, etc. The Keeper should establish the proper SAN-point losses for the dreams.

When the investigators explore the island of mire, they will find nothing of interest anywhere until they climb the mountain. The rest of the island will contain various pools of the wet mire still too soft to walk on and deposits of ancient fish bones.

There is a 30% chance that one of the investigators will step into a pool of mire while exploring the island.

## THE MOUNTAIN OF MIRE

When the investigators reach the mountain of mire, they will find it to be more of a large hill rather than a mountain. Embedded in the sides of the hill are large green stones with strange, pulsating symbols and figures carved into them. The carvings of the creatures are fish-like and a successful Cthulhu Mythos roll will identify them to be Deep Ones.

The pulsating symbols are actually a gate and any of the investigators that stare at the symbols must roll their POW x 3%.

Those that make this roll will pass through the gate and find themselves on top of the mountain of mire in front of a strange monolith with figures similar to those on the stones below. This passage through the gate will require a successful SAN roll by the investigators or they will lose 1D3 SAN points.

For those that view this, a SAN roll is also required. Those that fail will also lose 1D3.

If the investigators choose to climb the oozing black mound, they must make two successful Climb rolls.

If they fail either roll, they will slide back to the bottom and must make a Luck roll or suffer 1D4 damage.

For the investigators that transport through the gate to the top of the mound, they should not know exactly where they are. They will know that they are atop a great black mass that spreads as far as the eye can see in every direction. When they travel over to the edge, they will see their friends below. Also if their friends below are making a lot of noise, they will be able to hear them.

## THE MONOLITH

The area around the monolith contains many of the large stones similar to those on the sides and base of the mound. These stones would make a good place for the



investigators to hide behind and view the ceremony.

The monolith is about 25-feet tall and made of some strange greenish stone. It is covered with seaweed-type growth and contains the appearance of having been underwater for some time. The sides are covered with large peculiar symbols that radiate a chill in the investigators of ominous evil which has transpired in this place. All must make a SAN roll or lose 1D2 SAN points.

After the investigators have had some time to examine the monolith, they should make a Listen roll. If the roll is successful the investigators will be told that they hear strange noises from below the mound. The noises are from 1D20 Deep Ones that are arriving for the ceremony. Unless Mary and Dr. Rosselli are with the investigators they will be with the Deep Ones. The investigators have time to hide prior to the Deep Ones teleporting through the gate to the monolith. When they do, the investigators should roll for SAN loss. The SAN loss for seeing a Deep One is 1D6 for failure and no loss if the roll is successful.

The Deep Ones will begin to dance and grunt some repulsive chant around the monolith while Mary will roll on the ground in pain. The doctor will be dancing with the Deep Ones and the investigators may see Mary as a sacrifice and wish to rescue her.

Whether they attempt to rescue Mary or not will not stop that which is about to take place. Mary will suddenly scream and shed her human body in a hideous scene. All investigators must make a SAN roll or lose the appropriate amount as stated with the stats of Mary Tilton (Great Deep One).

After the transition of Mary, the investigators will see a large figure approaching from the distance. As the figure gets closer, the investigators will be able to identify the huge fish-like qualities of Dagon. SAN rolls are required.

Neither the Deep Ones nor Dagon will harm the investigators unless attacked.

## THE DEEP ONES

When the investigators see the Deep Ones they must make



SAN rolls or lose 1D6 SAN points. If the roll is successful, there is no SAN loss.

	1	2	3	4	5
STR	16	12	19	11	19
CON	8	12	12	15	10
SIZ	16	13	15	13	17
INT	12	16	18	17	12
POW	9	13	9	9	7
DEX	11	13	6	9	13
Hit Points	16	12	18	12	18
Weapon	N	S	SG	T	T
	6	7	8	9	10
STR	8	10	21	15	18
CON	9	13	15	12	10
SIZ	15	17	14	12	16
INT	17	17	14	12	18
POW	7	13	6	9	12
DEX	12	8	9	12	10
Hit Points	11	14	18	13	16
Weapon	SG	N	N	S	N

ARMOR: 1-point skin.

WEAPONS: N = None, S = Spear, T = Trident, SG = Speargun.

They will each get one attack per turn in which they can use their weapon or attack with their claws. Claw 50% (2D6 damage), Spear 35% (1D8 damage), Trident 40% (1D10+2 damage), Speargun 30% (1D10 damage).

## DAGON

Dagon is simply an overgrown Deep One that stands about 30 feet high.

STR 52	INT 21	Hit Points: 55
CON 50	POW 30	Move: 10
SIZ 60	DEX 20	

WEAPON: Claw 80% (1D6+6D6 damage).

ARMOR: 6-point skin.

SAN: Loss of 1D10 points for failure and 1 point if failure.

## ENDING THIS ADVENTURE

Unlike most adventures, this one will provide the Keeper with a few different options to consider.

[1] The obvious one is to let it run its own natural course, which could be pretty grim unless the investigators are advanced enough to build a gate or summon something to get them back to civilization.

If they are unable to do this, the odds are that the investigators will die of exposure and dehydration before they sail into an area where they can be found.

If this is the method that the investigators choose, the Keeper should continue the CON rolls as stated in the section "Drifting to Dagon." There is a 20% chance that they will be spotted by a passing ship the first full day at sea and this percent will increase 5% for each day at sea.

[2] The following is the option that I recommend as it reflects the dreams that so often appear in the stories of H.P. Lovecraft.

At the most dismal moment of the adventure, after the transition of Mary and the arrival of Dagon, have one of the remaining active investigators make a Listen roll. When it is successful, tell him that he awakes in his bed aboard the Mauretania and there is a knocking at the door. At the door will be a steward with the morning coffee.

He will set the coffee on the nightstand and tell the investigator that he should hurry to breakfast this morning as the sky is looking dark and they may be sailing into an unusual storm.

Anything that the Keeper wishes to do beyond this point is up to him. The investigator will find all of his friends healthy.

## REWARDS

The rewards will depend on the type of ending to the adventure the Keeper chooses.

If the Keeper allows the investigators to play and end this as actual events, the investigators will receive +1D10 SAN points if they make it back to civilization.

If the adventure was nothing more than a dream, the investigators will receive +1D20 SAN points when they wake but no increases on the skills they used successfully in the dream.

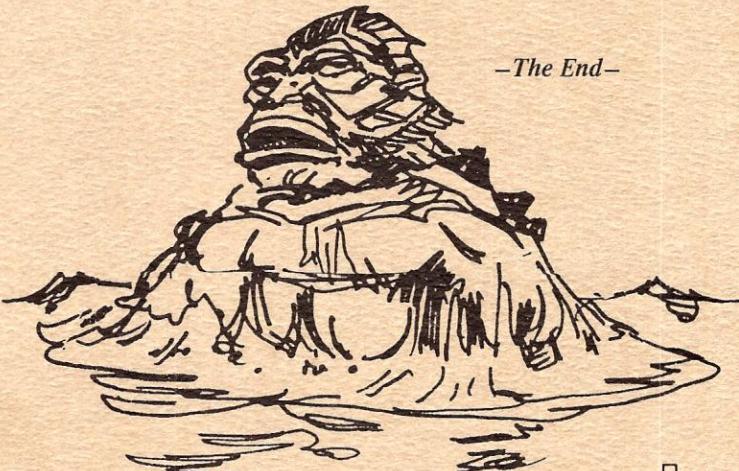
In both cases, the investigators will receive +1D10% Cthulhu Mythos.

## FINAL NOTES

The year is left to the Keeper as well as the time of season. The adventure was written to take place during a warm season, as the Atlantic can be very cold in the winter. If the Keeper chooses to run the adventure in cold weather, CON rolls should be made by investigators that swim in the icy waters.

The Keeper should establish these rolls with a base time of 30 minutes survival in the icy waters before a swimmer would die of exposure.

The year will work best with the personalities provided if it is 1922-28.



-The End-