

The Strange & Sunken Fate of KARL HEINRICH

by J.C. Connors & Jeff Evertt

ABOUT THE ADVENTURE

The Strange & Sunken Fate of Karl Heinrich is a *Call of Cthulhu* adventure, although it can be easily translated to other systems. The adventure is set in June 1937, twenty years since the mysterious disappearance of a German U-boat in the Atlantic (as recounted in H.P. Lovecraft's original short story, "The Temple".)

The adventure is suitable for four to six investigators; the end of the adventure includes six pregenerated characters.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a map icon are sidequests and adventure hooks, and not important to the overall plot of the adventure.

ADVENTURE SUMMARY

The investigators are part of a government-funded team that plans to investigate the disappearance of U-29, an Imperial German Navy submarine lost at sea in August 1917. The government has funded two universities, Miskatonic University and Harvard University, to lead the investigation.

After traveling to the site of the wreck, the investigators discover a massive underwater temple. When the temple is disturbed, the monstrous god in its middle, Gloon the Corruptor of Flesh and Master of the Temple, notices. Gloon's awakening creates a dimensional shift that causes a second temple in the nearby Azores islands to appear (and causing most of its population to vanish). Simultaneously, Captain Karl Heinrich, the original captain of the U-29, reappears mysteriously after twenty years. Under the sway of Gloon, he reluctantly converts the island's remaining survivors into Gloon's followers – ill-tempered men who will inevitably transform into unnatural, benthic creatures whose fate is to infect the Atlantic in a hideous cycle of reproduction...

THE WEST GAMBO

The adventure begins in the rough waters of the Atlantic, near N. Latitude 20°, W. Longitude 35°. The investigators are onboard the ship *SS West Gambo*, which has been equipped with two bathyspheres that are capable of reaching the bottom of the ocean.

The government lead on the expedition, R. THOMAS WACHUSETT, informs the investigators that there's more to the expedition than historical discovery. The area around the U-boat seems to be emitting a form of thermal radiation that is decaying unusually. The government wonders if U-29 was some sort of experimental U-boat, and wants better readings on the energy source. To that end, each bathysphere has also been equipped with an experimental Fomenko Radio Bathyscope, a primitive device that enables the two teams to better measure the underwater energy. Each team is also equipped with bottom-walking diving suits with self-contained mixed-gas helium and oxygen rebreathers that allow them to explore the wreckage, if it looks safe.

The plan is for the Harvard-crewed bathysphere to enter the water at 8:25 am, followed by the Miskatonic-crewed one at 8:39, about a hundred yards away from the first. The descent down should take about 15 minutes for each bathysphere. Sure enough, at 8:25, the first bathysphere successfully enters the rough waters of the Atlantic.

However, as the investigators' expedition is loaded into their bathysphere, a SPOT HIDDEN roll notices something amiss. Two gauges are cracked – a depth gauge that reads depth below 100 meters, and an oxygen gauge. A successful OPERATE HEAVY MACHINES roll determines that while the damage is not critical, not having functioning gauges will make it hard to communicate the depth and oxygen level

back to the SS *West Gambo*. It is not immediately obvious how the gauges could have been broken. If asked, Wachusett swears that both bathyspheres were inspected prior to being loaded on the ship.

If the investigators scramble, they can fix the gauges. Fixing a gauge takes ten minutes as long, as they have a replacement part (which can be found by running to the engineering area of the ship and making a SPOT HIDDEN roll). With a replacement gauge, a successful MECHANICAL REPAIR roll fixes the gauge. However, both gauges need to be fixed in tandem to make the scheduled drop time. Clever investigators may enlist the help of a nearby *West Gambo* engineer to help (assume a ship engineer has Spot Hidden 40% and Mechanical Repair 60%).

Keeper's Note: The adventure keeps it ambiguous whether or not the bathysphere was sabotaged, or was simply broken during transport. Neither scenario affects the outcome. For a more detailed sabotage scenario, see Extending the Adventure at the end.

DESCENT

The ocean is rough, and lowering the bathysphere is difficult. The bathysphere hits the water especially hard... each investigator should make a STR roll or take 1 hit point of damage as they slam into the metal interior. A low groaning sound loudly interrupts any conversation as the bathysphere is subject to the increasing pressure of the sea.

Staring out the portal of the bathysphere, and making a SPOT HIDDEN roll, spots the faint floodlights of the other bathysphere through the murky water.

However, after a few minutes, power in the bathysphere suddenly goes out. The bathysphere's floodlights go dark. The telephone does not work either, although oxygen still seems to be pumped from down the *West Gambo*.

A few moments later, the investigators feel and hear something banging on the outside of the bathysphere, as if a thump of bodies pushing it around. Each investigator must make a Sanity roll (0/1). A SPOT HIDDEN roll sees the gray form of a dolphin rub past the bathysphere's portal. However, no roll will be able to spot the other bathysphere... its lights have also vanished.

An OPERATE HEAVY MACHINES or ELECTRICAL REPAIR roll reveals that power is still coming down from the *West Gambo*, but wires fried on the bathysphere, preventing any of its systems to work. The investigators can repair the electrical problem on their bathysphere by rerouting the wiring and successfully making a ELECTRICAL REPAIR roll. However,

The Bathyspheres

A bathysphere is a spherical deep-sea submersible, first invented in 1930. Unlike submarines, bathyspheres do not have their own power or air supply – both are supplied by the ship above (although a compressed air cylinder is kept in the bathysphere for 15 minutes of emergency air). A telephone line connects the bathysphere to the ship above.

The bathysphere can hold four passengers, although up to six can be squeezed in uncomfortably. Two windows on the exterior, made from 3-inch fused quartz, allow a view to the ocean outside.

Although an authentic bathysphere of the 1930s had no real way to exit while underwater, the bathyspheres in this adventure are equipped with a pressure hatch, so it's possible for the investigators to get in and out of the sphere.

the telephone remains dead after the repair, truly shorted out. If all the investigators fail the repair attempt, the power will mysteriously flicker back on after about ten more minutes of inky black terror – and another Sanity roll (1/1D3).

Either way, the flood lights come on to reveal an extraordinary sight – the bathysphere is suspended above an enormous underwater temple. Weirdly, a dim light emanates from the structure, as if the stone pillars of the temple glow. There is still no sign of the other bathysphere... causing the investigators to wonder whether it got pulled up by the *West Gambo*. Neither is there sign of the U-29.

THE SUNKEN TEMPLE

The investigators can maneuver their bathysphere upwards and downwards by giving simple signals to the *West Gambo*.

Oddly, the investigators see a figure at the entrance to the temple, as if resting outside it, unmoving. By equipping themselves with their bottom-walking diving suits, the investigators can exit the bathysphere, one at a time, and visit the temple.

The bottom of the ocean is covered in a thin layer of silt, but underneath that layer of silt are hard stone walkways. The investigators realize that they have discovered the center of some ancient underwater city.

Thirteen steps lead up from the ancient road to the vast door of the temple. Its stone doors stand over forty feet tall, and are decorated with strange, indecipherable symbols and images, including three unusual symbols. (See [Hand-](#)

out A). If someone tries to translate the symbols, and succeeds at a CTHULHU MYTHOS roll, the temple immediately awakens (see below).

The body is bloated and leaning against the door of the temple. It is dressed in the clothes of German Imperial Navy officer. Strangely, the ocean has not yet fully decomposed this man. They have discovered one of the officers of U-29, LIEUTENANT KLENZE, who drowned when he left the submarine, but whose body eerily floated to its destination anyway. Anyone examining the bloated corpse must make a Sanity roll (1/1D3).

As the investigators spend time at the door to the temple, a sinister force detects their presence. Each investigator must make a Hard POW roll or be drawn to one of the faces on the door. The Keeper can either roll randomly, or ask the investigator which image he is drawn most to.

- **The Inverted Volcano** – A green fire engulfs the investigator's diving suit. The investigator immediately takes D6 damage. Anything more than 1 point of damage destroys the oxygen in his suit as well. He must be immediately rushed back to the bathysphere or drown...

- **The Spined Maw** – The investigator reaches up to touch the face, and feels razor-thin spines draw blood from his fingers, fire fills his veins, and a mass of boils and scabs covers his hand. The investigator is *poisoned*, loses 1 HP every day, and is at -10% to all skills, until a Hard success on a MEDICINE roll is made.

- **The Loathsome Fish** – The investigator sees visions of a beautiful, golden-locked man choking down a whole eel head, black ichor spilling from his nose and ears as he does so. The investigator should make a Sanity roll (1/1D4).

Regardless, interacting with any image triggers the awakening of the temple.

THE TEMPLE AWAKENS

Lingering near the temple inevitably disturbs the elder god that sleeps inside. Writhing, frenzied eels slither from crevices in the stone structure, engulfing the area in a moving blackness. Investigators feel the light from the temple drawing them inward, even as it seems like there is no way to gain entry.

Each investigator must make a Sanity roll (1D3/1D6) when the temple awakens. Additionally, every round each investigator must also succeed at a POW roll to withdraw from the temple. A failure indicates 1 HP of damage from the hungry, sharp-toothed eels.



Once the temple awakens, the investigators only recourse is to return to the bathysphere and the *West Gambo*.

RETURN TO THE AZORES

When the investigators get back to the *West Gambo*, they hear that the other bathysphere was lost. Its umbilical line was tangled in the descent, and despite heroic efforts, it disconnected from the vessel and was lost in the stormy waters. Because the bathysphere only contained about 15 minutes of emergency oxygen, the investigators are solemnly informed that the other crew drowned.

Both the captain of the *West Gambo*, SAUL EKON, as well as R. Thomas Wachusett are extremely reluctant to search for the lost bathysphere. A strong case and a Hard PERSUADE or INTIMIDATE roll may convince them to allow for a short dive with the bathysphere to locate the lost vessel, but the other bathysphere's crew is truly lost, and cannot be found.

Captain Ekon informs the investigators that he does not have enough fuel and supplies to make it back to the U.S.



The ship plans to return to the harbor of Horta on Azorean island of Faial to refuel, then they will make the journey back to the Americas.

However, the next day, a strange sight awaits their return to civilization. As the investigators approach the Azores, shouts from the crew will alert them. The watchman points and shows that the island of Faial is *transformed*. What was once a serene coastal village has become something else... a massive temple, identical in all ways to the one the investigators saw under the water, has appeared on the island.

What's more, an intact Great War-era U-boat is docked in port. A PER roll will confirm the markings on the submarine are those of the lost U-29!

Captain Ekon refuses to dock at the harbor. He does not know what is going on, but knows enough not to go near a German U-boat, nevermind the massive and strange structure that has mysteriously imposed itself on the island.

THE HARBOR OF HORTA

As the investigators make landfall, they notice that the harbor is strangely unpopulated. Whereas once hundreds of people would be visible scurrying around the harbor area, there are far fewer now. Upon landing, the investigators are spotted and immediately welcomed by several locals. The locals have a dreamy look to them and wear strange white pins on their chest, made from what looks like from malformed and twisted fishbones.

The leader of the locals, BALDUINO DA COSTA, introduces himself, and enthusiastically tells the investigators that they've been expected. Accompanying him are several men, one of which is a sturdy man dressed in a blue striped shirt and plays with a sharp knife as Balduino talks. If asked,

this man says his name is simply JUCA A FACA (roughly translated to Joaquim the Knife), and that he's here to keep Balduino safe.

Balduino tells the investigators that he is there to invite them to the *Great Festival of the Ascension* that evening, and that he's there to first escort them to the local hotel, the Grand Atlântico so that they can rest and relax along with the other guests. The investigators can converse more with Balduino, though he is firm that they are not allowed to stall, and must accompany him to the hotel:

- If asked about the festival, Balduino only tells them that it is a mysterious, benevolent affair, and that the Master of the Temple himself wishes for them to be honored. This is the only truth he knows about the festival.
- If asked about the U-boat, Balduino only shrugs and says that it has always been here, and that its great captain, Captain Heinrich, is now preparing himself for the festival. If asked about the captain's whereabouts, Balduino says that he is often near the temple itself, though also has a residence near Horta's observatory.
- If asked about the guests at the hotel, Balduino says that two Germans have recently joined them. However, he regretfully sighs, a third German escaped his custody and will be taken to the master for punishment when recaptured.
- If asked about the temple, Balduino only replies that it is his master's abode, and that he only wishes to make his master comfortable as he awakens. In his mind, the temple has always been on this island.

BALDUINO DA COSTA

STR 50 DEX 55 INT 80
CON 30 APP 55 POW 75
SIZ 40 SAN 25 HP 7

Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl) 40%, damage 1D3

Dodge: 35%



Personality: Before Faial's transformation, Balduino was an obsequious young man who owned a small taxi business on the island. After the transformation, Balduino became the charismatic spokesman of the temple. Obsessed with the comfort of both his new master and his guests, he now scurries around the island tending to his men and the high priest Heinrich (who he adores).

BALDUINO'S TOUGHS

STR 80 DEX 55 INT 40
CON 65 APP 40 POW 35
SIZ 75 SAN 15 HP 14

Damage bonus: +1d4

Build: 1 Move: 8



Fighting (Brawling) 60%, damage 1d3+1d4
Guns 55%, damage 1D8, uses per round 1 (3), 6 shots
Dodge: 27%

Personality: These fellows represent Balduino's toughest men, typical of the ones that he uses to guard the hotel, send out on patrols, and otherwise keep himself and Karl Heinrich safe. These men are all strong-willed, stubborn, and fiercely loyal to the Balduino and the temple. They do not realize that they have become hosts for Gloon's dark curse and will soon transform into horrors...!

If the investigators refuse to come with Balduino, two of his men pull guns and threaten to shoot them if they do not go to the hotel.

Keeper's Note: It's quite possible that clever investigators can escape at this point and hide somewhere in town. While they won't get the information from the Germans in the hotel (below), the Keeper can improvise and have one of the Germans, escaped from the hotel, find them later, sharing the what they know.

HOTEL GRAND ATLÂNTICO

The hotel Grand Atlântico is a two-story hotel just east of the central harbor. As the investigators are escorted into the lobby, they'll find the hotel strangely empty. Balduino and his men drop them off and tell them that they'll be back later in the evening to escort them to the great festival. Balduino posts two guards at the front of the hotel, ordering them not to let anyone leave.

The commotion attracts the attention of the two German officers who were also recently escorted to the hotel. The two Germans, LT. ERNST WAGNER and LT. PETER BAUMANN, arrived by plane the day before. Expecting to see a German fleet at the island, they were shocked to discover it was nowhere to be seen. They were taken captive by the locals and imprisoned here in this hotel, although their compatriot, a researcher named JÖRG KELLER, escaped into a decrepit boathouse not too far from where the U-boat is docked.

Lt. Wagner and Lt. Baumann are glad to see other visitors

The Bone-Spur Pins

When the island transformed, the locals that survived were summoned to the first great festival of Gloon. There, Karl Heinrich performed the dark ritual that grew bony protrusions out of the survivors' ribs. Piercing the victim's clothes, the bone-spurs blossomed into an eerily ornate decoration on the victim's chest. To a casual observer, the bone-spur looks like a pin made out of twisted fishbones. However, a closer examination reveals the true horror of the abnormal deformity. Any such examination calls for a Sanity roll (1/D3).

brought to the otherwise-empty hotel, and are happy to share what little they know. While outwardly calm, the two officers are nervous and fearful. They tell the investigators they tried to leave the hotel this morning, but the two guards posted at the front drew revolvers on them and forced them back inside. Later that morning they heard shouts and screams from nearby, followed by a single gunshot. When they demanded to know what happened, one of the guards told them that their friend Jörg caused a problem for the Master of the Temple, and that they shot him nearby. The guard gave him the man's bloody, canvas jacket as a warning.

The two Germans are highly concerned for their friend's well-being, explaining that they've known Jörg since they were children, as they all grew up in the same village together. Lt. Wagner explains that Jörg was the most intellectual of the group of friends, fascinated by history and religion, and even went to seminary for a year before joining the German army.

Lt. Baumann, who has medical training, does not think that Balduino's men killed Jörg Keller. He is convinced that Jörg escaped, for the blood on the jacket seems to show that he was only hit in the shoulder. What's more, the two Germans found a note (see [Handout B](#)) in the pocket of the discarded jacket, clearly meant to warn them of things to come. They believe that Jörg was trying to deliver the message to them when he was intercepted by Balduino's men.

If the investigators search the hotel, they find a few useful items, aside from the usual things that can be found in a hotel: a flashlight can be found under the main reception desk; a clawed hammer can be found in one of the rooms near a window sill (recently used for a repair - it can also serve as an improvised weapon doing 1D6+DB damage); local clothes can also be found in various suitcases and drawers (giving a bonus die to the first STEALTH roll the investigators make against Balduino's men).



ESCAPING THE HOTEL

The two Germans have no intention to go the “festival” that night, and are planning to escape soon, first to find their wounded friend, then to find a radio to call for help from the German navy that they hope is nearby. They believe that a long-distance radio can be found in the Castelo de Santa Cruz near the harbor. The German government was leasing a small office inside the castelo, though in reality they were spying on the Portuguese, who were in the early stages of setting up a secret Air-Navy communications center there.

The Germans invite the investigators into their escape plan. Regardless of whether they participate, the two Germans attempt a violent escape at dusk. At a minimum, the Germans provide distraction enough for the investigators to escape into town. Without help from the investigators, the faster Ernst Wagner will successfully escape – Baumann will be shot and killed.

Keeper's Note: From this point on in the adventure, it does not matter whether Baumann or Wagner survive. They will try to escape, with or without the investigators' help, but they are reckless and desperate. Their plan is to wrest a gun from one of the guards and escape towards the boathouse where they think Jörg Keller is hiding.

If the investigators do not escape, they are visited again by Balduino da Costa, who is furious at the German escape attempt (successful or not). He posts three additional guards

at the hotel, and tell the investigators that he will return at 9pm to bring them to the festival.

EXPLORING HORTA

There are six interesting locations in the harbor area of the island. Most likely, the investigators first head to the boathouse, where they believe Jörg Keller is hiding. Or, they may head back to their landing craft, which they find gone, or drained of fuel.

If the investigators' escape from the hotel was loud, Balduino is alerted and sends several of his men to sweep the town looking for the investigators. The Keeper should keep this exploration around town tense... with occasional three-man patrols searching for the investigators. Moving carefully from building to building is enough to avoid the patrols. To creep nearer to any of Balduino's men requires a successful STEALTH roll. If the investigators are spotted, Balduino's men are instructed to bring them back alive to the hotel, and do so to the best of their ability. The men first try threats and intimidation, then clumsy violence, but stop short of outright killing the investigators if it can be helped.

If the investigators' escape attempt was reasonably quiet, it takes a couple of hours for Balduino to realize that they are missing from the hotel.

Note that the Castelo de Santa Cruz is where most Balduino's followers now reside... and the location where they are preparing their next great festival. As the investigators get closer to the castelo, they spot more obvious patrols and find it more difficult to move around.

THE DECREPIT BOATHOUSE

While there are several boathouses near the harbor, there is one that seems at least two hundred years old. Made of stone and crumbling brick, this boathouse hasn't been used in years. What's more, an old sign in Portuguese reads "Condenado" (Condemned) on the outside of the thick doors.

The main doors are locked shut with a rusty chain and accompanying padlock. Investigators can pick the lock with a few minutes and a LOCKSMITH roll. Additionally, a scan of the perimeter of the boathouse (and a PER roll) finds a chickenwire grate near the base of the northern wall, covering a spot where the wood had rotted. The grate is loose and can be pulled up with a STR roll, allowing an investigator to crawl under and gain entry into the boathouse.

The inside of the boathouse is dark and damp, and smells sharply of rotting wood. The investigators need some sort of light source to successfully investigate the boathouse.

A rotting, wooden sailboat sits in the center of the house. A search of the boat reveals that this is the location where Jörg was hiding. A discarded German officer's uniform lies in the corner of the boat, along with a rosary and some basic supplies – some canned food, utensils, and a journal, where a marked page describes Gloon's terrible festival (see [Hand-out C](#)). Reading the journal requires a Sanity roll (1/1D4).

The journal contains some other interesting clues as well.



A HISTORY roll recalls that Henri Breuil, mentioned on the page, is a French priest and noted expert on stone age cave paintings in France, Spain, and China. A CTHULHU MYTHOS roll recalls that Gloon, also known as the Corruptor of Flesh and the Master of the Temple, is a terrible slug-like abomination that can cause men to think he is beautiful and god-like.

OUR LADY OF ANGUISH

This three-story, neoclassical wooden church dates back the beginning of the 19th century, although the original chapel under its foundations dates back to the 1600s. It is in this chapel where a wounded Jörg is now hidden. There are several ways the investigators can discover that this is Jörg's newest hiding place.

- The German officers previously mentioned that Jörg was religious (proven by the rosary in the boathouse) and that he was even in the seminary for a while before

THE VANISHING ON HORTA

After the temple's appearance, the harbor lost most of its population. The exact nature of the disappearance of a few thousand people is left to the Keeper's imagination, as it is unimportant to the adventure. Perhaps some inhabitants fled, some hid elsewhere on the island, and some literally dissolved into nothingness when the temple appeared and its psychic energy overwhelmed the island. Regardless, the only remnants of the locals are the most strong-willed – the hundred or so followers of Gloon who now inhabit the streets, under the command of Balduino da Costa.

The island's lack of population makes it easy for the investigators to find supplies. Food and tools can be easily found in any of the abandoned small stores in the harbor. Firearms are harder to come by, however, and can only be found in a few places, such as the Harbormaster's office and a small police station (both near the Castelo). Even then, the investigators will only find one or two older firearms, such as M1879 *Reichsrevolvers* (1D8 damage, base range 15 yards, 1 (3) uses per round, 6 bullets).

joining the army. If the investigators need help, the German, if still alive and with the investigators, may outright suggest that their friend might seek refuge at a church, especially given the supernatural occurrences happening in the town.

- If the investigators manage to capture one of Balduino's men, an INTIMIDATE roll (or some clever role-playing) causes the man to reveal that they last saw Jörg escape into the church, but when they searched it, they could not find him.
- Karl Heinrich knows where Jörg is, as he saw him enter the church from the observatory. Although he's Gloon's high priest, Heinrich's loyalty to Germany makes him reluctant to antagonize the man, who he views as harmless. He has not yet alerted Balduino's men.

The church is open. Balduino, however, has a man with a rifle keeping eye on the church from a second story window across the street. Balduino thinks Jörg escaped from the rear of the church, but may return. A SPOT HIDDEN roll spots the guard. If the guard sees the investigators entering the church, he calls Balduino to summon reinforcements. Investigators wearing local garbs, however, might confuse the guard. In that case, the Keeper should roll his INT 40 (with a penalty die if the investigators escaped the hotel quietly) to see if his suspicion is raised.

As the investigators enter the old church, they hear a throaty gasping sound from behind the main altar. Behind the altar is a horrific site – a grotesque man, with the swollen face of a barracuda, weakly crawls on the floor, spilling black ichor from his mouth. Sharp bony protrusions emit from his ragged clothing. The thing rasps something as it detects the investigators, and at first – slowly – moves menacingly towards them, but then tires quickly. Witnesses must make a Sanity roll (1/1D6). Anyone approaching the thing will get bitten by it (while weak, assume Fighting (Brawl) 50% and 1D6 damage from its razor sharp teeth); it can be killed with a few blows to the head or the equivalent.

This thing is Juca a Faca, one of the toughs that welcomed the investigators to the island when they first arrived. He succumbed to the bone-spurs and transformed into one of the benthic creatures of Gloon. Unable to reach the water, he is slowly dying here. The investigators can ignore him, or put him out of his misery.

A search of the church reveals nothing unusual; it truly appears empty. However, an ARCHITECTURE or HISTORY roll recalls that this church is likely built on an older chapel. Sure enough, a SPOT HIDDEN roll finds a large, loose tile



that can be pried open, leading to a narrow set of stairs that descends to what is left of the Renaissance chapel under the church. A LISTEN roll reveals a scuffling sound coming from the chapel below the investigators.

The stone stairs lead down to the small, original chapel that was first built on Horta over three hundred years ago. Made of black, rough-hewn basalt, the chapel is cramped and tight. Here, in the corner of the room is the wounded Jörg Keller. Bleeding from the shoulder and holding a deringer in a shaky hand, he points it at the investigators, believing they are Balduino's men. However, he is quick to hesitate if he sees that they are not wearing the bone-spur pins on their chests.

Jörg is relieved to find that others on the island have not succumbed to Gloon's curse. As soon as he is given decent medical treatment, he tells more of his story:

- Jörg admits he is working for the German government, under direct orders of Heinrich Himmler to find the U-29 and the temple that its commander discovered. Having located the rough whereabouts of the temple, he had planned to meet with an associate, FRIEDOLIN BRAUN, who is stationed here in the Azores. The two were going to pinpoint the exact location of the temple and eventually visit it. Upon Jörg's arrival, however, he was shocked to see the temple itself on Horta! He has no idea if Friedolin Braun is still on the island.
- He authentically cares about his two friends (though they do not know about his secret role), and asks about their well-being and whereabouts, assuming they are not with the investigators.
- If the investigators have not discovered Jörg's journal in the boathouse, he explains about the festival of

Gloon. He tells the investigators how the festival's high priest implants one of Gloon's bones into the chests of his followers, which grow over days and slowly transform them into benthic monstrosities. There, the followers are doomed to swim out to sea and dissolve... unless their foul ichor comes into contact with a human, in which case it possesses him and causes him to become a high priest of Gloon. Jörg estimates they have less than a day before the transformation of the residents of Horta begins.

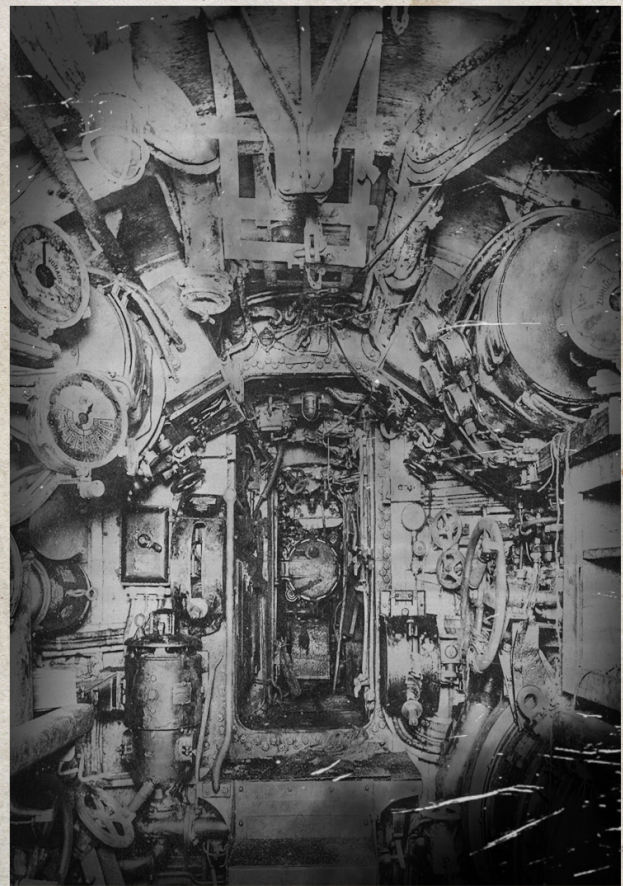
- Jörg explains how he believes Karl Heinrich is the high priest of Gloon, although how he has survived all these years, he cannot explain.
- He believes there is a single way to stop Gloon, which involves defeating him in his sleeping form in the temple before he fully awakens. However, he believes the temple is protected by both a physical door as well as a powerful dimension-splitting vibration, which can only be undone through a ritual known as the Working of Death. Unfortunately, he does not know the ritual, nor where to find it. He surmises that Karl Heinrich may know the ritual... and that killing him is the only way to make sure that Gloon's curse does not continue to spread here on this island.

Although Jörg is wounded, he agrees to accompany the investigators, as long as they swear to help save both Lt. Wagner and Lt. Baumann (assuming they are still alive).

THE U-29

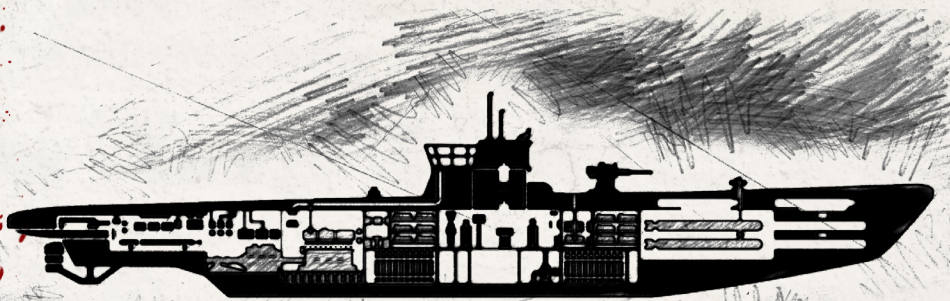
The U-29 is docked off one of the longest piers in the harbor. It is unguarded by any of Balduino's men, although there are enough men nearby to see investigators casually walking out on the pier to the submarine. The investigators will need a clever plan (perhaps stealthily swimming in the water), or to sneak out to the submarine at night, in order to reach it undetected.

The hatch to the U-boat is unlocked. Heinrich visits the submarine every few days; he knows no one on the island has the knowledge to pilot the submarine.



The U-boat is in the exact same condition it was in in 1917 when it was lost. A hint of chlorine tinges the air, still left-over when the engine was damaged and the primitive batteries were hit by small amounts of sea water. The interior of the submarine is tight and claustrophobic, with dozens of valves and gauges covering the dull metal walls. There is barely enough room for two men to walk past each other. There are few places of note:

Electrical Engine Room — The smell of the chlorine gas is the strongest here. While it burns the lungs, it is not enough to seriously wound anyone, unless they spend an extended period of time here (assume 1 HP of damage per hour). A PILOT (SUBMARINE) or ELECTRICAL REPAIR roll reveals that the batteries are partially flooded with seawater, and emitting the poisonous gas. If the submarine leaves the port without its batteries replaced, there is a good chance they will become deadly and kill everyone on board (Keeper's Note: a LUCK roll each day will suffice for survival, in the rare case the investigators manage to steal the submarine!).



Aft Torpedo Room — Two of the original torpedoes remain intact in the aft torpedo room. The torpedo tubes are locked with a primitive combination lock, put there in place by Lt. Commander Heinrich years ago when he feared that his crew was losing their mind. The combination to the lock is 9467, which can be found in Karl Heinrich's log (in the crew compartment). A DEMOLITIONS roll can remove the explosives from a torpedo to make a potent bomb (assume 10D10 damage / 3 yards... however, Malfunctions 80 due to its age).

Bow Torpedo Room — All four of the original torpedoes are gone from this room, fired long ago during the final voyage of the U-29.

Diesel Engine Room — Blackened from the force of an explosion, a MECHANICAL REPAIR roll discovers that the fuel tank of the U-29 had been shattered but shoddily repaired. There is no diesel fuel left in the tank.

Officer's Compartment — Heinrich slept in this small room along with two other officers in his crew; his sleeping berth is still neat and well-made. The other beds have been stripped. A log is set on the bed, left here after he abandoned the ship. The log (see [Handout D](#)) details his last memories onboard the U-29. There, he recounts how he exited the submarine to explore the temple. He managed to get to the temple's door, where he was horrified to see his Klenze's corpse laying outside it, an ichor oozing from his mouth. Heinrich soon lost consciousness and dreamed of swimming with strange dolphins with faces from his old crew. When he awoke, he was on the U-29, which had surfaced and was slowly motoring towards Horta Harbor. He questions whether he ever really left the submarine at all. Jotted in the corner of the log is the code to the torpedo tubes: 9467.

A small lockbox can be found under the bed. A LOCKSMITH roll, or some kind of tool like a hammer, can pop it open. Inside is a photograph of Heinrich's wife, Emmeline (see [Handout H](#)), and a small naval revolver (1D8 damage, base range 15 yards, 1 (3) uses per round, 6 bullets).

OBSERVATORY

The observatory is located on a grassy hill just outside the main harbor area. Composed of three smaller, two-story buildings, and a ten-sided four-story tower, the observatory is a great vantage point for the harbor.

Karl Heinrich resides at the observatory, and can be found at anytime except between 9-11pm, where he is at the castle for the festival. If he sees the investigators approaching,

he moves to the top of the tower to watch them with a pair of binoculars, then walks down to meet them personally.

Ragged in his old uniform and looking worn and tired, the naval commander introduces himself formally: *"Allow me to introduce myself. I am Karl Heinrich, Graf von Altberg-Ehrenstein, lieutenant-commander of the Imperial German Navy, although I hear that title has less meaning than it did decades ago. Please, come into the observatory and share a meal with me."*

Although Karl Heinrich is the high priest of Gloon, he does not appreciate that title, nor want it. However, he cannot help harm Gloon, or cause direct interference with the god's plans. Heinrich is polite to the investigators, although seems distant and tired.

- If asked how he came to this island, Heinrich recounts the story shared in his log entry on the U-boat. He tells the story about how his men found a dead sailor clinging to his vessel, and that in his pocket, they found a strange piece of carved ivory. The ivory, he now recognizes, was a part of Gloon, the Master of the Temple, which caused his crew to go mad. He reluctantly admits he killed most of his crew, though regrets it now. When the U-boat sunk to the bottom of the ocean, he found the temple, and walked to it in his diving suit, believing he would drown. However, he awoke back on the U-boat, which had miraculously surfaced. He made his way back to the Azores, and was shocked to discover that twenty years had passed... and the temple had reappeared on the island.

KARL HEINRICH

STR 50	DEX 55	INT 75
CON 50	APP 55	POW 65
SIZ 55	SAN 25	HP 10

Damage bonus: none

Build: 0 Move: 7

Fighting (Brawl) 50%, damage 1D3

Dodge: 35%

Cryptography 70%; Pilot 70%

Personality: Arrogant and utterly loyal to German, Heinrich quietly seethes that he has been caught up in the plot of Gloon. Intolerant of most, especially the locals of this island, who he sees as inferior to Europeans, he spends his days contemplating his career, his mistakes, and miserable status on Faial.



- If asked more about Gloon, Heinrich admits to being the god's high priest. He says when he arrived at the island, he had a vision of a beautiful man anointing him, placing a similar ivory shard in his hand. That night, he was compelled to hold a festival, where he stabbed each man with a sharp ivory shard, causing him to shudder and grow a bone spur from his chest. Heinrich seems disgusted by what he has become, but says that he is compelled by Gloon and has lost most of his free will, especially at night when it is time to hold the festival.
- Heinrich will not willingly give up the ivory shard, although it can be forced from him. However, he will lash out with it, risking infecting whoever he hits with Gloon's curse.
- He does not like Balduino, who he says is utterly loyal to the Corruptor of Flesh, Gloon. However, Heinrich cannot harm the followers of Gloon, so stays out of their way except during festival time.
- Heinrich does not know a way into the temple. He says it is shut until Gloon awakens, which he suspects is soon, perhaps when all his followers fully transform (Heinrich does not actually know the full details of his ritual).
- Heinrich has given himself up to his fate. However, he can be convinced to help. If inspired through a combination of roleplaying (perhaps motivated by the photograph of his wife Emmeline from the U-boat) and/

or CHARM rolls, he decides that the inhabitants of the island must be killed, himself with them. He writes down an old German code on a sheet of paper ("12 34 33 23 34 43 44 11"), and urges the investigators to find a radio to communicate the code to the nearby German fleet. He himself cannot call the fleet, as it would endanger Gloon's plans. The code triggers an invasion of Fael, he explains, and proudly describes what the German *Seebataillon* will do to its monstrous inhabitants. The code uses an old WWI Polybius square as encryption. A SCIENCE (CRYPTOGRAPHY) roll can easily decode it, where it is revealed to be orders to bombard Horta to dust, not call any kind of invasion! (If Lt. Wagner is still alive, he is able to decrypt the code as well.)

- If attacked, Heinrich fights back (though he wishes he did not), possessed by the darkness of Gloon, who desires to keep his high priest alive.
- Heinrich refuses to leave the observatory except to go to the Castelo during festival time. He finds it peaceful here, and has no desire to interact with Balduino or his men.

THE CASTELO DE SANTA CRUZ

The fortified castelo dates back to the 16th century. Made from basalt, mortar, and volcanic tuff, the fort is shaped like a pentagon and surrounded by a twenty-foot wall (which

THE FESTIVAL OF GLOON

The Festival of Gloon is held each night there are new "uninitiated" victims on the island. Since the temple appeared, the festival has occurred nightly, with Balduino and his men dragging more survivors to the Castelo so that Karl Heinrich can perform the ceremony. In this fashion, Heinrich, although reluctant, has turned all of Fael's remaining inhabitants into Gloon's minions.

While the festival is unlikely to be held again during this adventure, it might occur again if the investigators (or their allies) are captured by Balduino and his men.

During the ceremony, the victims are tied up in the Castelo courtyard and lined up near an unusual banner that shows a human head merged with an octopus body. There, Heinrich emerges from one of the Castelo buildings and asks each man, in German, whether he is loyal to Gloon. Regardless of the answer, he stabs them in the chest with an ivory shard (for 1D6 damage) given to him when he became the Gloon's high priest, causing the victim's rib-bones to twist painfully and grow a bone-spur

that blossoms out of his chest. Ichor and blood flow from the wound and soak the banner... and the victim is now a loyal servant to Gloon, unable to do anything that might interfere with Gloon's plans.

1D4 days after growing a bone-spur, the victim will begin to transform into a benthic creature. Scales, fins, and spines awkwardly sprout from the victim's body, and he is overwhelmed by an insatiable thirst. If the victim does not drink gallons of salt water each day, he will weaken and die within 24 hours. If the victim survives the first day of the transformation, he then heads into the sea and swims in a random direction.

1D3 days after the transformation, the benthic man slowly, painfully, dissolves into an oily ichor. Like a horrific oil slick, the remains float in the ocean until they land on the shore somewhere. Upon coming into contact with a human, however, the ichor soaks into the body of its new host and transforms his mind into a high priest of Gloon, and thus the cycle begins anew...

can be scaled with a CLIMB roll). Its principal entrance is a large western gate, big enough for a single automobile to enter. The gate is open, though always guarded by a handful of Balduino's men.

The inside of the castelo is mostly a large, open-air area, which is where the Festival of Gloon is performed at night. There are also two connected, more modern buildings inside the castelo walls.

The larger, two-story structure is used by Balduino's men as a sort of dormitory and headquarters. Previously, it was used by the Portuguese government, who was setting up a secret Air-Navy communications center, and also fortifying rooms to act as an emergency center of government in the event Portugal was overrun.

A smaller, one-story building inside the castelo had been leased by the Germans. Officially, the office was used as a communications center for German merchants and vessels entering the harbor. Unofficially, the office was acting as a surveillance site so that the Germans could spy on the Portuguese.

The Festival Area – The open-air interior of the fort is where the Festival of Gloon is held. A sort of makeshift wooden stage has been set up on the lawn here, overlooked by a large, strange banner that depicts a human head merged with an octopus (see [Handout G](#)). The bottom of the banner is soaked with what looks like ichor and blood; anyone who approaches the foul thing is overwhelmed by the pungent scent of rotting fish and burning oil.

During the day, a handful of Balduino's men are loitering in this area. With nothing else to do, they patiently await the next festival, where they expect the captive Germans and the investigators themselves to be transformed into the followers of Gloon. A PER roll notices that the men's skin is mottled, and they each have wet coughs...

The festival, however, only occurs if the followers of Gloon have captives. If the Germans all escaped with the investigators, the followers still gather, but no ceremony is held. Instead, Karl Heinrich will emerge from the nearby building to give a short speech of apology to the men. See sidebar on the Festival for more details.

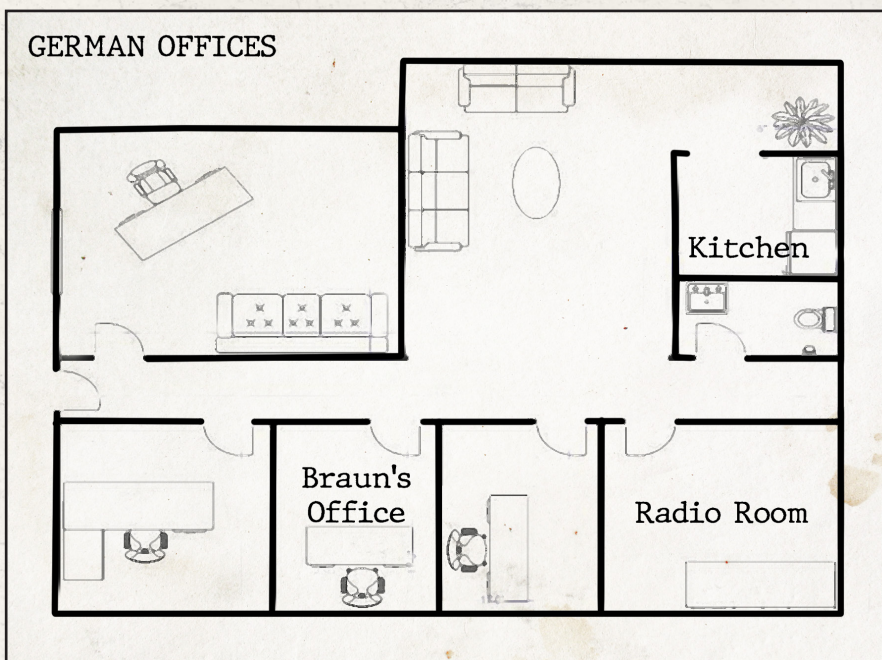
Radio Rooms – Both the larger Portuguese building as well as the German office has a radio room. An INT roll allows the successful use of the radio. Investigators can contact either the *West Gambo*, still lurking a few miles offshore; two German heavy cruisers, *Lützow* and *Admiral Scheer*, about fifty miles out, and; the Royal Navy light cruiser, *Liverpool*, about seventy miles out.

The *West Gambo* will send a small rescue craft to the harbor if the investigators ask (and succeed a CHARM roll, as Captain Ekon is becoming ever more paranoid). However, Balduino has the waters watched, and will have a large, heavily armed party of his men awaiting its landing, much as he did when the investigators first arrived.

The German cruisers ignore radio signals unless they are accompanied by some sort of official German naval code. If they receive Karl Heinrich's codes, they maneuver into position for a bombardment of the town, assuming the orders are coming from the secret German spy headquarters there on Faiel. They are approximately two hours from getting within bombardment range.

The British ship *Liverpool* accepts radio signals from the harbor, but only incredibly savvy roleplaying will get them involved in the plight of the island in any way. The radio officer reminds the investigators that the Azores are officially part of Portugal, a sovereign country that has expressed its strong desire to stay out of international politics.

Friedolin Braun's Office – The German offices are mostly non-descript. The investigators can find logs of ships coming into and out of the harbor, as well as records of several



airplane flights, including the expected arrival of Wagner, Baumann, and Keller.

However, a nameplate on one of the smaller offices identifies the office of Friedolin Braun, one of Germany's occultists, and the point of contact for Jörg Keller. A decaying stench emanates from the office, which only seems to contain a chair, a plain desk, and a typewriter with a half-typed journal page still in it.

On the desk's chair and underneath the desk in the room is an ghastly, wet stain on the floor, chunks of melted flesh and viscera still visible, vaguely in the shape of a man. This was once Friedolin Braun. He did not survive the psychic energy that came from the arrival of the temple, and dissolved here into this puddle of grotesque ooze. Seeing this gruesome sight requires a Sanity roll (0/D3).

The typewriter contains a half-typed page that details Braun's research into an occult ritual named the Working of Death (including the final word of the ritual) and the location of the Cave of Sarkomand, which he describes about a mile north of the Angel Rocks on the island (see [Handout D](#)). A CTHULHU MYTHOS roll identifies the name Sarkomand as referring to a city surmised to exist in another dimension, populated by primitive, satyr-like men known as the Men of Leng.

A SPOT HIDDEN roll discovers a compact safe hidden in the wall, underneath a photograph of a man shaking hands with the Adolf Hitler himself! The man, of course, is Braun. A LOCKSMITH roll (or more creative solution) cracks the safe; Jörg Keller also knows the combination to the safe, (20-04-89) as he once shared an office with Braun years ago in Berlin, and the two kept their secret documents hidden in the same safe.

Inside the safe is a Mauser .32 pistol (1D6 damage, base range 15 yards, 1 (3) uses per round, 6 shots). Also contained in the safe is a list of Germany's top occultists, including an American spy, R. Thomas Wasuchett! (see [Handout E](#))

CAVE OF SARKOMAND

The Cave of Sarkomand is located on the western shore of Faiel, just about a twenty-five minute walk from the edge of the town. The investigators can locate the entrance to the caves from Braun's description in his office. The "Angel Rocks" he describes is a well-known rock formation on the western edge of the island. It is simple to follow the path



north to a rocky outcropping near the crashing waves, where a PER roll spots the dark, wet cave entrance. Just inside the cave entrance is a German torch flashlight (left here by Braun the last time he visited the cave).

The Cave of Sarkomand extends about fifty feet back into the rock. A careful examination of the walls note what looks like fossilized worms embedded into the rock. The cave ends in what looks like a smooth wall, decorated with a rippling spiral carved into the stone. A SCIENCE (GEOLOGY) roll reveals that no known tool could have made the spiral shape. On the outer rim of the strange circular shape are two clear words: *Jurazat* and *Belkuphur*. A third word is also visible, but it is chiseled out and illegible (although the typewritten note in Braun's office reveals the word to be *Kalaghrino*).

An OCCULTISM or CTHULHU MYTHOS roll surmises that it might have once been a dimensional portal, likely to the place known as Sarkomand... and the words written above the portal were meant to protect the minds of those who entered. Making such an implication requires a Sanity roll (1/1D6)!

If any investigators touch the portal formation in the rock wall, they feel an intense vibration in that area. The appearance of the temple created a dimensional energy on the island which has caused the once-portal to respond. While the portal does not open in this adventure, successful OCCULTISM rolls may cause investigators to surmise that it's possible that the energy of the temple, or the waking of Gloom, might cause the thing to reactivate.

BENTHIC MEN

STR 70 DEX 35 INT 30
CON 65 APP 15 POW 35
SIZ 55 SAN - HP 14

Damage bonus: +1d4
Build: 1 Move: 8

Bite 45%, damage 1d6+1d4
Dodge: 25%

Armor: 1 (scaly skin)
Sanity Loss: 1/D3



SLUMBERING GLOON

STR 40 DEX 30 INT 35
CON 60 APP 15 POW 50
SIZ 300 SAN - HP 45

Damage bonus: none
Build: 8 Move: 2
Attacks per round: 1
Tentacle touch 60%, damage 1D3, +1D6 per round
Dodge: 5%

Armor: 4 (blubber hide)
Sanity Loss: 1/1D10
Spells: None while he slumbers.



THE TEMPLE OF GLOON

The temple is a massive, columned structure in the style of ancient Greek temples. It is an exact copy of the one found underwater, although much more easily examined under the light of the sky! The temple's construction is unusual (and an ARCHITECTURE roll surmises it is *alien*). The stone of the temple is not a familiar type of marble; instead it is veined with blues and crimson flecks. The columns are made from a single solid stone, versus stacks of smaller ones. The friezes that decorate the corners of the temple depict unnatural things - men malformed with gills and shark fins, slugs consuming lions, and circular mouths filled with needle teeth.

THE THIRTEEN STEPS

Like its underwater duplicate, the temple here has thirteen steep steps that lead to a single, massive door. However, this version of the temple is protected by a powerful aura that guards the sleeping god Gloom inside. As mortals climb the steps, they first sense a strange buzzing in their ears. By the time the investigators reach the fifth step, their vision splits, and they start seeing the world in duplicate, one a fuzzy version of the other. By the seventh step, the investigators' grip on reality starts to slip, and they must make a Sanity roll (1/1D8). By the tenth step, the buzzing in their ears turns deadly, and inflicts 1D6 damage as their minds are torn by the raw force of Gloom, visions of a nude, beautiful man reaching into their skulls. By the thirteen step, seizures grip the would-be invaders of the temple (for 1D8 damage). Those that survive the seizures may enter the temple...

The ill-effects of the temple steps can be avoided by casting the Working of Death ritual (found in the Cave of Sarkomand and the notes of Friedolin Braun). Speaking the three

words in a loud voice and succeeding at a POW roll completely negates the effects. Even a failed POW roll helps... reducing the damage from the splitting migraines by half (but not the Sanity loss).

OPENING THE DOOR

Unlike the sunken temple, the massive door to the surface temple is cracked open by a mere finger-width. As Gloom has become closer to his awakening, the door has been slowly opening. A damp, salty breeze, smelling of rotting detritus, emanates from the crack in the door.

A combined investigator STR of 150 is enough to push open the door. As it opens - and despite it already have been ajar - ankle-deep water spills out from inside the temple, causing investigators to cough and gasp from the rancid smell.

Opening the door, however, summons Heinrich, Balduino, and several of Balduino's men to the temple. Feeling in their bones that the temple has been violated, they race to the site to stop the investigators.

GLOON

The inside of the temple is dark... at first. With each damp step the investigators take into the large interior, the stone starts to emanate light, the veins in the strange marble glowing. As light floods the temple, the investigators see Gloom himself.

Gloom is a hideous monstrosity - a massive, finned, slug-like thing. Thick tentacles sprout from his glistening body, and lazily shift and move as he attempts to slowly raise his head to better understand the men who violated his slumber.



man with him for each investigator. Balduino's men are more fully transformed into their evolved, benthic forms at this point. Fins sprout awkwardly from their bodies, lamprey-like mouths replace their human ones, and spines grow in unnatural places.

- Karl Heinrich is a reluctant defender of Gloon. He does not wish to serve the Master of the Temple, but his will has been taken away. However, he brought with him a stick grenade (4D10 damage), which he plans on using to kill himself and any of Balduino's men around him. He'll look for opportunities to use the grenade in a way to both protect Gloon, and finish off his Gloon's allies. Bold investigators may pry the grenade away from Heinrich and use the weapon more effectively against Gloon himself.

The finale of the adventure can play out in several different ways. Gloon himself is not fully awake, and does not defend himself physically. However, he has powerful mind-controlling capabilities. Even with the Working of Death protecting the investigators, he is capable of infiltrating their minds and transforming them into new high priests... much like he did Karl Heinrich years ago.

Meanwhile, Balduino and his men charge into the temple to save their master. Karl Heinrich himself accompanies them, although if the investigators swayed him successfully, he actually attempts to impede Balduino... with limited success.

- Each round, Gloon reaches into the mind of one of the investigators (starting with the one with the weakest POW). He suddenly appears beautiful, chiseled and confident, like a Greek god reborn. In this vision, he hands the investigator a sharp shard of ivory, and gestures for them to hold it close to their heart and kneel. The investigator can make a POW roll to resist the urge to submit to Gloon. If the investigator is protected by the Working of Death, he receives a bonus die to this roll. However, if the investigator is badly wounded (3 HP or less), his will is weakening and he gains a penalty die. A successful roll resists the urge. A failure causes the investigator to kneel. The investigator must then make a Sanity roll. On a success, he submits and becomes blessed by Gloon to become a high priest. On a failure, the investigator thrusts the shard into his own chest and becomes a minion of Gloon, soon to be a *benthic man*.
- Balduino and his men flat out attempt to *kill* the investigators at this point. The Keeper can assume he has one

CONCLUSION

There are several ways the adventure can end. Success will see Gloon destroyed, overwhelmed by violence before he can destroy the investigators. If he is slain, his wattled and slug-like body dissolves as he returns to the underwater temple, content to sleep for a while longer. With his defeat, Balduino and his men fall to the floor and dissolve away as well, leaving only splayed, brittle bones left behind. High priests of Gloon that survive Gloon's defeat are uninjured, but must make a final Sanity roll (1/1D10) as Gloon's possession leaves them (until he awakens again...).

With Gloon defeated, the temple on Faiel shudders out of life as well, returning to its original, horrifying dimension from whence it came. The investigators find themselves standing on a grassy, empty hill, overlooking an abandoned town.

If the investigators accidentally triggered a bombardment by the German navy, it's possible that everyone, including Gloon, vanish in a barrage of artillery fire. Gloon will be defeated... but it's likely some of his benthic men slipped into the waves before the bombardment started... eventually dissolving to create a new high priest one day.

Of course, it's quite possible that Gloon, Balduino, and the unstable Karl Heinrich murder the investigators even as they attempt to stop the Master of the Temple from awakening. In that even, Balduino and his men escape into the sea... and within weeks there are reports on the shores of the continent of more disappearances, more strange creatures, and whole towns being abandoned.

If Gloon and his minions were thwarted, each investigator receives a 1D6 SAN reward, plus one or two points for cleverness and good roleplaying.

EXTENDING THE ADVENTURE: THE SABOTEUR

The adventure plants a couple of seeds that there may be a traitor in the midst of the investigators. Resolving this plot is not necessary for structure of the adventure, but determined investigators may to probe the mystery more.

The traitor is R.Thomas Wachusett, the U.S. government lead on the expedition to find the U-29. Working as a spy for Himmler, Wachusett himself was an occultist who had been studying the lost city of Atlantis, Gloon, and other underwater mysteries. He was the one who first located the position of the U-29, and convinced his bosses to fund an expedition to find it.

Wachusett's plan was to investigate the U-29 and the temple, and then send details back to the Germans so that they could launch their own expedition at a later date. However, he received word from Friedolin Braun that the Germans were positioning themselves to launch an expedition sooner than expected, led by Jörg Keller. Nervous that the two teams were competence and determined, he decided to sabotage both the bathyspheres, hoping that the explorers would give up, leave the area, and the Germans would investigate.

The list of known Ahnenerbe (the infamous Nazi think tank, working for Heinrich Himmler) associates in Braun's office confirms that Wachusett was working with the Germans.

If the investigators survive and make it back to the *West Gambo*, they likely have enough evidence to have Wachusett arrested for treason. This heroism earns them another 1D4 SAN points at the end of the adventure.

Special thanks to hafizaprilio on fiverr.com for his art contribution of Gloon and his followers. Special thanks also to thispersondoesnotexist.com for the various PC and NPC photographs.

If you enjoyed this adventure, or ran it for a group, all the authors ask is that you give a shout out and let us know how it went. Post a note on Ishotadventures.com, or tweet @SageThalcos

For more adventures, visit www.Ishotadventures.com

Handout A - The door to the temple



My oldest friends

I realize that I should have given you this terrible information when we first arrived at Horta. I recognized the U-boat that rested in the harbor. It is the U-29, lost at sea in 1917 under the command of Lt. Cmdr Karl Heinrich Graf von Attberg-Ehrenstein. Four years ago we recovered the diary from the man, which told the strange story of a cyclopean undersea temple that led to the submarine's doom. While you do not know this about me, I was under orders from the fuhrer to discover the location of temple, and have spent years researching the thing.. I was shocked when I saw the temple itself - intact! - here in Horta when we arrived!

God forgive me... but my curiosity got the better of me which is why I convinced us to land and explore the town. But I soon realized that the loathsome aura of Gloom had already taken hold of the town, but it was too late and you had been taken captive.

Last night, I witnessed something I never thought I would see - Heinrich is alive here! He has become some sort of dark priest of Gloom and is preparing to spread the temple's madness so that his god can awaken.

Please find me so that we can plan our next move.

Jorg

-The Festival of Gloom-

Three years ago I toured the cave art of Dordogne with M. Breull, a pre-eminent expert on cro-magor cave paintings. There, he showed me a piece he kept well-hidden from others, a shocking piece he called the Festival of Gloom. After years researching the piece, I found a detailed description in the fragments of the 12th century Cthaat Aquadigner.

During the so-called Festival of Gloom, his high priest implants a fragment of fishbone into the sternum of the festival goers. There, the bone spur grows and spreads, like a loathsome coral.

At first, the victims become pliant to the will of Gloom, their master. Some days later they fall into an agonizing state, where they twist and metamorphisize into a foul, abyssal thing.

While I originally believed the transmutation stage was the end stage, the third Ftdown Shard reveals that there is yet more.

Upon transmuting into the benthic state, the things enter the sea and swim for ten days towards the moon. Finally, they dissolve into a kind of oily ichor. Would that be the end of these horrible creatures! But no... the ichor sill possesses the essence of Gloom, and is said to be able to infect a man, turning him into Gloom's high priest... and beginning the foul cycle anew once more.



August 19th, 1917

My impulse to visit and enter the temple has now become an inexplicable and imperious command which ultimately cannot be denied. My own Herman will no longer controls my acts, and volition is henceforward possible only in minor matters. Such madness it was which drove Klenze to his death, bareheaded and unprotected in the ocean; but I am a Prussian and a man of sense, and will use to the last what little will I have. When first I saw that I must go, I prepared my diving suit, helmet, and air regenerator for instant donning, and immediately commenced to write this hurried chronicle in the hope that it may some day reach the world. I shall make a copy of this log and seal the manuscript in a bottle and entrust it to the sea as I leave the U-29 forever.

I have no fear, not even from the prophecies of the madman Klenze. What I have seen cannot be true, and I know that this madness of my own will at most lead only to suffocation when my air is gone. The light in the temple is a sheer delusion, and I shall die calmly, like a Herman, in the black and forgotten depths. This demonic laughter which I hear as I write comes only from my own weakening brain. So I will carefully don my diving suit and walk boldly up the steps into that primal shrine; that silent secret of unfathomed waters and uncounted years.

9-4-6-7

August 20th, 1917

What I have seen cannot be true, but the corroded coins from the temple at my feet are proof that perhaps my nightmare had a truth to it. I remember being overwhelmed by the light of the temple, and then drifting in utter blackness for what felt like days. It would have been an untarnished and peaceful experience, were it not for the unusual mass of dolphins that would appear and stare at me with black eyes, each one reminding me of one of my dead crew. I also have vague recollection of a beautiful face calming me as I drifted. I wish it were that of my wife Emmeline, but this face was that of a man. It was not soft like a Rhinelander, but hard and chiseled like a Prussian.

I have no memory of how I regained entry to the U-29. It must have been my Imperial Navy training and iron will that let me return to the vessel even as my mind and body failed. It seems to violate natural law, but the German intellect often does such things.

I awoke after mid-day, still in my diving suit, a piece of sharp ivory in my hand. Miraculously, the U-29 had surfaced. Without Rasbe and Schneider I cannot puzzle how such a feat is possible on a submarine with a blackened engine room and dead batteries. Tomorrow, I shall make earnest efforts to repair the shattered fuel tank.

August 23rd, 1917

Success! My hunch was correct and I was able to repair the fuel tank. The storage batteries were not truly dead, but feeble. The sea is calm and I believe I have enough fuel to head towards Tsiel, although with fortune I shall first be found by one of the Fatherland's Imperial Navy's vessels.

AHNENERBE CONTACTS

37-4-1

KARL MARIA WILIGUT (WEWELSBERG CASTLE) 2-6000

HERMAN WIRTH (UTRECHT??? ETRUSCAN SCRIPTS)

ACHIM GRÜNBAUM (BERLIN - SPEAR) 2-4181

ALWIN SCHOTTENSTEIN (BERLIN - HUMBOLDT UNIVERSITÄT) 2-2451

ECKHARDT THÄLMANN PHD (FRANKFURT - TSATH MURDER) 2-9512

STANISLAUS SCHLECHTER (MUNICH - TUNIS EXPEDITION) 1-1191

HORST ROSSEL (HAMBURG - ESOTERICISM) 2-6821

GUIDO VON LIST (DECEASED???)

ALBIN GRAU (BERLIN - LIBRARY OF CELEANO) 2-8114

~~STEFAN SCHMIDT (RADEBERG RUNIC SCHOOL) 2-1085~~

JÖRG KELLER (BERLIN - U29 MYSTERY) 2-5140

DORIAN KIM (UK - LIVERPOOL - IRISH CROWN JEWELS) 1-1851

PATRICK HAMMOND (UK - MANCHESTER - YA' DICH-GHO) 1-4851

ROBERT THOMAS WACHUSETT (USA - WASHINGTON - U29 MYSTERY) 2-3106

REMY MASSE (FR - PARIS??? PHAROS OF LENG) 1-5814

LAURENT SYLVESTRE, PHD (FR - PARIS - SPEAR) 1-5959

~~FRITZ HANSEN (PRUSSEL) 2-1111~~



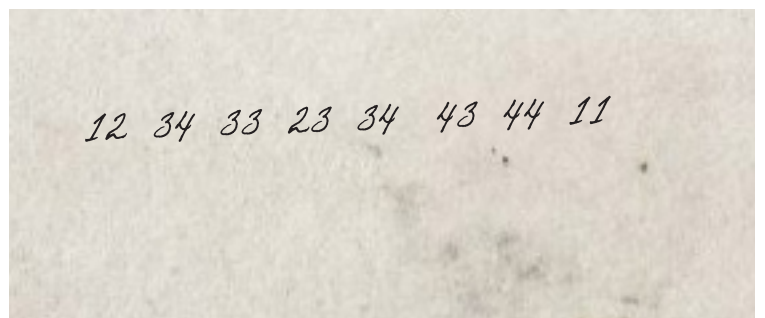
Wiesbaden

Sonnenberger-Straße 43.

Handout G - The Banner of the Festival



Handout H - Portrait of Emmeline, found on the sub



Bonus Handout - Heinrich's invasion code

Name Rose MacBride
 Player _____
 Occupation Nurse
 Age 20 Sex Female
 Residence St. Marys, GA
 Birthplace Brooklyn, NY

STR	45	$\frac{22}{9}$	DEX	60	$\frac{30}{12}$	POW	40	$\frac{20}{8}$
CON	60	$\frac{30}{12}$	APP	55	$\frac{27}{11}$	EDU	70	$\frac{35}{14}$
SIZ	45	$\frac{22}{9}$	INT Idea	75	$\frac{37}{15}$	Move Rate	8	$\frac{4}{1}$



HIT POINTS	Major Wound		10 HP						
	Dying		00	01	02				
	Unconscious		03	04	05				
	06	07	08	09	10				
	11	12	13	14	15				
	16	17	18	19	20				

Temp.		Indef.		40																Max		Insane																01 02 03 04 05 06 07																SANTITY
Insane		Insane																																																				
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30																																
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53																																
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76																																
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99																																

[illegible]

8					MAGIC POINTS
00	01	02	03	04	
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/>	<input type="checkbox"/> Fast Talk (05%)	45 ²² / ₉	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>	<input type="checkbox"/> Science (01%) Biology	40 ²⁰ / ₈
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>	<input type="checkbox"/> Oceanography	30 ¹⁵ / ₆
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	29 ¹⁴ / ₅	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/> Spot Hidden (25%)	40 ²⁰ / ₈
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	30 ¹⁵ / ₆	<input type="checkbox"/> Stealth (20%)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/>	<input type="checkbox"/> Survival (10%)	<input type="checkbox"/>
<input type="checkbox"/> Charm (15%)	30 ¹⁵ / ₆	<input type="checkbox"/> First Aid (30%)	75 ³⁷ / ₁₅	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/>	<input type="checkbox"/> Swim (20%)	47 ²³ / ₉
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> History (05%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/>	<input type="checkbox"/> Throw (20%)	<input type="checkbox"/>
Credit Rating (00%)	35 ¹⁷ / ₇	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	25 ¹² / ₅	<input type="checkbox"/> Track (10%)	<input type="checkbox"/>
Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/>	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	25 ¹² / ₅	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/>	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

[illegible]

Damage Bonus	+0
Build	0
Dodge	30

BACKSTORY

Personal Description

Intensely curious, well-educated student nurse from Brooklyn.
Loud and comfortable in crowds

Traits

Outgoing and vibrant
Highly curious
Stubborn



Ideology/Beliefs

Has good old fashioned common sense
Code of honor (Hippocratic Oath)

Injuries & Scars

Significant People

Has an enemy, her ex-husband Dr. John Booker

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Gold necklace with the eye of Horus

Encounters with Strange Entities

GEAR & POSSESSIONS

Small medical kit
Small purse with journal, pencils

CASH & ASSETS

\$50

A week after you graduated Long Island University's nursing school program, your brother handed you a flyer advertising a short assignment for a nurse on an ocean liner. "Danger pay included!" it read, and that was enough to spark your interest! And you're desperately short on cash... and this job pays your room and board. Plus, you always loved sailing in the sound (and even studied marine biology in school), so a couple months onboard an ocean liner was going to be just aces!

1920S ERA INVESTIGATOR

Name Chief Bobby Concoran
 Player _____
 Occupation Chief Petty Officer
 Age 24 Sex Male
 Residence St. Marys, GA
 Birthplace Morgantown, WV

CHARACTERISTICS

STR 60 30 12 DEX 55 27 11 POW 50 25 10
 CON 60 30 12 APP 65 32 13 EDU 30 15 6
 SIZ 55 27 11 INT 50 25 10 Move Rate 9 + 1



Major Wound 11 HP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane _____ Indef. Insane _____ 50 _____ Max _____

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

CALL of CTHULHU

Out of Luck

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

Magic Points

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) <u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%) <u>65</u> <u>32</u> <u>13</u>	<input type="checkbox"/> Mech. Repair (10%) <u>50</u> <u>25</u> <u>5</u>	<input type="checkbox"/> Spot Hidden (25%) <u>30</u> <u>15</u> <u>5</u>
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%) <u>35</u> <u>17</u> <u>7</u>
<input type="checkbox"/> Cryptography <u>12</u> <u>6</u> <u>2</u>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%) <u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Swim (20%) <u>60</u> <u>30</u> <u>12</u>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%) <u>30</u> <u>15</u> <u>5</u>	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%) <u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	75	37	15	1d3 + db	-	1	-	-
Colt M1911 Handgun	65	32	13	1d10+2	15y	1 (3)	7	100

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>27</u> <u>13</u> <u>5</u>

BACKSTORY



Personal Description

Sturdy, all-American naval mechanic... who wishes he was working on a Cadillac somewhere

Traits

Charismatic
Colorblind

Ideology/Beliefs

Won't study tactics - says his gut knows best
Takes his duty as an enlisted man seriously

Injuries & Scars

Significant People

Phobias & Manias

Binge-drinker
Regrets skipping school a lot (to go hunting)
Loves taking things apart then putting them back together

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

His lucky wrench

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Cotton navy uniform
Military knife
Lucky wrench
Matchbook

\$150

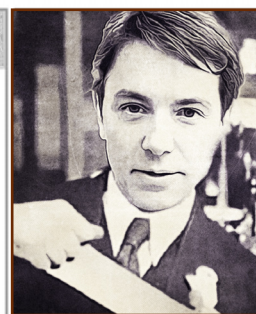
You joined the Navy in '31, and they swore they'd assignm you to a sub-marine. They lied - even after they trained you for months. Five years of drudgery on supply vessels and you finally got news you were waiting for. Assignment to the USS R-9! Then- utter disappointment. Your one mission was to sail the old sub from Philly to Cape Henry, only to watch it bombed and sunk by Bellanca bombers. Sheesh. And now, a quick mission to babysit professors in a creaky bathyscope, and then back to drudgery. You should have been a mechanic at your uncle's garage.

1920S ERA INVESTIGATOR

Name Antonio Volpetti
 Player _____
 Occupation Professor, conman
 Age 41 Sex Male
 Residence Arkham, MA
 Birthplace Lugo, Italy

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 50 ²⁵/₁₀ POW 35 ¹⁷/₇
 CON 40 ²⁰/₈ APP 60 ³⁰/₁₂ EDU 60 ³⁰/₁₂
 SIZ 55 ²⁷/₁₁ INT 75 ³⁷/₁₅ Move Rate 6 ⁺¹/₋₁



Major Wound 9x HP

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	11	12	13	14
	16	17	18	19

Temp. Insane 35 Max 35 Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

LUCK

M7xMP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%) <u>35</u> ¹⁷ / ₇	<input type="checkbox"/> Fast Talk (05%) <u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Law (05%) <u>35</u> ¹⁷ / ₇	<input type="checkbox"/> Science (01%) <u>35</u> ¹⁷ / ₇
<input type="checkbox"/> Anthropology (01%) <u>45</u> ²² / ₉	<input type="checkbox"/> Fighting (Brawl) (25%) <u>45</u> ²² / ₉	<input type="checkbox"/> Library Use (20%) <u>45</u> ²² / ₉	<input type="checkbox"/> Sleight of Hand (10%) <u>45</u> ²² / ₉
<input type="checkbox"/> Appraise (05%) <u>31</u> ¹⁵ / ₆	<input type="checkbox"/> Firearms (Handgun) (20%) <u>31</u> ¹⁵ / ₆	<input type="checkbox"/> Listen (20%) <u>31</u> ¹⁵ / ₆	<input type="checkbox"/> Spot Hidden (25%) <u>31</u> ¹⁵ / ₆
<input type="checkbox"/> Archaeology (01%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Locksmith (01%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Stealth (20%) <u>40</u> ²⁰ / ₈
<input type="checkbox"/> Art / Craft (05%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> First Aid (30%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Mech. Repair (10%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Survival (10%) <u>40</u> ²⁰ / ₈
<input type="checkbox"/> Charm (15%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> History (05%) <u>65</u> ³² / ₁₃	<input type="checkbox"/> Medicine (01%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Swim (20%) <u>40</u> ²⁰ / ₈
<input type="checkbox"/> Climb (20%) <u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Intimidate (15%) <u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Natural World (10%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Throw (20%) <u>40</u> ²⁰ / ₈
<input type="checkbox"/> Credit Rating (00%) <u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Jump (20%) <u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Navigate (10%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Track (10%) <u>40</u> ²⁰ / ₈
<input type="checkbox"/> Cthulhu Mythos (00%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Language (Other) (01%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Occult (05%) <u>35</u> ¹⁷ / ₇	<input type="checkbox"/> Unarmed (05%) <u>20</u> ¹⁰ / ₅
<input type="checkbox"/> Disguise (05%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Language (Own) (EDU) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Op. Hv. Machine (01%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Pilot (01%) <u>20</u> ¹⁰ / ₅
<input type="checkbox"/> Dodge (half DEX) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Persuade (10%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Psychology (10%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Ride (05%) <u>20</u> ¹⁰ / ₅
<input type="checkbox"/> Drive Auto (20%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Psychanalysis (01%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Science (01%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Swim (20%) <u>20</u> ¹⁰ / ₅
<input type="checkbox"/> Elec Repair (10%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Throw (20%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Track (10%) <u>20</u> ¹⁰ / ₅	<input type="checkbox"/> Unarmed (05%) <u>20</u> ¹⁰ / ₅

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Victorinox soldier knife	25	12	5	1d4 + db	-	1	-	-

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>30</u> ¹⁵ / ₆

BACKSTORY

Personal Description

Wealthy and brilliant university professor - and infamous former swindler

Traits

Greedy

Enjoys stealing

Fearful



Ideology/Beliefs

Always tells people his first love his teaching (it's not)

Never admits he actually went to jail

Authentically enjoys teaching history, especially about the Great War

Significant People

Was a former friend and associate of Charles Ponzi

Injuries & Scars

Phobias & Manias

Afraid of big tough guys

Throws money around to impress women

Meaningful Locations

Crescent City shipyard - where he first helped build submarines

Arcane Tomes, Spells & Artifacts

Treasured Possessions

His Rolex

Encounters with Strange Entities

DEAR & POSSESSIONS

Fancy suit
Gold Rolex
Victorinox soldier knife

CASH & ASSETS

\$500

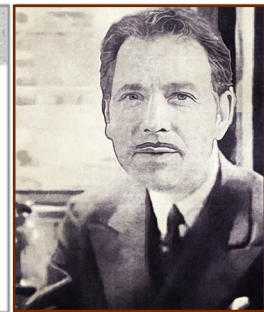
So what? You were a buddy of Charles Ponzi. You barely helped. Only showed up to a few meetings and said you made thousands off his international coupons. Technically true! But the feds had it in for you and boom, you were in jail. When you got out, you decided to go for a cushy job at Arkham, teaching to the kids. You always loved history and all its weird crazy stories. When Dr. Halsey had to drop out of this boondoggle sea trip, you volunteered. Hey, you worked at the submarine yards as a teenager, so you know what you're doing (vs. the other bozos from Arkham!)

1920S ERA INVESTIGATOR

Name Edsger E. Karplus
 Player _____
 Occupation Professor
 Age 47 Sex Male
 Residence Arkham, MA
 Birthplace San Diego, CA

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 60 ³⁰/₁₂ POW 50 ²⁵/₁₀
 CON 65 ³²/₁₃ APP 40 ²⁰/₈ EDU 70 ³⁵/₁₄
 SIZ 70 ³⁵/₁₄ INT 65 ³²/₁₃ Move Rate 8 ⁺¹/₋₁



Major Wound	<u>13</u> HP
Dying	<u>00</u>
Unconscious	<u>03</u>
HIT POINTS	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20

Temp. Insane	<u>50</u>	Max	Insane	01 02 03 04 05 06 07
Indef. Insane	<u>50</u>	Max	Insane	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
			Insane	31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
			Insane	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
			Insane	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

CALL of CTHULHU

Out of Luck	01 02 03 04 05 06 07
Luck	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
	31 32 33 34 35 36 37 38 39 40 41 42 43 44 <u>45</u> 46 47 48 49 50 51 52 53
	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Magic Points	00 01 02 03 04
	05 06 07 08 09
	10 11 12 13 14
	15 16 17 18 19
	20 21 22 23 24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	<u>30</u> ¹⁵ / ₆
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	<u>55</u> ²⁷ / ₁₁	<input type="checkbox"/> Biology	<u>80</u> ⁴⁰ / ₁₆
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Oceanography	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)	<u>12</u> ⁶ / ₂	<input type="checkbox"/> Spot Hidden (25%)	
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Survival (10%)	<u>30</u> ¹⁵ / ₆
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)	<u>40</u> ²⁰ / ₈	<input type="checkbox"/> Swim (20%)	<u>30</u> ¹⁵ / ₆
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	<u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hiv. Machine (01%)	<u>36</u> ¹⁸ / ₇	<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	<u>16</u> ⁸ / ₃	<input type="checkbox"/> Pilot (01%)	<u>46</u> ²³ / ₉	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/> German		<input type="checkbox"/> Boats		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>25</u>	<u>12</u>	<u>5</u>	1d3 + db	-	1	-	-

COMBAT

Damage Bonus	<u>+1d4</u>
Build	<u>1</u>
Dodge	<u>30</u> ¹⁵ / ₆

BACKSTORY



Personal Description

Fit, isn't bothered by pain too much (but has a bad back)
Tenured Professor of Oceanography Miskatonic University

Traits

Mildly shy
Curious
Terrible at managing his money and career

Ideology/Beliefs

Holds other professors to a too-high bar
Utterly trusts the government
Loves cooking fish stew, collects recipes

Injuries & Scars

Significant People

Phobias & Manias

Pessimistic when stressed
Has a guilt complex when it comes to his friends and students
Obsessed with making a great ocean discovery
Exaggerates his relationship with scientists and professionals

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Waterproof leather satchel
Books, journal, and pencils
Waterproof Swiss wristwatch
Bathysphere manual

\$50

CASH & ASSETS

Your gut told you that this would be IT - your chance to make the colossal discovery that will land on the cover of The National Geographic. But now that you're onboard the West Gambo, you think the odds are stacking up against you. First Dr. Halsey cancels the trip because he has a new girlfriend. Then that terrible Italian takes his place, and you twist your back boarding the ship. Finally, those Harvard intellectuals shows up, which Mr. Wachusett DEFINITELY never told you about. And the Navy expert just told you he's only had one submarine mission ever. Time to chin up, old man...

1920S ERA INVESTIGATOR

Name Sara Lopez
 Player _____
 Occupation Teaching Assistant
 Age 23 Sex Female
 Residence Arkham, MA
 Birthplace Austin, TX

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 65 ³²/₁₃ POW 45 ²²/₉
 CON 70 ³⁵/₁₄ APP 60 ³⁰/₁₂ EDU 40 ²⁰/₈
 SIZ 40 ²⁰/₈ INT 60 ³⁰/₁₂ Move Rate 8 ⁺¹/₋₁



Major Wound M1xHP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane 45 Max 45 Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANTY

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

M9 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	<u>32</u> ¹⁶ / ₆
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	<u>45</u> ²² / ₉	<input type="checkbox"/> Civil Engineering	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>35</u> ¹⁷ / ₇	<input type="checkbox"/> Mech. Repair (10%)	<u>35</u> ¹⁷ / ₇	<input type="checkbox"/> Spot Hidden (25%)	<u>55</u> ²⁷ / ₁₁
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	<u>20</u> ¹⁰ / ₄
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	<u>30</u> ¹⁵ / ₆
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	<u>50</u> ²⁵ / ₅	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<u>34</u> ¹⁷ / ₇	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	<u>16</u> ⁸ / ₃	<input type="checkbox"/> Pilot (01%)	<u>16</u> ⁸ / ₃	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<u>37</u> ¹⁸ / ₇	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>40</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>25</u>	<u>12</u>	<u>5</u>	1d3 + db	-	1	-	-

COMBAT

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>37</u> ¹⁸ / ₇

BACKSTORY



Personal Description

Outgoing and energetic - whip-smart engineering teaching assistant and former Texas ranch girl

Traits

Impulsive
Pacifist (Self-Defense Only)
Usually tells the truth... even when it hurts
Can do difficult math in her head

Ideology/Beliefs

Dreams of designing highways
Never turns down a chance to travel someplace new
Loves reading crime fiction, sometimes thinks she's a detective

Injuries & Scars

Phobias & Manias

Compulsive carouser
Talks frequently about her German boyfriend, Gerhard

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

DEAR & POSSESSIONS

CASH & ASSETS

Sturdy leather boots
German-English dictionary
Worn copy of the Maltese Falcon
German-styled haversack

\$100

After your daddy lost all of his money in the ranch, you moved to Boston with your cousin to attend Miskatonic engineering school. You graduated last year, then celebrated by traveling to Germany for the summer, where you met the love of your life, Gerhard. He wanted you to move to Berlin, but you told him you needed to start your new job as Professor Upham's teaching assistant. Then poor Upham died of a heart attack just two days before the semester began, and Miskatonic assigned you to assist Professor Karplus on this secret government-funded trip. Do you even still have a job? You have no idea what comes next.

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BACKSTORY



Personal Description

Loyal, wiry, and canny ship mechanic - known for always being where he's needed

Traits

Street smart
Calls his friends "pally"

Ideology/Beliefs

Sense of duty and loyalty to his friends and crew mates
When threatened, quick to threaten violence, but rare to invoke it
Still disappointed the Navy wouldn't let him join up

Injuries & Scars

Phobias & Manias

Squeamish
Often mispronounces words to comical effect

Significant People

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Loves Popeye, collects the strips

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Waterproof boots
Ray-o-vac flashlight
Mechanics toolkit
Bathysphere manual
Small book with Popeye strip collection

\$15

Working as a mechanic on a cargo vessel wasn't your top choice, but the Navy rejected you back in '26 because they said you couldn't hear well enough. That's a bunch of jaw jackin boloney. Still, the crew of the West Gambo's your family now. You've saved seven of them from bad ends. Fires, that diesel leak, even a couple drunk falling overboard. And fortunately for these new folks on the ship, you spent the last few weeks studying up on their bathyspheres. You might know more about them than they do! Now, if anything goes wrong-- nah, you won't let nothing go wrong.

ROSE MACBRIDE

Curious Nurse



BOBBY CORCORAN

Chief Petty Officer



ANTONIO VOLPETTI

Wealthy Professor of History



EDSGER E. KARPLUS

Noted Professor of Oceanography



SARA LOPEZ

Engineering Teaching Assistant



ULYSSES PARKS

West Gambo Mechanic

