



SUNKEN DREAMS

A Mythos nightmare from the deep

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INTRODUCTION

This scenario is set during the 1920's in a small coastal village in Massachusetts, known as Porham Cove. The module is suitable for 2-6 players and is written for 1 or more session of play. The players will take the role of curious Investigators, arriving in the village to find the cause of the mysterious disappearances of several residents in the town. The scenario is divided into layers, depending on how much information the Investigators have. Primarily, the Investigators will have to sort through ridiculous sightings, red herrings and cryptid nonsense before finally zeroing into something truly horrible.

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BACKGROUND

This scenario concerns a small coastal village in Massachusetts, known as Porham Cove. Porham Cove has spent its relatively short existence as an unassuming fishing village, built during the colonial era. With little to do but waste the days fishing, people soon became bored and let their minds run amok. The village is now regarded as a hot spot for spying cryptids (Reptilians, monster fish and strange alien lights), most of which are claims that lack any credibility...most.

The local law spends its time denying these ridiculous claims, as well as fighting an ongoing battle of escalation with bootleggers and smugglers, who wished to use the deep and labyrinth-esque caverns in Porham's titular cove to stash bootlegged liquor.

Recently, following the close of the Great War, the town has seen the return of a few men who left to serve. They brought back horror stories of the war, shellshock induced paranoia and severe, life lasting war wounds that require the service of a full doctor. Luckily just such a gentleman, Doctor Michael Stewart, wanting to help the community; set up his local practice and began to provide aid to the people of Porham Cove, as well as provide dream therapy for those who need it.

DRAMATIS PERSONAE

Here is the key non player characters (NPC's) of Porham cove that are likely to be met by the Investigators.

RESIDENTS OF PORHAM COVE

Sally Rueman, 29, Hotel Owner

Known by the people of Porham Cove as the town Gossip and for good reason. Owner of the only B & B in Porham; she talks to the few visitors that they get. Friendly, approachable and chatty, she tends to get a good amount of knowledge out of her customers. On top of this, many denizens of Porham see her as an Agony Aunt and seek her out as a trusting ear for their problems. Sally is quick to spread these confidential thoughts to everyone she knows in town, which is everyone. As someone with their finger on the pulse of the small town, and the first NPC the Investigators meet, it is very likely that they will use her a source of knowledge in their investigations.

THE CURRENT SITUATION

A dry dock to the North of Porham was recently commissioned to produce a group of S- Class submarines, churning them out with great speed and efficiency. Each sub slightly improved than the last, in terms of depth. One managing to sink to record depths, accidentally disturbed a wandering refugee of the sunken city of R'lyeh, a Star Spawn of Cthulhu.

Aggravating the strange creature and luring it from its deep-sea abode; the creature destroyed the sub before being washed down a current and left to wander once more. In search of food, it has found its new home in the submerged section in the caves of Porham Cove. Here it sends its dreams into fragile minds to lure its prey, the people of Porham.

Following the recent disappearances, Ms Edina Fisher, a reporter from Boston, visited the town to ask questions and solve the mystery afoot. After gathering plenty of statements from the towns people, she returned to Boston to publish her findings (**Handout 1**). Upon its release, she received a phone call from **Gregory Ward**, asking her to return to Porham and help him uncover a dark truth. She hasn't been seen since.

While she may be keen to spread other's secrets, Sally has a dire one of her own. Shortly before his untimely disappearance, Sally was engaged in an affair with Maurine Greer's husband. He disappeared in transit between their houses, late at night, and accidentally left his platinum cross at Sally's B&B, in her bedroom (The smoking gun).

- **Description:** Long blonde hair, soft cherub like face, button nose, bright blue eyes.
- **Traits:** Keen to chat to Investigators, equally eager to espouse knowledge of the town's people

Walter Hopkins, 78, Elderly Sheriff

Walter had been on the force, in his tiny sheriff's hut, for almost 50 years before something interesting finally happened. Most the time, his job entailed going around disproving the many sightings that came his way.

While investigating a strange noise coming from a cave on the beach, he discovered some bootleggers attempting to hide their stash. He almost lost his life as the bootleggers opened fire on him before disappearing further into the cave. Along with his trusted deputy Thomas Adams, Walter managed to arrest 3 of the 4 bootleggers and find most of their caches. As far as he is aware, there were only 3 bootleggers, only his deputy knows of the fourth's fate.

- **Description:** Wiry thin hair in a combover, expanding beer belly and a hunched disposition. He greets people with a warm smile and a story to tell.
- **Traits:** While eager to share the ridiculous sightings and rumors he has heard, he himself seems to be a denier of their truth.

Thomas Adams, 20, Young Cop

Despite being too young to fight in the Great War, Thomas was eager to serve his country. Fresh out of school; he has been on the force for two years and has quickly learnt that most of it is just dealing with small arguments and the occasional missing item. However, unlike his partner, his big gunfight happened after 2 years on the force and not 50.

Thomas has also learnt the troubles of being a police officer in a small town that most of his job revolves around swinging his weight and authority at family and friends, turning most to animosity. Most the time they respect his authority, then besmirch it behind his back, or will straight up disobey anything he says.

This changed after the gun fight with the bootleggers. Most of the town could hear the frequent gunshots erupting in the caves and understood that the young police officer's life was at risk. While Walter was bringing the bootleggers to the police office, Thomas was present in the cave to hear the bloodcurdling screams of the one smuggler that evaded capture. It haunts him to this day.

- **Description:** Strong jaw, 6ft tall with bright blue eyes and slicked back Brunette hair, dark rings seem to be forming under his eyes.
- **Traits:** Gullible to the strange sightings, Thomas knows something is in the cave and is horrified to think what it may be.

Carter O'Hare, 64, begrudging farmer

Irish descendant but has lost his accent over years of living by himself, Carter is a salt of the earth man.

If the Investigators run into Carter, he is very likely to mention to them the threat of a werewolf. A rancher by trade, Carter has recently begun to discover empty bottles and fire damage on his property. In an attempt to scare people off his land, he has begun to spread the rumor of werewolves, throughout the town. Any Investigators succeeding a Hard **Psychology** roll can deduce that the man is lying, but even when confronted he will still spread his sightings of feral creatures the roam his land.

Description: Graying, dark hair. A full farmers tan on a large gruff body and a shaggy beard to complete the look. Late nights attempting to catch the culprits has left him looking sleep deprived.

Traits: Curmudgeon old man who wants to be left to his privacy, even rudely ending conversations to get people away from him.

Maurine Greer, 28, grieving widow

Maurine's husband is among the many who have disappeared from the town of Porham Cove over the last 3 months. Originally hopeful that her hapless husband would walk through the door at any minute, she has recently lost faith. She lives the life of a shut in now, so getting to talk to Maurine will be hard for the Investigators. She is friendly to talk to and on the surface seems to be holding up quite well, but the smallest provocation could set off an episode of hysteria.

Description: Long blonde hair, well-kept and brushed, ironed smart clothes and bloodred straining blue eyes.

Traits: Naïve, unaware of her husband's infidelities. Attempting to move on with her life and keep herself afloat.

Michael Stewart, 55, Doctor

A kind, soft spoken man from Boston who came down to the town almost 15 years ago to provide aid and get away from the busy and often brutal city life. After the loss of his wife, he was desperate to give a better life to his daughter, Portia.

While working at Porham Cove, he has certainly spent a lot of time seeing the hypochondriacs of the town, mainly Maurine Greer. He seems to spend most his time calming her down on every little lesion or ache that she instantly reports.

In recent weeks though, he has seen a spike of insomnia spreading through the town like wildfire. Hesitant at first, he began to administer dream therapy to those who shambled into his office, sleep deprived and barely lucid. The descriptions of these horrific dreams have tested his sanity and bombarded his sense of reason. Growing weary and wearier from each session, his own sleep has begun to become troubled.

Description: Albert always has his wide rimmed spectacles on his face that amplify his brown soft eyes and will periodically dab at his mouth with a handkerchief, a physical compulsion that he doesn't fully understand.

Traits: His empathy is his downfall and he feels the same sanity shredding horror that his patients feel every night. Always nervously checking the clock or his watch, frightened of the next bout of sleep.

TEENS OF PORHAM COVE

Evan Dawson, 17, troubled teen

While Evan used to have the perfect life with a loving father and mother, that all changed after the Great War. Leaving to serve his country, his father never returned from overseas. The sheer grief of losing her husband has left Evan's mother an unresponsive shell, which made her an easy target for the Star Spawn when it began to lure those of fragile minds.

Evan woke one morning to discover he was an orphan. Following this he was forced to move in with his aunt, another local of the village

Needing something to numb the pain and drown out his aunt's incessant attempts to reach him, he decided to check the caves beneath the lighthouse (responding to a vision of a

dream) and lucked out when he found a crate of moonshine. After a few days, he managed to persuade his friends, the other local teens, to come into the forest and drink with him.

Description: Thick black hair and a strong, albeit weary handsome face, poorly kept clothes and equally deteriorating hygiene, sunken brown eyes.

Traits: Understandably sullen, defensive and closed off from the world. After a jug of moonshine though, he comes alive in manic fits of laughing, crying and sudden confiding

Rebecca Adams, 17

A sweet, fresh-faced teenager and sister to Thomas. Out of school and ready to experience life. With recent events, she has been seen at the church frequently, giving a silent prayer to the departed. Originally sweet on Evan, his sudden detachment and spiral has made her worry about him constantly. Should the Investigators approach her, she will attempt to protect Evan and will lie about the moonshine.

Description: Fresh faced, innocent eyes and a bright, contagious smile.

Traits: Eager to step up and help in the wake of the Pastor's absence and prove herself. Worries for Evan's safety and when pressured, agrees to partaking in the moonshine revelry.

Harry Milton, 17

A frustrated ball of pent up energy, angry that he was too young for the war and doesn't know what to do with himself. Eager to leave this small town and make his mark on the world, Harry will most likely try to convince the Investigator's he's worth something and will want to lend a hand.

Description: Rebellious blonde locks, mischievous eyes and a demeanor that immediately makes you suspicious.

Traits: Surprisingly resourceful. Not afraid to get his hands dirty for any form of recognition.

Portia Stewart, 17

A girl of few aspirations or dreams but is always happy in the moment. She doesn't mind if she never leaves this town, if she's content. She enjoys the campfire moonshine revelries with her friends and is quite clueless to Evan's mental deterioration. If asked about the recent disappearances, she has no real opinion nor theories on the culprit.

Description: Cupid like face with soft features and black hair. A loud raucous laugh and a fun-loving personality.

Traits: Will invite younger Investigators to moonshine shindigs if they can prove they are fun enough.

SUBMARINE CREW

Alistair Riley, 34, Submarine Technician

Alistair was working in Comms, back on shore, the day the submarine disappeared. It was late at night and he was the sole member left to oversee the routine tests of the 12th produced sub. He will never forget the transmission he received before the sub went dark, though he will never share what he heard to outsiders. In his report, he describes the issue as a fault with the bilge, but in truth he knows the submarine was attacked by something "Out there!"

He has almost fainted from sheer terror when the bulkhead was retrieved from the bottom of the ocean, showing thick, constriction like damage across the entirety of the hull. Whatever did it was strong, sizable and unknown to science.

Description: thinning, black hair and a short wiry frame. Thick framed spectacles dominate most of his face.

Traits: Shaken to the core, hiding the secret that something beneath the ocean tore the submarine apart and killed the crew.

Gregory Ward, 42, Site Foreman

In recent years, Gregory has grown despondent of his job. Once an easy gig, over the occasional ship project and just make sure the scaffolding doesn't break. However, with this new task of developing submarines, his job has become far more complicated. Furthermore, it has come with a whole new layer of bureaucracy and secrets, yet his wage hasn't seemed to increase with the added pressure.

The final straw was the destruction of submarine 12, where conflicting reports and his men being constantly on edge has led him to believe that his own men are hiding something from him. Gregory will gladly pay a small sum to anyone who can source some information on the submarine's fate for him, whether that includes spying on his coworkers or not.

Description: Burly, shaved hair and a cropped moustache. Always wearing thick grey overalls.

Traits: Is adamant that his men are hiding something from him, not to mention the technicians attached to the government request for more subs. He will find out what they are hiding, no matter what.

GETTING THE INVESTIGATORS INVOLVED

While this module is intended to assemble new groups of Investigators, it can also be used for an existing party.

Typically, though, the main hook of Porham Cove is its staggeringly high record for strange sightings and disappearances, relative to such a small town. It is likely that the Investigator has seen the news report by Edina Fisher, stating the strange circumstances of the recent disappearances. **Handout 1** is an excerpt of her news report.

Therefore, the players should create Investigators who are either; interested in unraveling a mystery (cryptid enthusiasts, journalists or private eyes) or perhaps are only going there for the cash reward.

Preliminary Investigations

Before heading out to Porham Cove the Investigators may wish to do some research on the village. Information can be found at libraries and government buildings. The information available upon a successful **Library Use** roll:

- The population of the village – around 200
- The location of the village – along the Massachusetts shoreline, south of a military dry dock
- The history of the town – Founded in 1603 during the Colonial Era, the town is renowned for sightings of ghosts, UFO's and Cryptids.

More importantly the Investigators can find the names of the victims who have disappeared. Listed and in order of disappearance

- **Richard Greer:** Left his wife a widow. Went for a walk, never returned home. Presumed Dead.
- **Marla Dawson:** Widow and mother of one, discovered missing in the morning by her Son, presumed dead.
- **Pastor Frank Terrace:** Was reported missing a week after Richard by a member of his flock when the rectory door was left wide open and no sign of him was left, he is now presumed dead.

Investigators may also notice that, aside from the very recent report from Edina, there is almost no official news reporting from the small village. With no official reporter living in the town (Edina is from Boston), there is very little in the way of news. Furthermore, the large amount of cryptid sightings seems to leave the village through word of mouth.

Getting to Porham Cove

Given the size of Porham Cove, it will be somewhat of a challenge to find on a map. Those purchasing or borrowing one from a public library would have to take a few minutes before finding it along the Massachusetts coastline.

When determining what time the Investigators arrive at Porham, ask for a **Navigation** or **Natural World** roll. (A **Group** roll if they are arriving together or individual roll if they are by themselves.) A successful roll identifies on the map that Porham Cove is on a tidal Island and can only be reached at certain hours of the day, 4-11am and 4-11pm. With a successful roll, they arrive in Porham as the sun is going down and have enough time to find the B&B, chat with Sally and settle down for the night.

A failed roll results in the Investigator (or the entire group) arriving late at night, exhausted from getting lost in the winding country roads before waiting a few hours to get onto the island (They can swim the small channel, but no vehicle can make it across). This results in a **Penalty Dice** on the dream call **POW** roll of the first night. (Effects described in **Appendix: Dream Call**, Page 15)

While in Porham, the weather is grey and over-cast, seemingly in constant threat of raining. White horses on the waves crash menacingly along the shore, teeth like rocks that line the coastline.

Finding a Place to Stay

Unless the Investigators have elected to sleep rough, then they will most likely look for lodging at Rueman's Bed and Breakfast. On the outskirts of Porham, located on the only road leading into town, is Sally's B&B.

For only a dollar a night to stay; with comfortable accommodation in a classic colonial house and food in the morning, this would seem like the preferable choice. The 2nd Investigator to buy a room will find himself in the same room that Edina was staying in while investigating the disappearances, Sally will mention this fact, explaining that the last occupant booked it a week ago, stayed the night and never returned to pick up her things so she has stored them away. If the Investigator wishes to search the room, ask for a **Hard Spot Hidden**. On a successful roll, they will find a small exert of her notepad, torn out and slid behind the headboard

of the bed. This exert is **Note #2 Edina's Notes**. The other possessions Edina left in her room are non-descript items such as spare clothes and writing equipment.

If the Investigators are in time for dinner (Succeeding their **Navigation** rolls) then she will happily talk to them over dinner and begin to spread the local gossip to the newcomers (See **What Sally Knows**, nearby). If the Investigators arrive late at night, or early in the morning, then she will show them too their rooms and let them get some sleep, waiting till the morning to have a chat with them.

If the Investigators succeed a **Spot Hidden** roll in the cozy living room, they will notice a few photos of Sally, a few years younger, next to a man and woman of similar age. If asked of the context, she will sadly reveal the man to be Richard Greer, the missing man and the woman next to him to be his wife, now widow. Any Investigator that examines this photo will see a cross necklace of great value wrapped around Richard's neck, that seems to be on him in every photo.

What Sally Knows

While having a few secrets of her own, Sally is renowned in the town for knowing almost everything about everyone. No one else in the town is a better font of knowledge for local happenings for Sally. While she will remain hesitant to dispel her own secrets, she has no trouble telling others. With barely any prompting she will tell the Investigators:

- "There's a poor boy, name's Evan. Living with his aunt now. His Dad died in the war and his mom, just between us, didn't take it so well, heard she didn't leave her room for months. Well she went missing one morning and now that kid's an orphan. I seem him roaming the streets now, looking all gloomy and sullen. My friend, Maurine, says she saw him lurking down at the Cove."
- "Talk about crying wolf, Carter believes he saw himself a werewolf a few nights ago on his own farm. Came into the community center and proper worked everyone up over a two-legged man-beast...that being said, I did see some weird lights coming from the trees the other day."
- "Police made a big bust recently, maybe you heard about it in the city. Bunch of bootleggers came down and tried to stash their booze in our cove, using all those smuggler caves. We heard gunshots from here and everything. Sheriff and his deputy managed to beat them though!"
- If asked about Maurine, Investigators succeeding a **Psychology** roll may notice that she is not saying as much as she is letting on. If pressed however, she will quickly make an excuse and leave. Unless harassed, she will say: "Maurine? She's an old friend of mine, we went to school together. Poor girl, her husband came back from the war only to disappear a few weeks ago. Apparently, their marriage had been a bit rocky, poor girl got proper questioned by the Sheriff's deputy. They thinking maybe she be a (**Mouthing**) Black Widow."
- "Poor Pastor went missing a week ago too. Apparently last anyone saw him, he was locking up the church, next morning he's gone. Church remains empty mostly now 'cept for Rebecca. Young girl likes to go there and pray, had a spare key I think, let's a few of the flock in to pray too. Yeah, Rebecca's a

sweet girl, her brother's the new deputy with the Sheriff."

Keeper Note: The order that these clues are delivered, if all of them are used, can be changed at any point or used in any combination to create a different experience each time. While each of the clues are mostly benign, they each have a modicum of truth which will lead the Investigators to Layer 2 of clues.

Later, once the Investigators have been in the town for a day or two, Sally may let slip some more relevant information.

- If the Investigator's mention the dry dock to the North of the Town, Sally will say "Oh I heard about that, Government moving in with some hushed up project, Carter was walking his dog up there one week and saw some big metal containers, he reckons it's one of those ships that goes under the sea from the war, maybe their making new ones. Coupla' fellas who work there come into the town for supplies ever so often."
- Should the Investigators reveal the missing necklace found in her bedroom, she will burst into tears and confess to the affair. "Oh god I feel awful about it. I had loved him since school, but he was always sweet on Maurine. When I heard their marriage was rocky, I wanted to comfort him, but one thing led to another. He was heading back to her house late in the evening from mine when I never saw him again..."

Sally's Room

Should the Investigators suspect something sinister of Sally or are merely kleptomaniac, they will notice that she leaves midday to go to the community center or to get supplies from the general store, creating a perfect opportunity to search her room.

Investigators who succeed a **Spot Hidden**, or specifically ask to look in the back end of the cupboard, underneath the pile of blankets, will find a small shoebox. Inside is the necklace belonging to Richard Greer. A comparison against a photo of him will easily confirm this and will likely push the Investigators to confront her.

THE POLICE STATION

After a nice sleep at the B&B, the most likely course of action for the Investigators will be to visit the Police Station. When the Investigators arrive, the sheriff is caught in a state of inertia, with nothing to do but listen to the radio. His deputy, Thomas, is out examining Carter's story.

If an Investigator is inflicted with **2** or more **Dream Call Points**, then ask for a **POW** roll. If failed, the Investigator hears strange, dissonant whispers in an unintelligible language coming through the radio, costing **1d4** sanity.

The office itself is very small, with a desk and chair in each corner, next to a file cabinet of false claims and bogus sightings. In the back is a door leading to the small and meager holding cells.

What Walter Knows

Walter, the older of the pair, has been on the force for so long; he has heard just about every dumb claim the town has to offer. Provided that the Investigators are friendly or at least

professional, and not armed to the teeth, he will happily impart the knowledge of the town he has gained. He maintains a nonchalant and laid back attitude as his speaks in a thick accent.

- Walter will confirm the sightings of werewolves, reported by Carter. "Well the Ghoul sightings have been around for years, but Werewolves...that's a new one. And Carter has never been one for believing them, maybe he really has seen something."
- "That Greer Widow, Maruine, reported one last night...Well, she reports most nights, poor girl. Says she couldn't sleep one-night, bad dreams or something, and saw lights coming from the sea. Not like a ship, but from beneath the waves. Proper creepy lights too, scared her pale and shaking, says it's Aliens or something."
- "Yeah that Evan boy, we got a lot of complaints about him just lurking about looking all suspicious. If he's just loitering and aint hurting nobody then yeah, I ain't gonna arrest a boy for being sad."
- "We been getting a lot of reports about strange lights coming from the forest, yeah by the farm...yeah talk to Thomas about that, he's been looking into it..he's out at the moment but I'll tell him you dropped by!"
- "The silliest one I get though, and I get it a lot, is that Sally...yeah the one from the B&B, that she is one of those reptile people in a skin suit...or human form or something. I think it might be the teenagers just playing a prank but...she does visit the doc a lot." (Investigator's with **Cthulhu Mythos** knowledge will know that those using **Consume Likeness** spells don't cast a shadow in human form. It's a complete red herring however, as Sally's secret is nothing of the like.)
- If asked what the police are doing about the disappearances, he will seem very apologetic. "Look, we tried everything we could alright? There's only two of us. We took statements, that got us nowhere, we asked local towns if they had any wanderers coming through recently, none. It seems as if they just up and vanished."
- If the Investigators mention Edina, Sheriff Hopkins will have some choice words. "Yeah I met her. We didn't really see eye to eye. We go out of our way to accommodate her, then she ups and ran off to belittle our town behind our backs in the newspapers." If they ask what she was investigating he will say "She was looking into the disappearances. Thought we were sitting on our hand's bout it. Told her all we knew and sent her on her way." He is unaware that she returned to Porham and is currently missing.

A Meeting with Deputy Adams

Deputy Thomas Adams is currently looking into the Werewolf crisis that is afflicting his town. While investigating the werewolf issue, he found an empty jug reeking of moonshine in the forest and believes the bootleggers to be involved. Should the Investigators meet him at **Carter's farm**, he will still have said jug in his hands.

When encountered for the first time, Thomas will be checking the wrought iron gate blocking entrance to the Cave (Or on his way to check, after finishing up with

Carter). However, the locks and chains on the gate are in perfect condition (bar the rust) and he has the only key.

Unbeknownst to him, led by a strange dream, Evan walked out to the lighthouse when the tide was out and snuck in through another entrance into the caves.

In the event that the players don't meet Thomas at the farm or the cove, then when they are sufficiently through Layer 1, to the point where they are starting to piece together that most the sightings are false; Thomas will receive the message that the Investigators are looking for him and will try to find them. (Even if they haven't visited the Police Station, it is likely that their appearance and meddling will cause enough uproar to bring his attention.)

When talking to the Investigators, he keeps a stern manner and lawful attitude. He will explain that moonshine bottles continue to appear in the woods but the only entrance he knows of has remained untouched. If the Investigators have proved themselves to be useful then he will hand them the key to the smuggler's cave and will accompany them to investigate (details on the smuggler's cave can be found in **The Smuggler's Cave**, page 10).

When talking about the incident with the bootleggers, ask for a **Psychology** roll, if succeeded then the Investigators can sense that something about the event is heavily weighing on him. While his eyes are hard to read with the half-closed lids and heavy bags beneath them, the Investigators will still get a sense that he is hiding something. If pressed, with a successful **Persuade** roll, he will reveal that only three of the four bootleggers were found and arrested. Thomas made sure to never mention what happened to the fourth, but the echoes of his bloodcurdling screams from the cave still haunt him to this day. Hearing this haunting tale will cost the Investigators 1 **Sanity Point**.

If the Investigators know at this point that it was Evan who took the moonshine and they respectfully handle the situation, then Thomas will be incredibly grateful and will lend a hand with their further investigations (serving as a backup player character too). On the other hand, if Thomas is chosen as the next victim of the Star Spawn then his notes on the case can be found on his desk, along with underlined words reading "Jesus Christ, I need some sleep".

CARTER'S FARM

On the outskirts of Porham, just south of the town, is a secluded farm that belongs to Carter O'Hare, who supplies the town with most of their food. With a variety of animals and crops, Carter struggles to stay on top of it all by himself and his age is beginning to show. Now, with teenagers sneaking onto his land to light bonfires and drink themselves stupid while destroying his property and occasionally stealing from his barn, he has resorted to something more drastic.

Unable to catch them personally in the act, the lights from the woods seemingly disappearing when he draws near, his frustration turn to fury. Shotgun in hand, he went to the community center and began yelling about the horrific man beast he saw prowling his land, hoping the story would spread and scare the nightly revelers away.

If the Investigator's visit him on the first day, they will walk up the gravelly and sullen path to find Carter preparing to solve his 'werewolf' problem by laying traps for his nightly thieves. On a successful **Group Luck** roll, Thomas will still be there questioning him, and with a degree of professionalism displayed by the Investigators, may be willing to collaborate (See **A Meeting with Deputy Adams**, page 6).

Those with a country upbringing can make an **EDU** roll while those of a city upbringing can attempt to make a **Natural World** or **Survival** roll. A success will notice that the traps and precautions that he is taking don't seem to be geared towards dealing with a wolf, or werewolf problem. Most of his traps aren't baited with common scents, the animals are still being left in the pens and most of his traps seem to be non-lethal, just intended to catch and stun rather than kill, which doesn't seem to match the same frenzy and vigor that he despises the werewolf with.

After all, Carter doesn't want the criminals killed, but would prefer to see them brought to justice so that he can return to living in peace.

Examining Carter's Story

If asked about the werewolf sighting, Carter will take them around the outskirts of the farm to where he 'spotted' it. He will take them around the perimeter to a smashed portion of the fence. He informs them: "Yeah, heard it last night. Saw strange lights in the forest then heard the smashing of the fence, came out with my shotgun and saw it running back into the woods." Given his gruff attitude and generally cold disposition, reading his story for lies will require a **Hard Psychology** roll. Those who succeed it will know that he is not telling the truth.

Carter knows full well that the werewolf is a hoax and has personally taken to smashing the fence and leaving humanoid/wolf looking tracks (Using tailored boots that he sewed himself into a paw shape). Investigator's that succeed a **Tracking** roll will spot the bipedal wolf tracks, confirming Carter's suspicions, however if an Extreme Success is rolled on the **Tracking** roll then tell the Investigator that something seems wrong. The tracks are somewhat ambling and not consistent with the destroyed fence. Furthermore, the tracks seemingly stop halfway through the forest, when Carter grew tired of continuing them, and seemingly transform to human boots before circling back to his farmhouse. Furthermore, Investigators with an almanac handy, or just a good grip on the patterns of the moon (**INT** roll) will know that a full moon is impending and would have been still waxing when Carter reported the werewolf.

If the Investigator's offer any help with catching this beast, Carter will vehemently refuse any help. "I can and will catch this beast by myself and will display his head in the community center by the end of the week, I don't need no help." Should they continue to press him, he will escort them off his land (At gunpoint should the persuading get aggressive).

Returning at Night

After hearing Carter's story and not believing it, or wanting to prove the truth, if the Investigator's head to the farm at night and watch the farmhouse then ask for a group **Spot Hidden**. If succeeding, they will first spot strange lights coming from the forest, to the south of the farm, before seeing a dark shadowy figure leave carter's house. Those with good optics or

a better view can see that it is bipedal and draped in wolf like fur (Carter in a sewn costume, using taxidermy and tailoring skills) with a wolf head. Those deciding to follow him will need to succeed a **Stealth** roll against his **Spot Hidden**. If they manage to remain undetected, they will follow him toward the lights as he slowly moves through the forest and prepares to scare them off. If he is not interrupted, he will jump out and let out a horrific wolf like sound, followed by the screams and drunken cries of the teenagers as the runaway into the forest. Chuckling to himself, he will swiftly burn the rest of the moonshine, put out the fire and return to his home. At this point, Evan will become the next victim of the Star Spawn and **Layer 2** will begin.

If the Investigator's decide to go to the lights first though, they will find Rebecca, Harry and Portia sat around the fire, drinking a clear liquid from a glass, wincing each time, as Evan watches the dancing flames intently, standing so close as to feel the warmth almost burning his face, mumbling a language he heard in his nightmares. If the group is confronted, they have about 30 seconds to explain themselves (poorly) before Carter, in disguise, jumps out to scare them off. (Further details of the campfire shindig are detailed in **An Invite from Evan**, page 10)

Should they confront Carter before he reaches the teens, any threatening demeanor, waving a weapon or detaining him with force will make him surrender and remove the wolf head (should his arms be free too) he will say "Look...there wasn't enough police to find them and I couldn't patrol every night in case they showed up, so I made the threat of the wolf. Just go rap the kids round the head and make them go home..."

If the problem is sorted discreetly, with the teens removed from his property safely and without hassle, then Carter will offer them his 12-gauge shotgun if they need to hunt the real cause of the disappearances. If the situation is handled poorly, or someone gets hurt, then Carter will threaten to get his shotgun and deal with the Investigator's personally.

THE CHURCH

Once a stalwart of the community, the lifeblood of Porham, it now sits gloomy and foreboding against the grey, overcast sky. With the disappearance of the Pastor, Rachel is left to pick up the pieces. With very little training and just her faith and good attitude to go with, the church hasn't seen many services and certainly not with most of the town in attendance. Those who do arrive generally sit in the pews by themselves, head bowed in prayer as they send a silent message to those recently departed. Rachel herself is quite distracted, attempting to run and church while worrying about the downward spiral of her friend Evan.

If the Investigators arrive at the church during the day, she will be talking to a member of the pastor's flock quietly, while 3 other non-descript members of the town are quietly praying in the pews. The atmosphere in the church is incredibly quiet, with the hushed conversation being the only source of sound, lightly echoing off the stone walls of the church. If they talk to her, she will be as friendly as possible, yet they can see that a lot is weighing on her mind.

What Rebecca Knows

- "I'll tell you what I told the police. I had stayed late the night the Pastor disappeared. I was helping clear up the clutter in the back. As we were leaving, he

went back in to check he had locked up properly and I went home. That was the last I ever saw him. I came the morning after and found the place mostly locked up...I've sort of been running things since then." If asked about what was left unlocked, she states "The door round the back, it was left wide open and unlocked"

- If they ask to see the Pastor's office, the Investigators will need to provide a good reason as to why, as well as a successful **Persuade/Charm/Fast Talk** roll. Intimidating the young
- If asked about what she is so distracted by, she will simply dismiss it as stress from running the church. A Hard **Persuade** roll will convince her to mention that her friend Evan has been getting very reckless recently. "He's been through a lot...and I understand that, but he's a danger to himself. I worry about him."
- If asked about the Pastor's mental state before his disappearance, she will say "Well he seemed fine...just very tired all the time. Yawned a lot. I kept telling him to get some sleep, but he just said he couldn't."

The Pastor's Office

Even in his tired state, the Pastor managed to maintain his OCD mentality when it came to organize his office. Everything is laid out with incredible care, almost as if it was perfectly measured from each other. His robes are meticulously laid out and ironed, ordered by the uses and necessity of them. A large wooden desk dominates the center of the room, with pencils neatly organized under some parameter. A tall chest of drawers is pressed into the corner. A small wooden door next to the drawer links this office to a small closet sized room with some modest bedding and toilet facilities.

When entering, ask for a Hard **Spot Hidden** roll. On a success, the Investigator's will notice the slimmest amount of discord in this haven of order, the bottom drawer in the corner has been slightly pulled out and left that way, only standing out due to the incredible amount of order that pervades through the room.

While suffering severe delusions from the dream calls pervasive hold, Frank defaced his childhood bible with mad scrawling. When he recovered from the bout of madness, he shamefully hid his bible away. Those who search the bottom draw will find the secreted book.

Investigators will find neat writing in the opening page "I give this bible to my son Frank". However, everything beyond the neat calligraphy on the opening page is the chaotic scrawling's of a madman. Pages are torn out; words are crossed out and strange unintelligible symbols have been carved into the pages with strong thrusts of a pencil.

Any Investigator who witnesses the mad scrawling must make a **Sanity** roll, 0/1d4 sanity loss. Those who read it can make a **Cthulhu Mythos** roll to try and decipher the scrawling. On a success they can deduce that the creature responsible is using some form of dream call, meaning that it is likely linked to the city of R'yeh or perhaps linked to Gla'aki (On a higher degree of success, those who have encounter Gla'aki know that he only resides in lakes and not seas/oceans.) In this office, at the back, is the door that is typically unlocked first before the rest of

the church is opened. If an Investigator wishes to look for his tracks from that night, ask for a Hard **Tracking** roll, given the amount of time from his disappearance and the multiple people going through the door since (Mainly Rebecca).

However, if the roll is succeeded, they will find the tracks go in the direction of the Cove, before stopping quite suddenly, which the Investigator can infer is due to the high amount of rainfall over the last few weeks. This should lay the seed in the Investigator's head, leading them to suspect the cove.

MEETING WITH THE WIDOW GREER

Seeing as the Investigators are in Porham cove to investigate the disappearances, it is very likely that they will visit the widow of the victim. If visited during the day, she will be in the process of dusting the house. Any Investigator can quite clearly see that the house is immaculate, every item on the walls and shelves polished and dusted to perfection.

If the door is knocked on, she will take a few seconds to reply before greeting the Investigators with a smile. When talking to her, they should get the sense that she is trying to be strong and move on with her life, yet the dark bags under her eyes betray her lack of sleep and teetering over the edge of madness. After asking them to remove their shoes, Maurine will guide them into the living room and ask if they would like to sit. She is very compliant with their questions unless the Investigators turn aggressive or seem completely incompetent. At that point she will ask them to leave. However, if they maintain a friendly and respectful guise, she will offer them tea and baked goods as the speak to her.

What Maurine Knows

While aware of her husbands' routines and problems with his sleeping, Maurine is completely unaware of the affair that her husband has been enacted behind her back with the owner of the B&B.

- If Maurine is asked about his whereabouts the night he disappeared she will say "Well he couldn't sleep that night, so he said he was going for a walk...around the town I presume. He got dressed and left. That was the last I saw him."
- Should the Investigators ask what he looks like or if he owns anything recognizable, she will show them a photo "This is me and Richard with our friend Sally, just after school. See he's tall, tanned skin and black hair. We always though he had a bit of Italian in him. Very handsome. And he always wore a silver cross with his initials on it, never left home without it."
- If asked about her husband's sleeping problems she will seem hesitant at first. "Well, he had the occasional troublesome night after he came back from the war. Says his ear kept ringing in the night. But in the last few weeks his insomnia was worse than ever." (Unbeknownst to her, the guilt wracking her husband's mind kept him up at night, weakening his mind as day by day went by without sleep. When the star spawn arrived, he found himself easy prey)

- **(Layer 2)** If the Investigator's reveal to Maurine that her husband was having an affair with Sally, she will take the news surprisingly well. Once they leave her though, she will head to the B&B and brutally butcher her with a kitchen knife before killing herself. As Thomas is left to investigate the horrid scene all night, he will find himself victim to Star Spawn as it preys on his sleep deprived mind.

THE ORPHANED CHILD

Much like Maurine, being close to the disappeared victim, it is likely that the Investigators will want to talk to him. However, finding him is a bit more difficult as he is known to wander and skulk around. They could try his aunt's address (given by Sally with very little convincing) but she will say that he is rarely home, sneaking in during the dead of night and leaving early too. She has no idea where he goes either. Should they think to ask Rachel at the church, she will be hesitant to tell them first. Ask for a **Psychology** roll. Should they succeed, they can see she is hiding information to attempt to protect him. If pushed however, she will tell them that he frequents the cove to stare out to sea.

If the Investigator's ask non-descript people of the town of Porham, given that it is a small town, each will give them a random location. Ask for a **Group Luck** roll to see if they are given the right location (The cove during the day). Past 7PM though, he will be grabbing his stash of moonshine and making his way to the small clearing in the forest.

When they find him though, he is sitting on the rickety pier in the cove, legs dangling off the side as he stares out to the lighthouse. If asked why he's interested in the lighthouse, he will refuse to say.

What Evan Knows

Evan has recently become an orphan, he is abrasive and speaks callously to push people away so they don't notice how vulnerable, therefore he is quite keen to tell the Investigators what they want so he will leave them alone.

- If Evan is asked why he is out here, in the cold by himself he will curtly respond "I come out here to be alone."
- If asked about his parents, Evan will respond "Dad didn't come back from the war, mom didn't take it too well. She just stayed upstairs in her room, barely ate. I had to feed her. One morning I go into to feed her and she was gone. Front door was left open, must have got up and walked away"
- The Investigators at this point may have heard that others were having trouble sleeping at night, as well as that the disappearances happened at night. If asked about the nature of her sleep pattern he will say "She didn't sleep. She'd stay up, crying, and then collapse from exhaustion. Had a lot of night terrors too. They were weren't as bad as they were the week before she disappeared though."
- It would take a Hard **Persuade** roll to get Evan to talk about the moonshine that he is currently possessing. "Yeah I found some in a cave. Not on this side though. I waited till the tide was low and walked out to the lighthouse, there's a hatch there. Place is mainly flooded, but a few bottles of moonshine were left." If asked why he went out

there “Well, I saw the lighthouse in a dream...” is all he says on the matter.

Background Checking

Should they not take Evan’s story at face value, or decide to not even approach him, the Investigators may wish to check his parent’s home or his room at his aunt’s. His parent’s house remains locked and would require a **Locksmith** roll to break into and is only occupied at 6:30 PM when Evan arrives to grab his moonshine, stashed beneath a loose floorboard in the kitchen. If the Investigators arrive before 6:30, ask for a **Hard Spot Hidden** roll to see if they find the stash. A full sweep of the house will find not much of interest, save for an incredibly musty smelly master bedroom and a smaller bedroom attached, with sketches and drawings of his friends (Rachel, Harry and Portia) as well as some landscape drawings. Should the moonshine go missing, Evan will call off the nighttime bonfire (See **Evan’s fate**, section nearby)

Should the Investigator’s attempt to get into Evan’s room, they will either need to sneak (At night when Evan is out in the forest and his aunt is asleep, or when his Aunt is busy and the house is free) into his room or convince her that their actions are in Evan’s best interest, succeeding a **Persuade/Fast talk** or **Charm** roll. Any attempt to intimidate will be thoroughly rebuked. His room is tidy, mainly due to the lack of use, only the bed seems to be used by Evan. If the Investigator’s succeed a **Spot Hidden** roll or specifically ask to look under the bed then they will find a notepad, covered with horrific drawings and sketches of the missing victims (identifiable if the Investigator’s know what they look like, however the drawing of Richard will not have his amulet on) in states of horrific mutilation, complete with strange symbols and phrases around the edges of the page. Other drawings include the lighthouse and one of Porham cove. Witnessing these horrifically accurate drawings prompts a **Sanity** roll, 1d4/1d6 sanity loss.

Evan’s Fate

It is unlikely that the Investigator’s will get Evan to willingly relinquish his supply of moonshine, that he has stashed in his parent’s now empty home.

However, if they do manage to persuade him with kind words, he will be grateful (Albeit unlikely to show it) and will tell the other teens not to meet him in the woods that night, meaning that Evan will not disappear that night. If he survives the night, he will find the Investigator’s and impart some knowledge left to him by his dreams, namely a vision of a strange dry dock to the north of Porham (**Layer 2**). However, in Evan’s place, Farmer Carter, while stalking through the forest in his wolf gear all night, will be declared missing the next morning.

An Invite from Evan

Through various means such as coercion, black mail or a simple buy-in with more liquor, the Investigators may be able to convince Evan to invite them to their nightly revel out in the woods (See **Carter’s Farm, Returning at Night**, page 7). Here, the Investigators can experience the “Werewolf” attack firsthand, as well as meet the other teens of Porham, Portia and Harry.

Evan will meet them outside the church, at 7Pm, and lead them out into the woods, right on the corner of Carter’s land, where he found a good spot with lots of chopped lumber for a

bonfire. Pouring some moonshine on it, he will light it. The others arrive shortly with buckets of sea water before sitting on the felled logs.

Portia will likely talk to the Investigators about her father’s business, the town doctor, and how she thinks her dad wants her to take it on from him. Furthermore, she is likely to accidentally slip the fact that Richard, Marla Dawson and the Pastor were all recent patients there (**Layer 2**). If Evan overhears this, he will stare daggers at her.

Harry on the other, eager to get out of Porham, will be fascinated with the outer-towners and at the mention of any investigation in town, will offer his services and aid, insisting on helping whether they rebuke him or not. Usually he paces around the glowing flames as he speaks and has become accustomed to being the look out for old man Carter (Giving the signal to douse the flames and run). If he is distracted though (I.e by an argument or a proposal to join the Investigators when they leave town) then Carter will most certainly sneak up on campsite (Give Carter a **Bonus Die** for his **Stealth** roll).

THE SMUGGLER’S CAVE

Once the Investigators are on the beach, spotting the entrance to the cave is not hard. On the left-hand side, facing the ocean, of the cove there is a visible cutout within the rock that lines the cove. Coming closer will reveal it to be the entrance to a cave. About 30ft from this entrance are thick corrugated iron bars, heavily rusted, with multiple chains wrapped around the entrance. Should the Investigators come here in the day, when the tide is out, and attempt to mess with the entrance gate, they will be accosted by Thomas Adams (**A Meeting with Deputy Adams**, page 6). Unless they can convince him, they are not in cahoots with the bootleggers, he will escort them away from the entrance or even arrest them. However, if he believes that their intentions are good, he will open the cave up and allow entrance.

Keeper Note: The cave is relevant on all the layers of clues; therefore it is likely that they will visit multiple times, however from this end of the cave they are not in danger of meeting the Star Spawn, regardless, his mental influence is still very prevalent here.

If they have managed to avoid Thomas’ attention, by coming later or sneaking, they will find the rusted locks incredibly difficult to pick lock quietly, given the rusted tumblers, therefore a **Hard Locksmith** roll will be required to quietly remove them. Any attempts to loudly pry the gate of its hinges will certainly attract the attention of the police. Inside is a low, dark cave where loud dripping sounds can be heard echoing off the walls. Around the first corner, a stack of wooden crates is covered in bullet holes. “This is where they first open fired on us...” Thomas remarks, tracing the bullet holes with his fingers. “They ran deeper into the caves though, shooting over their shoulders. The shots were deafening!”

Those entering the cave, as they are drawing closer to the star spawn, will need to make a **POW** roll (See **Appendix: Dream Call**, page 15 for details). Those that fail gain another point of influence and are likely to experience strange phenomena. I.e

- A general sense of unease
- The strange clicking and sucking sounds of the creature being heard right in their ear

- The screams of the bootlegger that never returned
- A compulsion to strip down and swim into the flooded caves (Resisted once the freezing cold water reaches their waist)
- Hearing muttering under the Deputy's breath
- Hearing voices from the past, distinctly the deputies' saying "Hopkins, you see the fourth guy? Yeah I can't find him either."

Progressing through the cramped tunnels further will lead Investigators to a small, round opening, namely an antechamber. Here, there are a large number of wooden crates lining the walls, with the lids torn off and the contents empty. These are the empty crates of moonshine. Those succeeding a Hard **Spot Hidden** roll will find that one of the crates was left unchecked and contains two full bottles of moonshine, perhaps a good buy in with Evan and his crew or a way to carry favor with the sheriff's office. From the antechamber, there are two possible routes, right through the flooded caves and left into a snaking tunnel that leads to a dead-end. The flooded portion of the cave is ice-cold, imposing a penalty dice on any **CON** roll to hold their breath if they were to swim. Without suitable preparation, it would be fatal to attempt the swim.

LAYER 2

This section of the book concerns areas only entered for Layer 2. Keep in mind that areas that are relevant in multiple layers will have (Layer 2) written next to the relevant clue, should they appear first in Layer 1. For a handy reference, here is a list of Layer 2 clues

- Edina's notebook, hidden in her room at Sally's B&B
- Walter Hopkins' mention of a government project up north
- Sally's rumors of Carter seeing a dry dock up north.
- Thomas Adam's approaching the Investigators
- Evan's dreams of the lighthouse and cove
- The pastor's tracks leading to the cove
- Richard's tracks leading to the cove from Sally's B&B

THE DRY DOCK

By this point in the module, it is likely that Investigators have heard a few rumors pertaining to the government facility to the North of Porham Cove, along the coast. Given the connotations of Government Facilities in mysteries and horrors, it is likely that the Investigators will expect to find them behind the disappearances, when they were unaware but complicit in causing it.

The facility, constructed a few years ago, is a dry dock with the purpose of produce S-Class submarines, contracted by the government. Here they are also tested, along the coastline of Massachusetts (Hence the strange lights in Porham Cove, as a scavenging ship search for the remains of the missing sub)

If the Investigator's follow the coast up North though, it will take about 45 minutes of hiking, given the terrain, before they spot in the distance, a large fenced off scaffolding. Those with ocular devices (Spyglass, binoculars) will be able to spot dock workers on Dock #6, where the ruins of the destroyed sub are currently held for analysis. Those approaching the gate without an invitation (See **A visit for Gregory**, below), will

be turned away but the armed guards by the front, without the use of a Hard **Persuade/Fast Talk** or **Charm** roll. Intimidation will be met with further aggression, and given the nature of the government project, will likely result in an arrest or worse.

Upon entry, they see straight ahead of them, large steel scaffolding around a large warehouse with a flat roof on top, and each section of the warehouse is divided by thick gates, with white paint on it, denoting the number of the lot. Strange machinery towers over them, and vicious whirring, hammering and scraping sounds can be heard all around the dry dock, to the point where the Investigators may need to yell to be heard.

If they manage to talk their way in without an invitation, Gregory will likely intercept them from the gate anyway, seeing them as valuable assets to get the information he needs. He will take them to his office on site, a small cramped building on the north side of the lot and explain his situation to them (**A visit from Gregory**, below).

A Visit from Gregory

Given that Layer 1 can unfold in numerous ways, there are chances that the Investigators will miss this initial encounter entirely.

Gregory has been sending men into Porham for food supplies and tools since construction started last year. While here, it is likely the Investigators will spot them shopping for supplies, dressed somewhat differently from the resident of Porham. Should the workmen learn of new people in Porham, word will reach Gregory quite soon. As for the workmen themselves, they are rather non-descript and only dispense basic level knowledge of their day to day tasks. On a successful **Persuade** roll, the workers will reveal they are from a dry-dock up north, working on a government project. With a successful roll, they will reveal work has slowed down given some strange circumstances. Realizing they have revealed too much, they will excuse themselves.

Gregory, learning of the Investigator's arrival, will attempt to discover where they are staying in Porham. Making the safe assumption of the only rest stop in town, he will head to the B&B to wait for them (At around 10Am) Should the Investigator's still be in the B&B at this point, Sally will call up to their rooms and tell them that they have a visitor waiting.

Keeper Note: If Sally has been murdered by Maurine at this point, or a similar crime has been committed, then the Investigators won't be able to stay at the B&B. It is likely that they will stay with the NPC they have assisted in Layer 1 or may even rough it outside. In this case, Gregory will attempt to find them, but failing too, will leave a note with a random NPC of Porham. Ask for a **Group Luck** roll to see if it reaches the Investigators

Whether Gregory meets the Investigators at the B&B, the Dry Dock or somewhere else is not important as he will tell them the same thing:

"My name is Gregory Ward. I won't dance around it, I need your help. I am currently suffering a mutiny on my own lot and I need outside help. They won't let me into my own goddamn lot. Look, I ain't government, I'm just overseeing a government project. Something went wrong and suddenly I'm out of the need to know loop and they won't let me now. A chunk of my own men was laid off without a reason or my seal

of approval and now I just sit around on my arse all day waiting to be fired or lined up and shot for being a bystander or something. I got garbs for you, maybe you go down there, to lot 6, maybe you try and sneak in and see what the hell is going on down there.”

At this point it is likely that the Investigators will want to know what is going on at that dry dock to merit such secrecy, if they ask Gregory about what he knows of the project, he will break his own oath of secrecy and say:

“Screw those sycophants, especially that prick Alistair. Look, I was contracted to oversee the site and the site was recently commissioned to produce S-Class subs. Yeah, submarines. Those ships that go under the sea. Yeah, they asked for a lot of them, that can go deeper than the ones in the war. So, we churned them out for them, emptied most the lots once we finished them. Then something went wrong and suddenly I’m not allowed on dock 6 anymore, neither me nor my boys. Only those government pricks.”

If pressed about what went wrong with the submarine, he will insist he doesn’t know:

“Look, I joined my engineers on driving up North to where we lodge. They were running tests on the new sub, they had done it about 20 times on the all previous subs we made, and I had checked it, it met all our criteria and was seaworthy, so I had done my job right. We come back tomorrow morning, suddenly it’s all hush hush.”

If asked about Alistair he will say:

“He’s the head technician. Government employed. Jumpy little fellow, doesn’t know much about working with tools. He knew all the science stuff behind the bilge and the sonar and what not. But he’s hiding something. It’s why he won’t let me or my boys on the dock.”

If asked about the fate of Edina, he will suddenly go quiet while thinking of his answer. If pressed he will respond:

“Yeah, I talked to her, saw her report on Porham, so I sent a telegram to Boston, asking her to come back here and lend me a hand, she agreed so I asked her to look around. Look I didn’t do nothing to her, she just vanished one night. Was probably those government pricks on dock 6”

Edina’s Fate: Unbeknownst to him, Edina was not caught snooping around, but rather she had taken an advantageous position to keep an eye on the dry dock, right on the edge of Star Spawns range. Staying up all night to watch for an opening and maybe catch a glimpse of what’s going on inside Dock 6, she drifted off asleep, only to never wake again. When hiking to the facility, ask for a Hard **Spot Hidden** roll, those who succeed may find the remains of her stakeout camp, on a small outcropping off the ocean-side cliff, with a good view of Dock 6. If an Investigator tries to reach it, ask for a **Climb** roll, to slide down the gentle decline over the cliff to reach the small peninsula. (If the roll is pushed and fumbled, don’t hesitate to have the Investigator go over the cliff, plummeting into the sea below). Those looking from this angle with binoculars will be able to spot a strange object gap in the scaffolding. Seemingly a suspended, large object (The wrecked sub) covered in a large piece of cloth, resting in the center of Dock 6.

When they are done talking to Gregory, he will give them overalls and some basic access forms. They won’t let the Investigator’s get into Dock 6, but it will allow them to explore most of the dry-dock.

Snooping Around and Meeting Alistair

With workers overalls now in possession that grant a **bonus dice** to **Disguise** rolls, as well as rolls to deceive other workers, most of the dry dock is opened to the Investigators without question. While here, there are two points of interest

- The Head Technician’s, Alistair Riley, office. Where data on oceanic currents routes and the report of what happened to the sub reside
- The actual remains of the submarine that was assaulted by the Star Spawn of Cthulhu, contained on dock #6.

Finding Alistair’s office isn’t hard though, given that it’s a temporary building on a raised platform with a staircase leading up to it. During the day, Alistair spends most his time here, scrawling down possible explanations to what happened to his submarine. However, ask for a **Group Luck** roll when the Investigators are heading toward his office to see if he is in, or at the Dock examining the submarine for answers.

If they enter his office, whether he is there or not, on a large chalkboard is a prediction of ocean currents. Investigator’s succeeding a **Natural World** roll will see that the head technician has been calculating the trajectory of something washing down shore, with a circle and an X marking Porham Cove.

“What?” Riley will say with an agitated tone, should he be in the office when they enter. He will rebuke them without even looking up from his papers, before finally collecting himself and greeting them, but until told otherwise, he will treat them as workers. “Oh sorry, I thought you were with the board...look I don’t know when construction will resume till, I get the go ahead from up top.”

If the Investigators can convince the man to let them help him, requiring a Hard **Persuade** roll, then he will right them a permission slip to get into Dock #6. “You have to be discreet, okay? I need an outsider’s opinion...just need to talk to someone that isn’t me.” He will not speak to reporters unless they can convince him they are Off the Record.

If asked about the situation, with the right persuasion, he will say;

“It was a routine test, four men were on the new sub, Gregory signed off saying it was seaworthy and I made sure all the equipment was right. We’d done this 11 times with the other subs, so no one was worried. We sent the sub down, and when nothing seemed wrong, I sent the workmen home. I knew something was wrong when they missed the allotted time to resurface so I stayed up all night waiting for them. But nothing. We sent a salvager down to retrieve it, but they couldn’t find it, so I made some current predictions. Took us almost a month to find it, had to look down by Porham Cove. One of the crew had...scratched something into the wall of the sub. You’ll know it when you see it! It still sends chills down my spine now. Before the workman could catch on and start spreading rumors, I called up the chain of command and got some guards sent down here, blocked the dock off.”

Should the Investigators wish to wander around the compound, they will find Docks 1 through 5 very easy to enter. In large, open warehouses, submarines surrounded in scaffolding are at various stages of completion. If the Investigators are looking for a distraction to sneak into dock 6 then perhaps sabotaging one of the hanging submarines is the

way to go. Each warehouse during the day is filled with at least 15 workers, each performing various tasks.

Dock #6

With a permission slip from Alistair, or some cunning perhaps involving guard uniforms or sneaking through the pinned chunks of cloth that block vision from warehouse 5, the Investigators will be able to gain entry to Dock #6, finding it the last in a long line of scaffolding and machinery. Unlike the other 5, great effort has been made to block sight into this area, with blankets of cloth and metal sheeting being put up around various areas. In the center of the dock, suspended by cables, with scaffolding reaching several areas, is a large object covered in cloth. If the Investigators enter with express permission, then an on-duty guard with help remove the cloth, without however, they will likely have to sneak peeks under the cloth to see what's below. At any point, unless a diversion is created, 6-8 guards will be on duty in and around Dock 6.

Beneath the cloth is the ruined hull of the submarine, viciously crushed in various places. It doesn't require a spot hidden to notice the warped sheets of metal that have been crushed, as well as the various rips and tears made in the weaknesses of the hull. A **Hard Spot Hidden** roll does reveal a pattern in the dented parts of metal, that of long concordat lines that seem to curl around the hull, almost equally apart, suggesting that perhaps a creature like an enormous octopus wrapped its limbs around the submarine and clenched very hard.

Any remains of blood or remains of the crew have been washed away the second the submarine was opened by the Star Spawn. All that remains is an ominous message, scratched into the hull with a jagged blade of sorts. "It's out there". Investigators that see this must make a **Sanity** roll (Sanity loss 0/1D4)

Alistair or Gregory?

Depending on which higher-up they report too will decide what reward they receive for their assistance.

- If Gregory is informed that the submarine was seemingly destroyed by external factors and no one is gunning for his job then he will thank the Investigators and reward them with some functioning scuba gear, used by his crew for underwater maintenance. If the Investigators aren't pressed for time, he will give them each a lesson (increasing their **Diving** skill to 15, diving is an obscure skill not included on the character sheet.)
- If Alistair is ensured that the secret won't leave the small circle of people who currently know, i.e Gregory, then he will ask the Investigators for any hypothesis for what happened. Should the Investigators mention the tentacle like damage on the submarine then he will thank the Investigators. Should they express interest in hunting this creature, he will provide them with a functioning harpoon gun and 3 harpoons. (1d10+6, damage. Ignores armour.)

THE GOOD DOCTOR

As one of the few links between the victims, it is likely that they will attempt to visit the doctor. His office hours are from 9-5. Should the Investigators not think to speak to the local doctor, clues are provided in the form of sleeping pills in all the victims bedrooms (Should any breaking or entering occur) and Portia will eagerly mention her Father's work along with

the patients he's being seeing recently. Should the players find themselves lost, aside mentions of the doctor's office can be dropped by various members of Porham including Sally or the Sheriff.

Should they go to the address provided, they will see that it is a place of residence, with "Doctor's Practice" carved into the glass on the right-hand side. The lobby has been made into a reception of sorts and when the door opens a small bell rings. Portia will quickly arrive to greet them, asking them to sit before fetching her father. Depending on the events of the Werewolf incident, she could be distraught if it occurred or completely normal if it never happened. If Evan has disappeared due to the events of the Forest revelry, she will be noticeably distraught. A few minutes later the Doctor will greet them and will happily answer any questions they have, so long as they don't seem too incompetent. Suffering another sleepless night, the doctor will greet them with a shaky attitude, thick bags under his eyes and a surprising curtness.

What Doctor Stewart Knows

The doctor, if the Investigators are unsuccessful in stopping the Star Spawn, is likely to be one it's next victims. His sleepless nights, the result of listening to the patients horrifying dreams has left him shaken to the core. Throughout the discussion, he will seem distracted and a **Psychology** roll will reveal that he is hiding some information.

- If asked about the visits from the dissappeared victims he will sigh and reveal "I saw them all, over the course of the last month. Richard hadn't been sleeping well since the war, had shell shock, but said it was the worst he had ever had. As for Evan's mother, poor girl has been hysterical since her husband didn't come back from the war. Her son came to me a week before she disappeared, saying her night terrors were worse than ever. As for the Pastor, poor man was up all night worrying about members of his flock disappearing, worked himself into a tisy. A week before he disappeared, he complained he couldn't sleep either."
- If asked whether he is treating anyone else for sleeping issues he will pause for a while. "Yes, a few others of the town. I cannot speak of the living though, Doctor-Patient confidentiality." A **Hard Persuade** roll will convince him otherwise. Attempts to bribe will certainly offend him though. "Carter came in a few days ago, complaining about insomnia, the new deputy too. Poor Evan won't accept help but according to his Aunt he gets home at 4AM and leaves before she's up at 6AM so I bet he doesn't get much sleep either." Doctor Stewart has obviously not been sleeping well but will dismiss any mention that he is suffering from similar symptoms.
- If the **Psychology** roll is succeeded and he is pushed on withholding information, he will tell the Investigators "I shouldn't be talking about this...but it haunts my sleep to this day. I offered dream therapy to each one, first out of a hopeful position to help but later out of morbid, deadly curiosity. The things they described in their dreams were...electrifying. Richard described a city at the bottom of the ocean. A strange green light emerging from an underwater acropolis. Inconceivable, angular towers of incredible proportions. Miss Marla Dawson was certain she saw her husband. She relished the opportunity to return to sleep to see her

once more, once fearing her nightmares but now embracing them. She said he sung to her, from the Cove. And as for the pastor, well he was certain that divine light was emerging from the Light House, from the very top. A warm, embracing beam of answers, comfort and purpose. I dismissed them all as strange dreams...until they mentioned the symbols. Each of them, certainly without conferring, named the same symbols and garbled language that seemed prevalent through the dream." After divulging this information; he will show them his notebook, which is covered with scrawling and cramped notes. Those that have seen the Pastor's bible will recognize them as similar symbols. The name R'lyeh seems to appear multiple times too. However, if asked, the doctor will have no clue what it means. Investigators who hear these horrid proclamations must make a **Sanity** roll, (0/1D6, Sanity loss)

Once the interview is finished, the doctor will nervously glance at his watch before ushering the Investigators out, claiming he has other patients to see.

LAYER 3

The Lighthouse

At this point, if the Investigators have been visiting as many locations as possible, they are probably forming together a picture of what they are dealing with and most likely know that it is something lurking in the caves down by the Cove. It is unlikely, without a successful **Cthulhu Mythos** roll, that they have really gauged what danger they are walking into though. If the search the caves on the beach (Described in Layer 1) they are likely to dismiss the flooded portion of the cave as too dangerous to enter. After all, spelunking is incredibly dangerous even in caves that aren't flooded. Therefore, after hearing plenty about the lighthouse, it is likely that they will want to head there next.

Keeper Note: Avoiding railroading can be quite tricky at this point, especially if the Investigators want to enter the lighthouse during Layer 1, but many precautions can be taken. On my first playtest, the group wished to go to the lighthouse directly after searching the Smuggler portion of the Caves. There are many countermeasures you can use, such as surprise appearances from both phantoms and NPC's to distract them as they wait for the tide to go out. Furthermore, when arriving at the lighthouse, while the door has recently been tampered with, finding the entrance to the tunnels is another matter. Should they find the entrance though, natural issues such as the tide or the darkness of the cave can be used, as well as the incredible magic power of the Star Spawn who can use his mental warping abilities such as Dominate and Suggestion, as well as creating illusions to attack their sanity or dissuade them from entry. The Star Spawn is incredibly intelligent and if it believes it can't successfully beat all the Investigators at once, it will repel them till it has fed more.

The wooden staircase leading up to the rocky surface where the lighthouse resides rotted and washed away long ago. Should the Investigators wish to get out there, they will need to wait till the tides out or risk getting whisked away by the current. A **Swim** roll would be required, Hard **Swim** if it is a storm. Once they have reached the rocks, an Extreme **Climb** would be needed to climb out of the sea and climb the mossy,

wet rocks. Failure requires a **STR** roll to hold on and not fall back into the water. If a fumble or failed pushed roll is made on the **Swimming** roll, then they are washed out to sea.

If the Investigators are smart enough to go out with the tide, then the difficulty of the roll to climb the rocks is Hard and failure only drops them onto the silty seabed below. Climbing up the rocks leads to a 5ft radius walkway around the base of the lighthouse. It is quite easy to see that the door has been forced in somewhat recently and opens with relative ease. Inside, the Investigators will be hit with the reeking smell of damp. A rusty ladder rests in the center going up. A dank and rotting table sits in the center next to a knocked over chair. A bookcase rests against the furthest wall, moving this or succeeding a **Spot Hidden** will discover a trap door.

The ladder climbs to a sleeping area and continues upwards toward the resting scone for the lantern. Here there is a bed with a rotting bedside table next to it. Resting on here is a storm lantern with a small amount of fuel.

On the top floor, a metal platform circles the lighting scone. The rusted platform creaks and groans in the wind, the rusted bars threatening to go at any time. Should an Investigator with **3** or more **Dream Call** points, go up to the top floor then. Ask for an Extreme **POW** roll. Should they fail, they will see a strange wretched figure swimming out at sea, signaling to them. The lighthouse will suddenly burst into life, blinding them as they topple over the bars and plummet into the sea below to be torn to shreds by the star spawn, before it disappears back to its cavern. If the tide is out, they will fall and hit the silt taking 1d10 damage before snapping back to reality.

Should the Investigator's attempt to open the trapdoor on the ground floor, they will find it swollen due to the moisture, requiring a **STR** to pry the wooden hatch upwards. Beneath it is an area too dark to see into without light. Using the storm lantern or a resourceful Investigators light source, they will see a ringed room filled with crates.

A small amount of water floods the bottom of the room though, rising to ankle height should the Investigators wish to head down there. In this cave, the strange feeling that something is watching you is stronger than ever. Checking any of the crates will reveal moonshine, two to a crate. In between a break in the caves is a foreboding natural entrance that seems to lead to dark tunnel flanked by the same rock that lines the walls of the Cove.

The Sunken Caves of Porham Cove

This section entails the finale of Sunken Dreams, for the Starved Star Spawn of Cthulhu lurks within this cave. If the players have assembled enough clues to warrant a full exploration of the cave, or your attempts to dissuade them have failed, then the final fight begins.

Following the cave's entrance from the basement of the lighthouse requires a bright light source, such as the storm lantern or if a resourceful Investigator thought to bring a torch. If the tide is in at this point, the cave will be flooded to the Investigator's ankles. In the shadow of the dim lights, they may see small, vile things wriggling around in the murky waters, however as soon as the light moves, they disappear. The further the group moves into the cave, the more they will feel a weight on the base of the brain stem, like a sinking headache. Those with more dream call points will feel an unbearable sensation that something is nearby. Following the

cave will require them to crouch closer to the water, having to duck down as the ceiling gets lower and lower till it's almost crushing.

Finally, it starts to widen before reaching a warped T-junction of sorts. The right-hand path leads to a sunken portion of the cave system while the left leads down a gentle slope into a dark antechamber. Straight ahead is an incredibly thin opening between the rocks, which the Investigator could attempt to slip through, however there is no promise to them that it opens up on the other side. A **DEX** roll would be required to slip into the thin opening. Should the Investigators attempt to go through the sunken portion of the cave without appropriate gear, ask for a **Swim** roll with a **penalty die**. Should they fail this, they will get trapped halfway and begin to drown. Given the cold water, ask for a Hard **CON** roll. Each turn they fail the **Swim** roll is another 1D6 of damage. (Refer to Asphyxiation rules, page 124 Keeper Rule Book)

The Feeding Chamber

Should they slip through this, or enter the Feeding chamber through other means, they will find themselves in the creatures feeding ground. Lifeless husks are left against the walls, their fat and muscle sucked out and their brain cavity scooped clean, their bodies covered in lacerations and pucker marks. A **Spot Hidden** roll would be required to identify the corpses. Witnessing these horrors provokes a **Sanity** roll. (1d4/1d8, Sanity Loss)

- The only three that are sure to be dead from the start of the module are Richard, Marla and the Pastor. Of these three, only the Pastor is identifiable due to his robes.
- If Evan disappeared, a corpse that vaguely resembles him will still be wearing the jacket he rarely takes off.
- If Carter disappeared due to the 'Werewolf' incident, his corpse will still have a few chunks of Wolf Fur clothing strapped to his person.
- The doctor's body is still relatively intact, if he disappeared, and his wide rimmed spectacles are smashed but remain on his soft featured face.
- Thomas' Adams deputy badge would still be on his defiled corpse, should he be among the disappeared.

In the center of the room is a murky pool of water, stained red with blood. On its dark surface, entrails and innards float aimlessly. If an Investigator has been lured into this room via Dream Call, the Star Spawn will be waiting in the pool to strike. Should an Investigator drop to 0 Hp or be captured at any point they will be taken to this room and pinned to the walls with a strange mucus from the creature's vile maw, to be saved for a later consumption. The mucus needs to be burnt off to free the Investigator.

The Reflecting Room

In this strangely cylindrical room, water dripping down the silvery surfaces of the rocks has left them polished and reflective. Should the Investigators enter this room, their image will be reflected all around the room. As they make their way to the center, they will see tendrils drop down slowly around them, before suddenly lunging at them, giving a **bonus dice** to dodging them. Should they be caught, the creature will take them through the small slits and cracks it can easily fit through, taking it to its feeding chamber. Witnessing the Star Spawn's wretched tentacles provokes a **Sanity** roll, (1d4/1d6, Sanity loss)

The Strange Stalagmites

Entering this area requires swimming through a sunken portion or slipping through a tight squeeze. Here, the creature has been shaping the rocks into strange angular patterns. Upon entering this tall cave, the Investigators will see that the rocks have been melded into mind boggling angular formations that seem to defy physics. If the creature is in the room with them at this point, he will attempt to ensnare them. Ask for a **POW** roll (penalty dies apply with dream call points), which will turn the room into a relativity painting. Soon they will find themselves climbing and descending the angular stalagmites, which have grown in proportions. As they ascend the ever-growing pillars, the walls of the cave will turn to a void like backdrop with garbled, waterlogged singing filling the silence, prompting a **Sanity** roll. (1d4/1d8, Sanity loss) In this wretched, psychedelic state, the creature will then capture the dazed Investigator.

CONCLUSION

Given the strength and sanity shredding capability of the Star Spawn, without restraint, it is likely this module will end in a party wipe. However, with some ingenuity and a lot of Molotov's, the Investigators stand a fighting chance against this creature. That means there are 2 likely outcomes of the scenario.

1. The Investigators triumph over the Star Spawn, returning Porham to its original state, albeit without a few key members.
2. The star spawn slaughters the Investigators leaves them insane or forces them to flee Porham forever then it will likely feed till it decides to leave or until there is no one left in Porham

Rewards

If this module is being used as the start of a campaign, then reward the Investigators for the following:

- If the Star Spawn is defeated, freeing Porham from its tyranny: +1D10 Sanity.
- If Porham is left to its own devices without slaying the Star Spawn: -1D10 Sanity.
- For each disappearance not prevented: -1 sanity.
- Saving a victim from being devoured: +1D6 sanity.
- Helping Gregory or Alistair solve the problem of Dock #6: 1d4 sanity.

APPENDIX

RUNNING THIS MODULE

Dream Call

Not unsimilar to Gla'aki's dream call (Used in modules such as Amidst the Ancient Trees), the Star Spawn of Cthulhu will attempt to use this ability to first tire and lower their mental defenses before finally luring them to a point where they are easy to consume.

The creature will send out these strange visions periodically, typically at night, probing at the Investigators minds. The Star Spawn may also use this if the Investigators are about to

discover it before it has regained its strength (Entering before Layer 3).

If the Investigator is well rested, sober and sane then resisting this call is as simple as a **POW** roll. Exhaustion, such as waiting till early morning for the tide to go out, will result in a **penalty die** on resisting the call. (Dream call points don't affect the roll against the initial spell each night, that is dependent on the Investigators condition) Failing the roll will result in a point of **Dream Call**.

1 point – A penalty die on opposed **POW** rolls against the Star Spawn. The Investigator will glimpse strange sightings out of the corner of their eye. (Orbs of light, ghosts of pilgrims that settled in Porham etc)

2 points – The difficulty of opposed **POW** rolls increases by 1. The Investigator will find themselves dreaming of the cove. Hallucinations will begin to manifest physical qualities and can harm.

3 points – The Investigator is likely to wake up on the cove, or in similar comprising areas. A weight on their brain stem has formed and they don't always feel completely in control. The difficulty of all opposed **POW** rolls increases once more.

4 points – The Investigator is completely under the thrall of the Star Spawn and will likely wake to find themselves pinned to the wall of the Feeding Chamber, soon to be devoured. (Roll a percentile each night, 25-100 they have been lured) Furthermore they are unable to oppose **POW** rolls against the star spawn.

The Star Spawn's Feeding Pattern

Should a victim, NPC or Player, finds themselves pinned to the wall by mucus in the Feeding Den of the Star Spawn, then they are likely going to die. Each day roll a percentile dice, 50-100 decides that the creature will feed. It can only eat a single human in a day and will save others for later.

Here is an in-game example from my first playtest:

When opening Layer 2, both Carter and Evan disappeared on that night. The Keeper rolled a percentile to see if he eats one of them on the following day. The roll is 57. Carter is then devoured by the beast. On the next day, the roll being 32, the beast does not feed. Meanwhile the Investigators are at the dry dock. On the third day, 22, the Investigators enter the Feeding Caves to find Evan still alive.

While the creature isn't feeding, it spends it's time in the cave of strange stalagmites, carving an inconceivable altar of improper angles.

NON-PLAYER CHARACTERS AND MONSTERS

Sally Rueman, 29, Hotel Owner

STR 45 CON 50 SIZ 50 DEX 65 INT 55
APP 75 POW 70 EDU 60 SAN 70 HP 10
DB: 0 Build: 0 Move: 8

Attacks per round: 1

Brawl 35% (17/7), damage 1D3
Dodge 32% (16/6)

Skills

First Aid 50%, Listen 75%, Persuade 65%, Psychology 55%, Spot Hidden 50%

Walter Hopkins, 78, Elderly Sheriff

STR 35 CON 65 SIZ 40 DEX 45 INT 75
APP 45 POW 55 EDU 80 SAN 55 HP 10
DB: 0 Build: 0 Move: 7

Attacks per round: 1

Brawl 55% (17/7), damage 1D3
Revolver 65% (32/13), damage 1D10
Dodge 30% (15/5)

Skills

Fast Talk 55%, First Aid 65%, Persuade 55%, Psychology 75%, Spot Hidden 60%, Stealth 65%

Thomas Adams, 20, young deputy

STR 65 CON 70 SIZ 70 DEX 55 INT 65
APP 65 POW 45 EDU 60 SAN 45 HP 14
DB: 1D4 Build: 1 Move: 7

Attacks per round: 1

Brawl 65% (17/7), damage 1D3
Revolver 75% (32/13), damage 1D10
Dodge 40% (15/5)

Skills

Fast Talk 65%, Listen 50%, Psychology 65%, Spot Hidden 65%, Stealth 55%

Carter O'Hare, 67, Begrudging Farmer

STR 55 CON 75 SIZ 60 DEX 35 INT 55
APP 55 POW 30 EDU 60 SAN 30 HP 13
DB: 1D4 Build: 1 Move: 7

Attacks per round: 1

Brawl 45% (17/7), damage 1D3 + 1D4
12-gauge 55% (27/11), (damage 4D6/2D6/1D6)
Dodge 40% (15/5)

Skills

Natural World 75%, Persuade 65%, Psychology 70%, Stealth 50%, Tracking 65%

Maurine Greer, 28, Grieving Widow

STR 50 CON 50 SIZ 40 DEX 55 INT 75
APP 80 POW 50 EDU 70 SAN 50 HP 9
DB: 0 Build: 0 Move: 9

Attacks per round: 1

Brawl 45% (17/7), damage 1D3
Kitchen Knife 45% (17/7), damage 1D6+2

Dodge 40% (15/5)

Skills

Art/Craft (Photography) 65%, Charm 65%, Listen 50%, Persuade 55%, Psychology 45%, Spot hidden 40%

Michael Stewart, 55, Doctor

STR 40 CON 80 SIZ 50 DEX 45 INT 85
APP 50 POW 40 EDU 90 SAN 40 HP 13
DB: 0 Build: 0 Move: 7

Attacks per round: 1

Brawl 45% (17/7), damage 1D3
Dodge 40% (15/5)

Skills

First aid 75%, Listen 50%, Medicine 85%, Psychology 75%, Psychoanalysis 55%, Spot Hidden 60%

Evan Dawson, 17, Troubled Teen

STR 50 CON 50 SIZ 40 DEX 55 INT 75
APP 80 POW 30 EDU 70 SAN 30 HP 9
DB: 0 Build: 0 Move: 9

Attacks per round: 1

Brawl 65% (32/13), damage 1D3
Dodge 40% (15/5)

Skills

Art/Craft (Painting) 85%, Charm 65%, Fast Talk 45%, Listen 55%, Persuade 55%, Psychology 65%, Spot Hidden 50%, Stealth 55%

Rebecca Adams, 17

STR 40 CON 60 SIZ 40 DEX 65 INT 75
APP 75 POW 70 EDU 70 SAN 70 HP 10
DB: 0 Build: 0 Move: 9

Attacks per round: 1

Brawl 25% (12/5), damage 1D3
Dodge 40% (15/5)

Skills

Charm 65%, History 65%, Listen 65%, Library Use 50%, Psychology 55%

Harry Milton, 17

STR 70 CON 60 SIZ 80 DEX 65 INT 55
APP 65 POW 50 EDU 60 SAN 50 HP 14
DB: 1D4 Build: 1 Move: 7

Attacks per round: 1

Brawl 65% (32/13), damage 1D3+1D4
Dodge 50% (25/5)

Skills

Charm 50%, Disguise 40%, First aid 45%, Intimidate 65%, Law 55%, Listen 65%, Locksmith 45%, Psychology 60%, Spot Hidden 50%

Portia Stewart, 17

STR 50 CON 50 SIZ 40 DEX 65 INT 65
APP 75 POW 70 EDU 80 SAN 70 HP 9
DB: 0 Build: 0 Move: 9

Attacks per round: 1

Brawl 35% (17/7), damage 1D3
Dodge 50% (25/5)

Skills

Charm 60%, First aid 60%, Medicine 60%, Persuade 75%, Psychology 50%.

Gregory Ward, 42, site foreman

STR 80 CON 70 SIZ 70 DEX 40 INT 55
APP 45 POW 50 EDU 80 SAN 50 HP 14
DB: 1D4 Build: 1 Move: 8

Attacks per round: 1

Brawl 55% (27/11), damage 1D3+1D4
Dodge 30% (15/6)

Skills

Elec Repair 45%, First Aid 50%, Intimidate 60%, Op.Heavy Machine 65%, Psychology 55%, Spot Hidden 50%, Swim 60%

Alistair Riley, 34, Submarine technician

STR 40 CON 50 SIZ 50 DEX 55 INT 85
APP 55 POW 70 EDU 80 SAN 70 HP 10
DB: 0 Build: 0 Move: 8

Attacks per round: 1

Brawl 25% (12/5), damage 1D3
Dodge 40% (15/5)

Skills

Elec Repair 55%, Fast Talk 45%, Natural World 65%, Navigate 45%, Persuade 40%, Psychology 50%, Science (Physics) 80%

Dry Dock Workers

Char	average	roll
STR	70	(3D6+6)x5
CON	60	(3D6+6)x5
SIZ	60	
DEX	50	(3D6)x5
INT	40	(3D6)x5
POW	50	(3D6)x5
APP	50	(3D6)x5

DB: 3D6* Build: 7 Move: 12 MP 26

Average Hit Points: 13

Average Build: 1

Average Damage Bonus: +1D4

Average Move: 7

Combat

Attacks Per Round: 1

Fighting 45% (22/9), damage 1D3+DB

Wrench 45% (22/9), damage 1D6+DB

Dodge 30% (15/6)

Skills

Elec repair 65%, Mechanical Repair 75%, Op.Heavy Machinery 65%, Psychology 50%, Spot Hidden 25%

Combat

Attacks per round: 3

Fighting 65% (32/13), damage equals damage bonus

Dodge N/A

Armor: 5 points of vestigial blubber. Takes double damage from fire.

Spells: Clutch of Nygothoa, Dominate, Mental Suggestion, Wrack.

Sanity loss: 1D6/1D20 loss to see the Star Spawn

Notes: *Gains a damage bonus dice for each victim consumed (Not including the three that are consumed from the beginning of the module)

Government Issued Guards

Char	Average	Roll
STR	60	(3D6+6) x 5
CON	75	(3D6+6) x 5
SIZ	75	(3D6+6) x 5
DEX	50	(3D6) x 5
INT	40	(2D6+4) x 5
POW	40	(3D6) x 5
APP	50	(3D6) x 5

Average Hit points: 14

Average Build: 1

Average Damage Bonus: 1D4

Average Move: 7

Combat

Attacks per Round: 1

Fighting 55% (27/11), damage 1D3+DB

.45 Auto 65% (32/13), damage 1D10

Dodge 40% (20/8)

Skills

Intimidate 60%, Listen 50%, Psychology 55%, Spot Hidden 60%

Starved Star Spawn of Cthulhu

The horrific satrap of the sunken city of R'lyeh, forced to wander. After weeks of starving, the horrific creature used its nightmarish powers to lure its prey.

STR 180 CON 250 SIZ 350 DEX 70 INT 350
APP N/A POW 130 EDU N/A SAN N/A HP 55

PRE-GENERATED CHARACTERS

Robert Harris, 32, investigative reporter

STR 60 CON 60 SIZ 60 DEX 55 INT 70
APP 40 POW 70 EDU 80 SAN 70 HP 12
DB: 0 Build: 0 Move: 9 MP 14

Attacks per round: 1

Brawl 65% (32/13), damage 1D3
Switchblade 65% (32/13), damage 1D3+2
Dodge 45% (15/5)

Skills

Art/Craft (Photography) 80%, Credit Rating 45%, Fast Talk 45%, First Aid 40%, Listen 65%, Psychology 70%, Spot Hidden 65%, Track 40%

+50 unspent points

Personal Description: Rugged looks and dull, unsettling eyes. Always wearing a dusty trench coat and scuffed boots. Little care for one's appearance.

Ideology/Beliefs: Everyone has a secret, just some secrets are more dangerous than others.

Significant People: Edina Fisher. A formidable rival. If there's something fishy going on in Porham, I'll figure it out before her.

Meaningful Locations: Boston, your beloved city where you hang your hat.

Treasured Possessions: A rare, prototype polaroid camera. How Richard acquired it is his secret.

Traits: Workaholic, struggles to turn it off and kick up his feet.

Amy Wallis, 58, missionary

STR 50 CON 60 SIZ 40 DEX 75 INT 50
APP 65 POW 80 EDU 60 SAN 80 HP 10
DB: 0 Build: 0 Move: 9 MP 16

Attacks per round: 1

Brawl 45% (22/9), damage 1D3
Dodge 65% (32/13)

Skills

Charm 45%, Credit Rating 30%, First aid 70%, Mechanical Repair 50%, Medicine 55%, Natural World 65%, Spot Hidden 45%

+50 unspent points

Personal Description: Gently sagging, tanned skin and plump lips with coffee stained teeth, Typically in loose fitting blouses and trousers.

Ideology/Beliefs: God teaches us that we must treat each other how we wish to be treated.

Significant People: Her mother, who brought her into the Christian faith. Her passing a few years ago still lingers on her mind.

Meaningful Locations: Her childhood town, a small area in the countryside of West Virginia.

Treasured Possession: A silver cross with embedded jewels.

Traits: Incredibly empathetic, sensitive to others pain.

Paul Hilton, 49, priest

STR 50 CON 50 SIZ 50 DEX 60 INT 70
APP 60 POW 70 EDU 80 SAN 80 HP 10
DB: 0 Build: 0 Move: 8 MP 14

Attacks per round: 1

Brawl 25% (12/5), damage 1D3
.38 revolver 45% (22/9), damage 1D10
Dodge 65% (32/13)

Skills

Archaeology 40%, Charm 50%, Credit Rating 50%, Fast Talk 65%, Firearms (Pistols) 45%, History 65%, Library Use 55%, listen 50%, Natural World 40%, Occult 45%

Physical Description: balding black hair with a widow's peak. Black tucked in shirt with white collar under a thick jacket.

Ideology/Beliefs: All can be saved through God's divine light.

Significant People: His flock, a group of devout followers who he cares for deeply.

Meaningful Locations: His parish. A church that he calls home.

Traits: Devout, incredibly theocratic.

Lilly Porter, 29, Paranormal Investigator

STR 60 CON 70 SIZ 50 DEX 50 INT 60
APP 40 POW 60 EDU 80 SAN 60 HP 12
DB: 0 Build: 0 Move: 8 MP 12

Attacks per round: 1

Brawl 45% (12/5), damage 1D3
.25 derringer 55% (22/9), damage 1D6
Dodge 65% (32/13)

Skills

Climb 50%, Credit Rating 30%, Disguise 45%, First Aid 45%, Firearms (Handguns) 55%, History 50%, Library Use 50%, Listen 50%, Navigate 40%, Spot Hidden 50%, Track 40%

Description: A stocky, adolescent woman with wide half-moon spectacle glasses and thick brunette hair.

Ideology/Beliefs: Phantasmal forces pull the strings of fate and I will discover them.

Significant People: The ghost of her sister, whose discovery encouraged her to become a paranormal Investigator.

Treasured Possession: An ancient carved stone left behind by a ghost, the only physical proof she has.

Traits: Obsessive and hard to dissuade from believing.

Michael ‘Micky’ Trilling, *bootlegger thug*

STR 80 CON 70 SIZ 70 DEX 60 INT 40
APP 40 POW 50 EDU 60 SAN 80 HP 14
DB: 1D4 Build: 1 Move: 8 MP 10

Attacks per round: 1

Brawl 75% (37/15), damage 1D3 + 1D4
.45 Automatic 55% (27/11), damage 1D10
Dodge 45% (22/9)

Skills

Credit Rating 65%, Drive Auto 60%, Fast Talk 45%, Intimidate 75%, Listen 50%, Psychology 45%, Spot Hidden 50%

+50 Unspent Points

Physical Description: Shaved bald, thick skull and flabby jowls, bent nose from multiple breakings. Greying bomber jacket covers blue denim overalls.

Ideology/Beliefs: Bootlegging isn't so bad, just providing a necessary commodity.

Significant People: His ‘family’, the gang he joined as a made man. They gave him everything.

Meaningful Locations: Boston, where he operates and lives.

Traits: Loyal to those who fight with him, very little respect for the law.

Other: From a rival gang to the original bootleggers that plagued Porham Cove, Micky has been sent there to look for any hidden caches not seized by the local enforcement.

PLAYER HANDOUTS

Handout 1- News Paper Exert

You probably haven't heard of Porham Cove, the debilitating little fishing town on the Massachusetts Coasts, south of Boston. In recent years the fishing has ceased to be viable due to the able-bodied fisherman not returning from the Great War and the town has resorted to living off the large farm present nearby.

Beyond being renowned for its creepy sightings and a good spot for geology enthusiasts, and not much else, the town's sheriff department was recently commended for dealing with a gang of nasty bootleggers attempting to muscle their way in.

However, when I visited Porham last week, the mood was very far from celebratory. Three members of the small town had vanished, seemingly overnight, and no one can find the cause. The sheriff, Officer Walter Hopkins, quoted "We've checked everywhere, with few motives and little reason it would seem they just vanished. We opened the line to suggestions, but unfortunately everyone and their mums here have seen something creepy. We aren't draggin our heels here, there is just no leads to go with!"

Those to vanish were:

- Richard Greer, 28, returning Hero from the Great War, leaves behind a bereaved widow.
- Marla Dawson, 37, single mother to a 17-year-old teenager, Evan.
- Pastor Frank Terrace, 44, a soft-spoken clergyman, lovingly described as the "Spiritual Centre" of Porham Cove

Author: Edina Fisher, Boston Times investigative reporter

Handout 2: Edina's Notepad Exert

I leave this note in the event that anything happens to me.

I had hoped never to return to this town. While the occupants are friendly and the scenic views, albeit morbid and overcast, are somewhat comforting I can't help shaking the feeling that something was watching me the second I arrived.

Soon after publishing my article, I received a message from a Gregory Evans, the foreman at a dry dock to the north of Porham. He sent me a telegram explaining that something strange was going on in Porham and it seemed to be happening up at his site too. He was vehement the discretion was key.

I go to meet him tomorrow at the local church.



- PORHAM CAVE**
- 1. Porham Cave Entrance
 - 2. Smuggler's Cave
 - 3. Lighthouse Cellar
 - 4. Tight Passage
 - 5. Feeling Chamber
 - 6. Reflecting Room
 - 7. Strange Stalagmites

Thank You for Playing!