



The Strange & Sunken Fate of **KARL HEINRICH**

by J.C. Connors and Jeff Evertt

ABOUT THE ADVENTURE

The Strange & Sunken Fate of Karl Heinrich is a *GURPS Horror* 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 PCs; 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 PCs 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 PCs discover a massive underwater temple. When the temple is disturbed, the monstrous god in its middle, Gloom the Corruptor of Flesh and Master of the Temple, notices. Gloom'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 Gloom, he reluctantly converts the island's remaining survivors into Gloom'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 PCs are on-board 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 PCs 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 PCs' crew is loaded into their bathysphere, a PERCEPTION roll notices something amiss. Two gauges are cracked – a depth gauge that reads depth below 100 meters, and an oxygen gauge. A successful CREWMAN (SUBMARINE), MECHANIC (SUBMARINE) or ENGINEER (SUBMARINE) roll determines that while the damage is not critical, not having functioning gauges makes it hard to communi-

cate 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 PCs 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 succeeding a SCROUNGING roll). With a replacement gauge, a successful MECHANIC roll fixes the gauge. However, both gauges need to be fixed in tandem to make the scheduled drop time. Clever PCs may enlist the help of a nearby *West Gambo* engineer to help (assume a ship engineer knows where parts are and has has Mechanic-14 skill).

GM'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 PCs should make a ST roll or take 1 HP 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 VISION 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 PCs feel and hear something banging on the outside of the bathysphere, as if a thump of bodies pushing it around. Each PC must make a Fright Check at +2. A VISION roll at -3 spots 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 ENGINEER (SUBMARINE), CREWMAN (SUBMARINER), or ELECTRICIAN 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 PCs can repair the electrical problem on their bathysphere by rerouting the wiring and successfully making a ELECTRICIAN roll. However, the telephone remains dead after the repair, truly

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.

shorted out. If all the PCs fail the repair attempt, the power still mysteriously flickers back on after about ten more minutes of inky black terror – and another Fright Check at +1.

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 PCs to wonder whether it got pulled up by the *West Gambo*. Neither is there sign of the U-29.

THE SUNKEN TEMPLE

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

Oddly, the PCs see a human-like figure at the entrance to the temple, as if resting outside it, unmoving. By equipping themselves with their bottom-walking diving suits, the PCs can exit the bathysphere, one at a time, and visit the temple. Note that, PCs use the *lower* of Diving Suit skill (default of DX-5) or their actual DX-based skill when underwater.

The bottom of the ocean is covered in a thin layer of silt, but underneath that layer of silt are hard stone walkways. The PCs 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

Handout A). If someone tries to translate the symbols, and succeeds at a HIDDEN LORE (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 Fright Check!

As the PCs spend time at the door to the temple, a sinister force detects their presence. Each PC must make a WILL-2 roll or be drawn to one of the faces on the door. The GM can either roll randomly, or ask each player which image he is drawn most to.

- **The Inverted Volcano** – A green fire engulfs the investigator's diving suit. The PC immediately takes 1d damage. Anything more than 2 HP of damage destroys the oxygen in his suit as well. He must be immediately rushed back to the bathysphere or begin to drown...
- **The Spined Maw** – The PC 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 damage inflicts 1d toxic damage (a HT-2 roll resists), repeating at hourly intervals for eight cycles
- **The Loathsome Fish** – The PC 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 PC should make a Fright Check!

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. PCs feel the light from the temple drawing them inward, even as it seems like there is no way to gain entry to the structure.

Each PC must make a Fright Check when the temple awakens. Additionally, every round each PC must also succeed at a WILL roll to withdraw from the temple. A failure indicates 1d-3 cr damage from the swarm of hungry, sharp-toothed eels.



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

RETURN TO THE AZORES

When the PCs 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 PCs 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 successful influence 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 PCs that he does not have enough fuel and supplies to make it back to the U.S. The ship will 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 PCs approach the Azores, shouts from the crew 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 PCs saw under the water, has appeared on the island.

What's more, an intact Great War-era U-boat is docked in port. A VISION roll confirms 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 PCs 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 PCs 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 PCs 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 PCs 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 PCs 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

ST	11	HP:	11
DX	12	Will:	14
IQ	13	Per:	13
HT	11	FP:	11

Basic Speed: 5.75

Move: 5

Dodge: 8



Traits: Night Vision 2; Obsession (the Temple); Stubbornness.
Skills: Area Knowledge-15; Driving-12; Fast-Talk-12; Intimidation-12; Knife-12; Merchant-13; Swimming-12.

Gear: A wallet with a few escudos.

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 to the high priest Heinrich.

BALDUINO'S TOUGHS

ST	12	HP: 12
DX	11	Will: 11
IQ	9	Per: 10
HT	12	FP: 12

Basic Speed: 6.0

Move: 6

Dodge: 9



Traits: Callous; Night Vision 2, Obsession (the Temple).

Skills: Area Knowledge-12; Brawling-12; Broadsword-10; Intimidation-10; Knife-12; Swimming-12.

Gear: Varies, but could include a large knife (1d-1 imp); light club (1d+2 cr); some rope; a wallet with a few escudos.

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. They all strong-willed, stubborn, and fiercely loyal to the Balduino. They do not realize that they have become hosts for Gloon's dark curse and will soon transform into horrors...!

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

GM'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 GM 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 PCs 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.

The Bone-Spur Pins

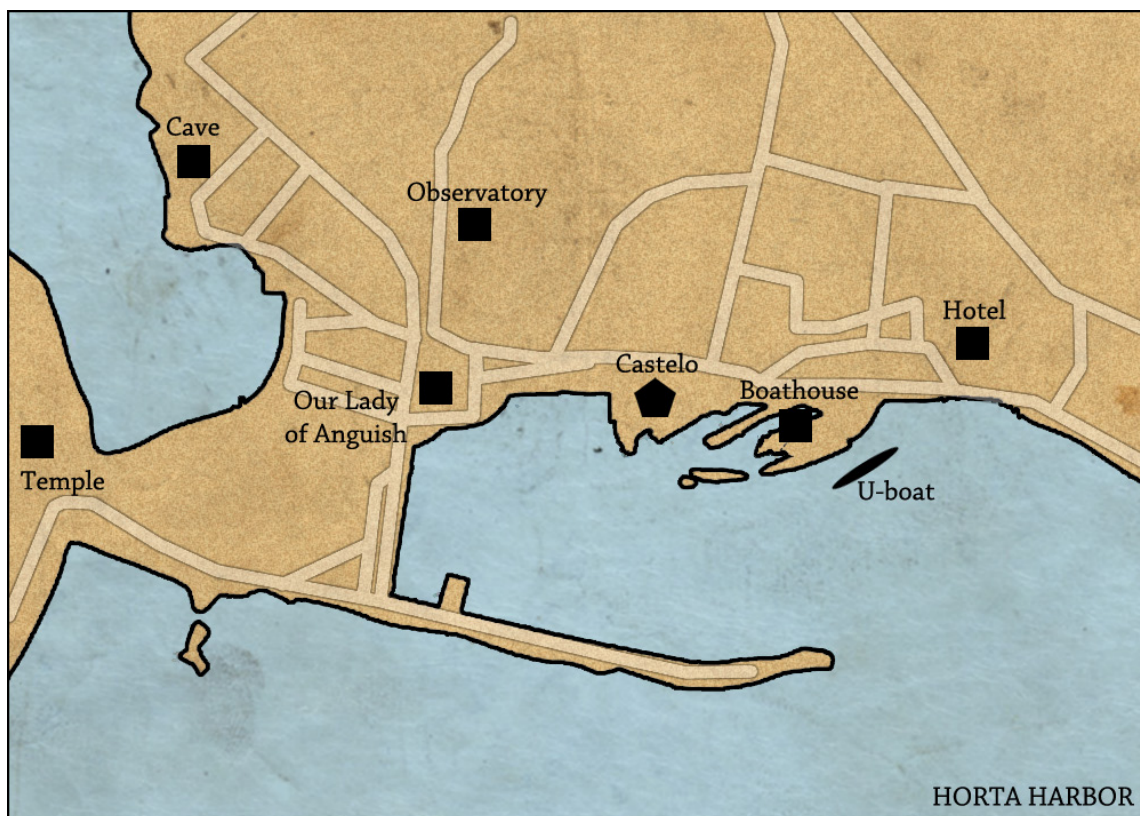
When the island transformed, the locals that survived were summoned to the first great festival of Gloon. There, Karl Heinrich performed the dark ritual that grew bony protrusions out of the survivors' ribs. Piercing the victim's clothes, the bone-spurs blossomed into an eerily ornate decoration on the 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 Fright Check.

Lt. Wagner and Lt. Baumann are glad to see other visitors 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 PCs 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 PCs 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 sw damage); local clothes can also be found in various suitcases and drawers (giving a +3 bonus to DISGUISE rolls the PCs 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 PCs into their escape plan. Regardless of whether the PCs participate, the two Germans attempt a violent escape at dusk. At a minimum, the Germans provide distraction enough for the PCs to escape into town. Without help from the PCs, the faster Ernst Wagner will successfully escape – but Baumann will be shot and killed.

GM'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 PCs' 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 PCs 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 PCs 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 old 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 PCs' escape from the hotel was loud, Balduino is alerted and sends several of his men to sweep the town looking for the PCs. The GM should keep this exploration around town tense... with occasional three-man patrols searching for the PCs. 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 PCs are spotted, Balduino's men are instructed to bring them back alive to the hotel, and does so to the best of their ability. The men first try threats and intimidation, then clumsy violence, but stop short of outright killing the PCs if it can be helped.

If the PCs' 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 PCs 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. PCs can pick the lock with a few minutes and a **LOCKPICKING** roll. Additionally, a scan of the perimeter of the boathouse (and a **PERCEPTION** 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 **ST** roll, allowing an PC 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 PCs 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 Fright Check.

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 **HIDDEN LORE (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 PCs can discover that this is Jörg 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 joining the army. If the PCs need help, the German, if still alive and with the PCs, may outright suggest that their friend might seek refuge at a church, especially given the supernatural occurrences happening in the town.
- If the PCs manage to capture one of Balduino's men, an **INTIMIDATION** roll (or some clever roleplaying) causes the man to reveal that they last saw Jörg escape into

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 GM'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 Rast & Gasser M98 revolvers (2d-1 pi, Acc 2, Range 120/1400, RoF 3, Shots 8(3i), ST 9, Rcl 2, Bulk -2, 2 lbs.).

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. An **OBSERVATION** roll spots the guard. If the guard sees the PCs entering the church, he calls Balduino to summon reinforcements. PCs wearing local garb, however, might confuse the guard. In that case, the GM should roll his **PERCEPTION** 10 vs. their **DISGUISE** skill to see if his suspicion is raised.

As the PCs 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 PCs, and at first – slowly – moves menacingly towards them, but then tires quickly. Witnesses must make a **Fright Check** -2! Anyone approaching the thing will get bitten by it (while weak, assume **DX** 12 and 1d cut 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 PCs 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 PCs 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 **SEARCH** or **TRAPS** 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 **HEARING** roll reveals noise coming from the chapel below the PCs, like the scuffling sound of a man.

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 PCs, 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 PCs.
- If the PCs have not discovered Jörg's journal in the boathouse, he explains about the festival of Gloon. He tells the PCs 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 Gloom, although how he has survived all these years, he cannot explain.
- He believes there is a single way to stop Gloom, 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 Gloom's curse does not continue to spread here on this island.

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

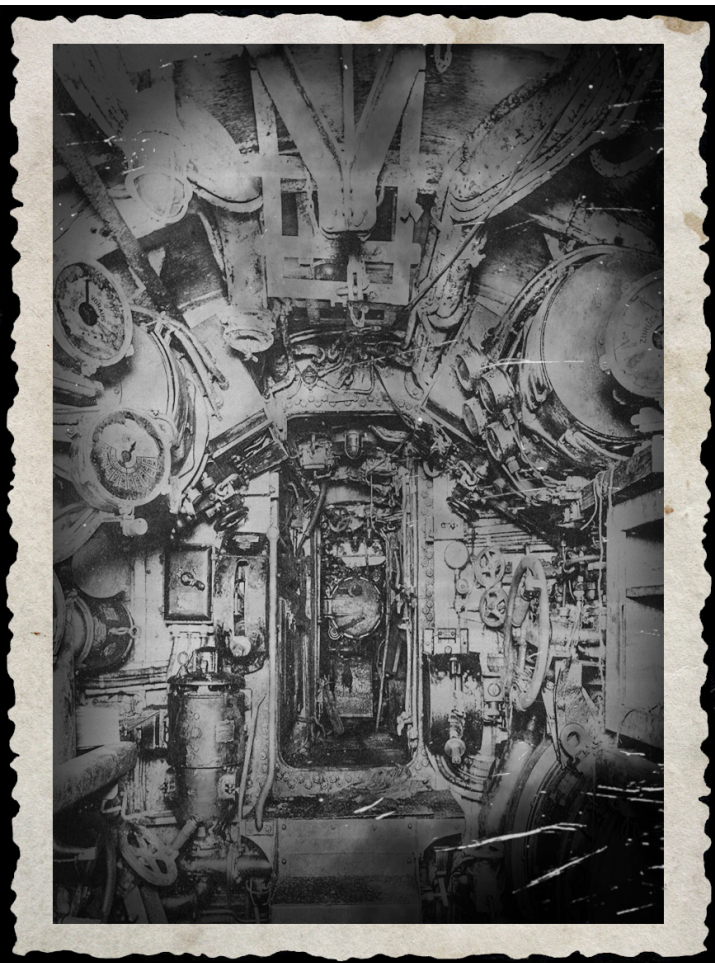
THE U-29

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 PCs casually walking out on the pier to the submarine. The PCs 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.

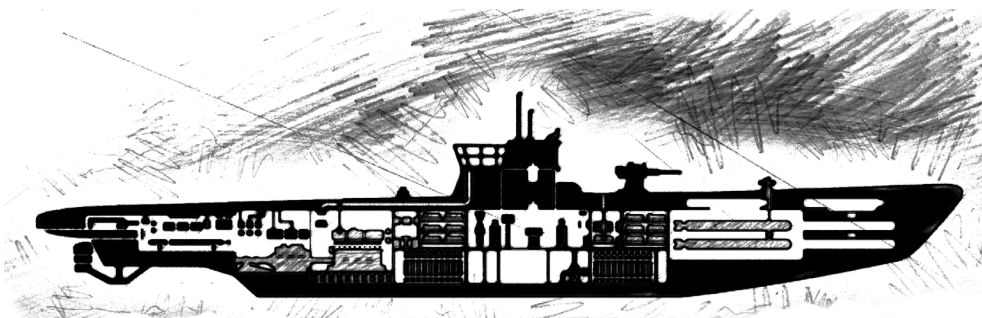
The U-boat is in the exact same condition it was in in 1917 when it was lost. A hint of chlorine tinges the air, still left over when the engine was damaged and the primitive batteries were hit by small amounts of sea water. The interior of the submarine is tight and claustrophobic, with dozens of valves 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 SUBMARINEOR ELECTRICIAN 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 become deadly and kill everyone on board (GM's Note: an ELECTRICIAN roll at -2 each day will suffice for survival, in the rare case the PCs 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 6dx38 exp damage... however, it malfunctions on a 15+ 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 MECHANIC roll reveals 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 LOCKPICKING roll, or FORCED ENTRY with a tool like a hammer, can pop it open. Inside is a photograph of Heinrich's wife, Emmeline (see [Handout H](#)), and a small Pickert Arminius Modell 10 revolver (2d-1 pi-, Acc 1, Range 120/1300, RoF 3, Shots 5(3i), ST 9, Rcl 2, Bulk -2, 1 lb.).

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 PCs 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 PCs, 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.
- 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.

KARL HEINRICH

ST	12	HP:	12
DX	10	Will:	14
IQ	12	Per:	13
HT	11	FP:	11

Basic Speed: 5.25
Move: 5 Dodge: 8

Traits: Acute Hearing +2; Code of Honor (Officer's); Duty (Gloon); Intolerance; Sense of Duty (Germany); Stubbornness.
Skills: Crewman-12; Guns (Pistol)-12; Leadership-12; Occultism-11; Pilot (Submarine)-13; Ritual Magic-12; Swimming-12.

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 Faïel.



- 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 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 DIPLOMACY 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 PCs 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 Faiel, he tells, and proudly describes what the German *Seebataillon* will do to its monstrous inhabitants. The code uses an old WWI Polybius square as encryption. A 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.

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 can be scaled with a CLIMBING 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 fortify-

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 Faiel'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 1d imp 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.

1d-2 days after growing a bone-spur, the victim will begin to transform into a benthic creature. Scales, fins, and spines awkwardly sprout from the victims body, and he is overwhelmed by an insatiable thirst. If the victim does not drink gallons of salt water each die, 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.

1d-3 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...

ing 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 Gloom 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 PCs themselves to be transformed into the followers of Gloom. A PERCEPTION roll notices that the men's skin is mottled, and they each have wet coughs...

The festival, however, only occurs if the followers of Gloom have captives. If the Germans all escaped with the PCs, the followers still gather, but no ceremony is held. Instead, Karl Heinrich emerges 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 ELECTRONICS OPERATION (COMM) roll allows the successful use of the radio. PCs 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; a Royal Navy light cruiser, *Liverpool*, seventy miles out.

The *West Gambo* will send a small rescue craft to the harbor if the PCs ask (and succeed an influence 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 PCs first arrived.

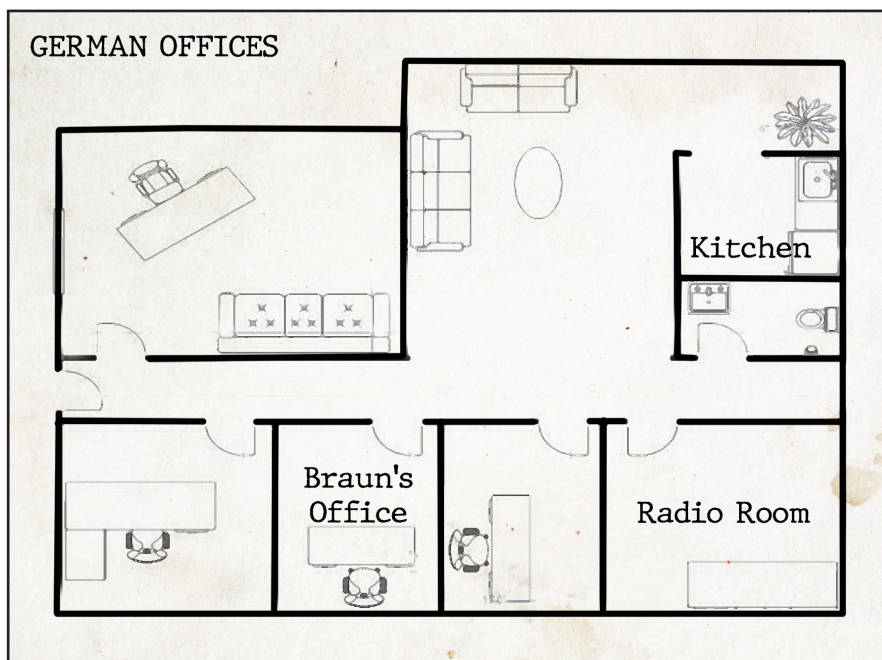
The German cruisers ignore radio signals unless they are accompanied by some sort of official German naval code. If they receive Karl Heinrich's codes, they maneuver into position for a bombardment of the town, assuming the orders are coming from the secret German spy headquarters there on Faiel. They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

The British ship *Liverpool* accepts radio signals from the harbor, but only incredibly savvy roleplaying gets them involved in the plight of the island in any way. The radio officer reminds the PCs 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 PCs 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 dis-



solved here into this puddle of grotesque ooze. Seeing this gruesome sight requires a Fright Check.

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 E](#)). A HIDDEN LORE (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 SEARCH 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 LOCKPICKING roll at -2 (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 C14 pistol (2d-1 pi, Acc 1, Range 120/1300, RoF 3, Shots 8+1(3), ST 7, Rcl 2, Bulk -1, 1.5 lbs.). Also contained in the safe is a list of Germany's top occultists, including an American spy, R. Thomas Wasuchett! (see [Handout F](#))

CAVE OF SARKOMAND

The Cave of Sarkomand is located on the western shore of Fael, just about a twenty-five minute walk from the edge of the town. The PCs can locate the entrance to the caves from Braun's description in his office (a TRACKING or NAVIGATION roll at +3 suffices). 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 VISION roll spot 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 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 HIDDEN LORE (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 Fright Check!

If any PCs 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 will not open in this adventure, a successful OCCULTISM roll may cause PCs to surmise that it's possible that the energy of the temple, or the waking of Gloom, may cause the thing to reactivate.

THE TEMPLE OF GLOOM

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-like teeth.

BENTHIC MEN

ST	14	HP: 14
DX	11	Will: 10
IQ	7	Per: 10
HT	12	FP: 12

Basic Speed: 5.75

Move: 5 Dodge: 8

Sharp Claws: 1d-1 cut, reach C.

Traits: Appearance (Monstrous); Bad Temper; Bloodlust; Doesn't Breathe (Gills); DR 1; Duty (Gloon); Night Vision 7; Sharp Claws.

Skills: Area Knowledge-12; Stealth-10; Swimming-12.



SLUMBERING GLOON

ST	40	HP: 40
DX	9	Will: 14
IQ	9	Per: 9
HT	13	FP: 13

Basic Speed: 3

Move: 3

SM: 3 (18')

Dodge: 6

Tentacles: 2d-1 cr, reach 3, +4 to grapple

Traits: Appearance (Horrific); Corruption of Gloon (see text); Extra Arms (4 long, weak, extra-flexible); Extra Legs (4 legs); Terror (Fright Check at -4).



THE THIRTEEN STEPS

Like its underwater duplicate, the temple here has thirteen steep steps that lead to a single, massive door. However, this temple is protected by a powerful aura that guards the sleeping Gloon inside. As mortals climb the steps, they first sense a strange buzzing in their ears. By the time the PCs 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 PCs' grip on reality starts to slip, and they must make a Fright Check. By the tenth step, the buzzing in their ears turns deadly, and inflicts 1d toxic damage as their minds are torn by the elder force of Gloon, visions of a nude, beautiful man reaching into their skulls. By the thirteen step, seizures grip the would-be invaders of the temple, inflicting 1d-1 damage (HT-6 roll to resist), repeating at one-minute intervals for six cycles. Those that survive the seizures may enter the temple...

The ill-effects of the temple steps can be completely avoided by casting the Working of Death ritual (found in the Cave of Sarkomand and the notes of Friedolin Braun). A RITUAL MAGIC roll immediately casts the spell successfully. Even without that skill, speaking the three words in a loud voice and succeeding at a WILL roll reduces the damage from the splitting migraines by half (but not the terror...).

OPENING THE DOOR

Unlike the sunken temple, the massive door to the surface temple is cracked open by a mere finger-width. As Gloon 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 ST of 25 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 PCs 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 PCs.

GLOON

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

Gloon 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. Gloon's Terror advantages requires PCs to make a Fright Check at -4 upon laying eyes upon him!

The finale of the adventure can play out in several different ways. Gloon himself is not fully awake, and cannot defend himself physically. However, he has powerful mind-controlling capabilities. Even with the Working of Death protecting the PCs, 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 PCs swayed him successfully, he actually attempts to impede Balduino... with limited success.

- Each round, Gloon reaches into the mind of one of the PCs (starting with the one with the weakest Will). He



CONCLUSION

There are several ways the adventure can end. Success will see Gloon destroyed, overwhelmed by violence before he can destroy the PCs. 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 (Fright Check!). High priests of Gloon that survive Gloon's defeat are uninjured, but must make a final Fright Check 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 PCs find themselves standing on a grassy, empty hill, overlooking an abandoned town.

If the PCs accidentally triggered a bombardment by the German navy, it's possible that all of them, including Gloon, vanish in a barrage of naval artillery, fire, and concussive blasts. 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 PCs 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 PC receives a two character points as reward, plus one more 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 PCs. Resolving this plot is not necessary for structure of the adventure, but determined PCs may to probe the mystery more.

suddenly appears beautiful, chiseled and confident, like a Greek god reborn. In this vision, he hands the PC a sharp shard of ivory, and gestures for them to hold it close to their heart and kneel. The PC can win a quick contest of WILL to resist the urge to submit to Gloon. If the PC is protected by the Working of Death, he receives a +3 to this roll. However, if the PC is badly wounded (3 HP or less), his will is weakening and the spell gives no bonus anymore. A failure causes the PC to kneel. The PC must then make a WILL roll. On a success, he submits and becomes blessed by Gloon to become a high priest. On a failure, the PC 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 PCs at this point. The GM can assume he has one man with him for each PC. 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 (5d-1 [2d] cr ex damage), which he plans on using to kill himself and any of Balduino's men around him. e'll look for opportunities to use the grenade in a way to both protect Gloon, and finish off his Gloon's allies. Bold PCs may pry the grenade away from Heinrich and use the weapon more effectively against Gloon himself.
-

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 PCs survive and make it back to the *West Gambo*, they likely have enough evidence to have Wachusett arrested for treason. This heroism earns them a bonus one character point 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

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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.

May 19, 1937

Received word that the freshly commissioned U-48, under the command of Kptlt. Schultze, will arrive in the vicinity of N. Latitude 20°, W. Longitude 35° in early June, and available for me to radio when needed. I also continued to study the first two words of the ritual, which I have named "The Working of Death," which I believe protects the psyche against both the Supervisors and Enforcers of telepathic manipulation. My name for the ritual is perhaps too dramatic, but I have long theorized that it is best to disguise protective rituals under false names.

June 3, 1937

I visited the caves again today. That annoying driver Balduino never stops talking. If the man had greater intelligence I would assume he was a Portuguese spy. Fortunately, I always have him drop me off near the Angel Rocks on the western shore, a mile south of the caves themselves, so he does not know where I spend my day. He seems convinced that I am one of Germany's finest oceanographers. I even bring Murray and Hjort's Depths of the Ocean book with me each time to further the ruse!

June 12, 1937

I was told today that my old peer Jörg Keller will be joining me in Faidel! I have missed both the young man's keen intellect (as well as his indelicate jokes). I enjoyed mentoring the man years ago in Berlin, and am looking forward to surprising him with what I have discovered in the Caves of Sarkomand.

June 15, 1937

Today I have successfully deciphered the third and final word of the ritual carved on the cave wall. It was obvious once I recalled the Ngranek Text. The word, of course, is "KALIGHRINO"! Jörg will be surprised to learn that I completed puzzling together this ritual without his help. Perhaps we shall try the ritual together when he arrives?

June 16, 1937

My man onboard the West Gambo contacted me via radio this morning. On schedule, the ship is in position above the site of the temple and planning to lower at least one bathysphere. As ordered, I attempted to signal the U-48 trailing the vessel. However, I failed in this endeavor and was unable to reach the submarine! Desperate, I radioed the Lützow in the hopes that they could contact another U-boat in the area to prevent the West Gambo's discovery of the temple. I do not know whether my plea succeeded. I shall try Schultze again tomorrow.

June 17, 1937

[illegible]

Wiesbaden

Sonnenberger-Straße 43.

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

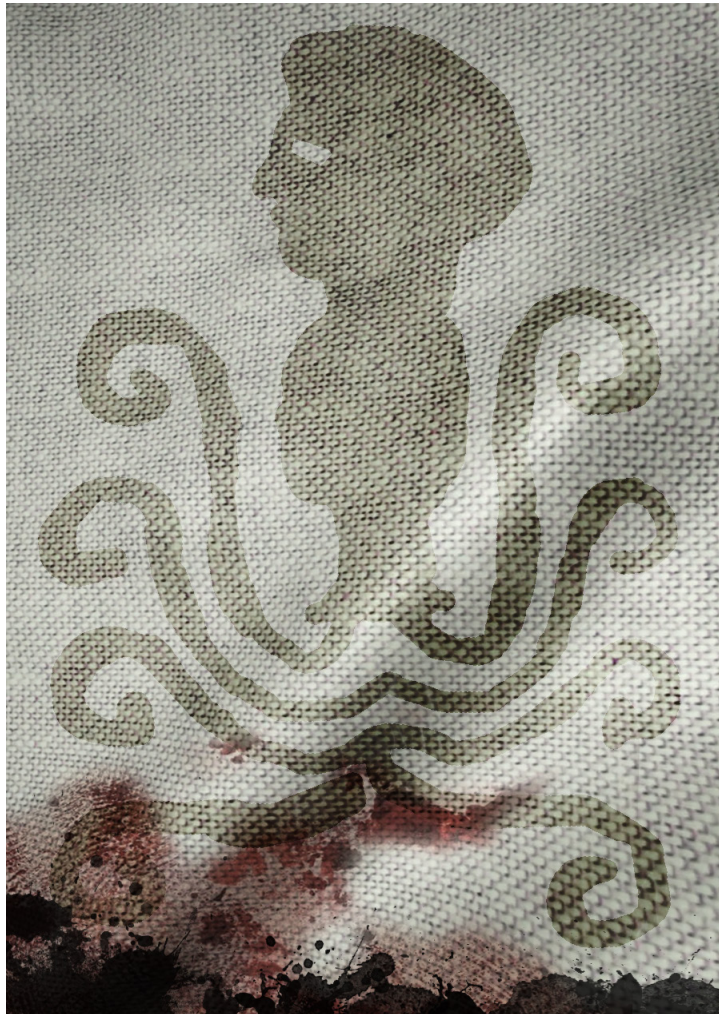
~~FRITZ HANSEN (PRUSSEL) 2-1111~~



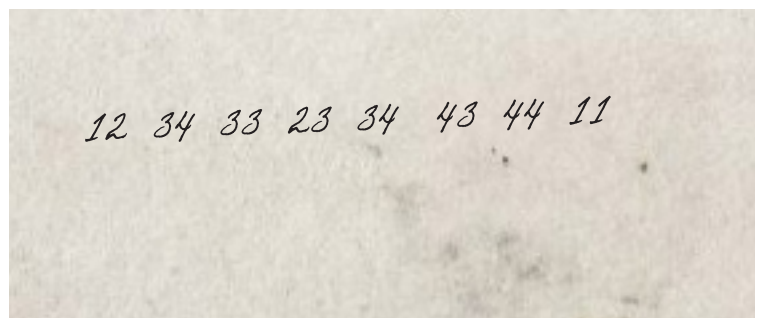
Wiesbaden

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

CTHULHU CHARACTER

Name Rose MacBride Player _____ Point Total 115

Ht 5'5" Wt 125 Size Modifier 0 Age 21 Unspent Pts -

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

ST	9	[-10]	HP	9	[0]
DX	12	[40]	WILL	12	[0]
IQ	13	[60]	PER	13	[0]
HT	11	[10]	FP	11	[0]

MOVE

6

DR

0



BASIC LIFT (ST × ST)/5 16 lbs. DAMAGE Thr 1d-2 Sw 1d-1
BASIC SPEED 5.75 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

None (0) = BL	<u>16</u>
Light (1) = 2 × BL	<u>32</u>
Medium (2) = 3 × BL	<u>48</u>
Heavy (3) = 6 × BL	<u>96</u>
X-Heavy (4) = 10 × BL	<u>160</u>

ACTIVE DEFENSES

Dodge

8

Parry

-

Block

-

REACTION MODIFIERS

Appearance _____

Status _____

Reputation +1 (from Healer - to patients)

-1 from Social Stigma

-1 from Stubbornness (if known)

ADVANTAGES & PERKS

Common Sense	[10]
Fearlessness +1	[2]
Fit (+1 to all HT rolls)	[5]
Healer 1	[10]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

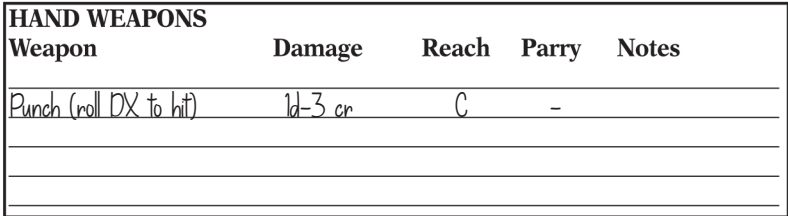
DISADVANTAGES & QUIRKS

Code of Honor (Hippocratic Oath)	[-5]
Curious (Intensest reist on a 9 or less)	[-5]
Social Stigma (woman in the 1930s)	[-5]
Stubbornness	[-10]
Wealth (Struggling)	[-10]
	[]
Quick to use "You got a problem with me?"	[-1]
Strong accent	[-1]
Pretends like she knows how to fight	[-1]
Calm under pressure	[-1]
Never turns down a good steak	[-1]
	[]
	[]

SKILLS

Name	Level
Administration	12 [1]
Biology	11 [2]
Boating (Sailboats)	11 [1]
Current Affairs (Science & Technology)	13 [1]
Detect Lies	11 [1]
Diagnosis (includes +1 from Healer)	12 [1]
Driving (Automobiles)	11 [1]
Fast-Talk	13 [1]
First Aid (includes +1 from Healer; heals 1d-1 HP)	15 [2]
History (19th century)	11 [1]
Oceanography	11 [1]
Savoir-Faire (Military)	13 [1]
Scrounging	13 [1]
Streetwise	13 [2]
Swimming	12 [2]
	[]
	[]
	[]
	[]
	[]

Languages	Spoken	Written
English	Native	Native [0]
		[]
		[]

[illegible]

SPEED/RANGE TABLE		
For complete table, see p. 550.		
Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

MONEY

\$30

(\$5k in household)

[illegible]

CTHULHU CHARACTER

Name CPO Bobby Concoran Player _____ Point Total 118

Ht 5'11" Wt 165 Size Modifier 0 Age 24 Unspent Pts -

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

ST	12	[20]	HP	12	[0]
DX	12	[40]	WILL	11	[0]
IQ	11	[20]	PER	11	[0]
HT	12	[20]	FP	11	[0]

CURRENT

MOVE

6

DR

0

CURRENT



BASIC LIFT (ST × ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2
BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

None (0) = BL	<u>29</u>
Light (1) = 2 × BL	<u>58</u>
Medium (2) = 3 × BL	<u>87</u>
Heavy (3) = 6 × BL	<u>174</u>
X-Heavy (4) = 10 × BL	<u>290</u>

ACTIVE DEFENSES

Dodge

10

Parry

9

(Knife)

Block

-

REACTION MODIFIERS

Appearance _____

Status +1 from Military Rank

Reputation _____

+1 from Charisma

ADVANTAGES & PERKS

Absolute Direction (always knows north)	[5]
Charisma +1	[5]
Combat Reflexes (never surprised, +2 to Fright Checks)	[15]
Military Rank 2 (Chief Petty Officer)	[10]
Dirty Fighting (+1 to first attack if it's a "sucker punch")	[1]
Off-hand Weapon Training (Knife)	[1]
	[1]
	[1]
	[1]
	[1]

DISADVANTAGES & QUIRKS

Code of Honor (Enlisted Man)	[-10]
Colorblindness	[-10]
Compulsive Behavior (Binge Drinking)	[-10]
Duty (US Navy, 15 or less)	[-15]
	[1]
	[1]
Won't study tactics - says his gut knows best	[-1]
Always talks about cars, especially Cadillacs	[-1]
Believes he's lucky	[-1]
Loves taking things apart then putting them back together	[-1]
Regrets skipping school a lot (to go hunting)	[-1]
	[1]
	[1]

SKILLS

Name	Level
Administration	10 [1]
Boating (Motorboats and Sailboats)	11 [2]
Driving (Automobile)	11 [1]
Electronics Operation (Radio)	10 [1]
Explosives (Demolitions)	10 [1]
Guns (Pistol)	14 [4]
Guns (Rifle)	13 [1]
Intelligence Analysis	9 [1]
Knife	13 [2]
Leadership	11 [1]
Mechanic (Automobiles)	11 [2]
Mechanic (Submarines)	10 [1]
Navigation (Land and Sea - includes +3 from Abs. Direction)	13 [2]
Observation	11 [1]
Savoir-Faire (Military - includes +1 from Charisma)	12 [1]
Seamanship	11 [1]
Soldier	10 [1]
Stealth	11 [1]
Submariner	12 [2]
Swimming	12 [1]
Theology (Christian)	9 [1]

Languages	Spoken	Written
English	Native	Native [0]
		[1]
		[1]

CTHULHU CHARACTER

Name Professor Antonio Volpetti Player _____ Point Total 121

Ht 5'11" Wt 175 Size Modifier 0 Age 41 Unspent Pts -

Appearance Wealthy and brilliant university professor - and infamous former swindler

ST	11	[10]	HP	11	[0]
DX	10	[0]	WILL	13	[0]
IQ	13	[60]	PER	13	[0]
HT	10	[0]	FP	10	[0]

CURRENT

MOVE

5

DR

0



BASIC LIFT (ST x ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 5.0 [0] BASIC MOVE 5 [0]

ENCUMBRANCE

None (0) = BL 24
Light (1) = 2 x BL 48
Medium (2) = 3 x BL 72
Heavy (3) = 6 x BL 144
X-Heavy (4) = 10 x BL 240

ACTIVE DEFENSES

Dodge

8

Parry

-

Block

-

REACTION MODIFIERS

Appearance _____

Status +4

Reputation _____

+1 from Smooth-Operator (con-artists, salesmen)

-3 from Reputation (from business folk, politicians, etc)

ADVANTAGES & PERKS

Courtesy Rank 1 (Adjunct professor) [1]
Luck (once per hour, reroll two times) [15]
Smooth-Operator 1 [15]
Status 4 (includes free level from Wealth) [15]
Wealth (Wealthy) [20]

DISADVANTAGES & QUIRKS

Fearfulness -2 (-2 to all Fright Checks) [-10]
Greed [-10]
Kleptomania [-10]
Reputation -3 (Associate of Charles Ponzi) [-7]

Never admits he actually went to prison [-1]
Always tells people his first love his teaching (it's not) [-1]
Overconfident, brags a lot [-1]
Afraid of big tough guys (got punched once) [-1]
Throws money around to impress women [-1]

SKILLS

Name	Level
Accounting	12 [2]
Acting (includes +1 from Smooth-Operator)	14 [2]
Administration	12 [1]
Archaeology	11 [1]
Cryptography	11 [1]
Current Affairs (People)	13 [1]
Diplomacy (includes +1 from Smooth-Operator)	12 [1]
Electronics Operation (Radio)	12 [1]
Engineer (Submarine)	11 [1]
Fast-Talk (includes +1 from Smooth-Operator)	15 [4]
Geology	11 [1]
History (Early 20th Century)	13 [4]
Occultism	13 [2]
Professional Skill (International Business)	12 [1]
Swimming	10 [1]
Teaching	12 [1]
Writing	12 [1]
_____	[]
_____	[]
_____	[]
_____	[]

Languages	Spoken	Written
English	Native	Native [0]
Italian	Native	Native [6]
_____	_____	[]

CTHULHU CHARACTER

Name Professor Edsger E. Karplus Player _____ Point Total 122

Ht 6'1" Wt 175 Size Modifier 0 Age 47 Unspent Pts -

Appearance Serious, sometimes smug, this professor is obsessed with the hunt for the next big discovery.

ST	11	[10]	HP	11	[0]
DX	11	[20]	WILL	11	[-5]
IQ	12	[40]	PER	11	[-5]
HT	11	[10]	FP	11	[0]

MOVE

5

DR

0



BASIC LIFT (ST × ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE

None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

ACTIVE DEFENSES

Dodge	Parry	Block
8	9 (Boxing)	-

REACTION MODIFIERS

Appearance	_____
Status	_____
Reputation	<u>+2 from sailors and seamen</u>
	<u>+2 from Reputation (from scientists and professors)</u>

ADVANTAGES & PERKS

Courtesy Rank 3 (Senior Professor)	[3]
Fit (+1 to all HT rolls)	[5]
High Pain Threshold	[10]
Reputation +2 (Talented oceanographer; small class of people)	[3]
Seafarer 2	[15]
Tenure (Miskatonic University)	[5]
	[]
	[]
	[]
	[]
	[]
	[]

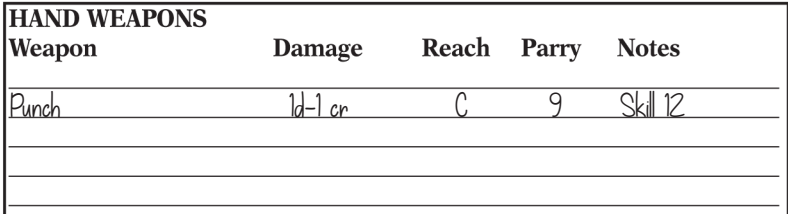
DISADVANTAGES & QUIRKS

Bad Back (roll HT on athletic activity, or -3 DX until rested)	[-15]
Curious	[-5]
Guilt Complex (his friends and students)	[-5]
Obsession (Make a great ocean discovery)	[-5]
Shyness (Mild)	[-5]
	[]
Holds other professors to a too-high bar	[-1]
Utterly trusts the government	[-1]
Terrible at managing his money and career	[-1]
Loves cooking fish stew, collects recipes	[-1]
Pessimistic when stressed	[-1]
	[]
	[]

SKILLS

Name	Level
Biology	10 [2]
Boating (Sailboats)	12 [1]
Boxing	12 [4]
Breath Control	9 [1]
Diving Suit	12 [4]
First Aid (heals 1d-1 HP)	12 [1]
Fishing	13 [1]
Geography (Atlantic Ocean)	11 [2]
Knife	11 [1]
Meteorology (includes +2 from Seafarer)	15 [4]
Navigation (Sea) (includes +2 from Seafarer)	14 [2]
Oceanography (includes +2 from Seafarer)	15 [8]
Photography	12 [2]
Seamanship (includes +2 from Seafarer)	14 [1]
Swimming (includes +2 from Seafarer)	13 [1]
Teaching (includes -1 from Shyness)	11 [2]
Writing	11 [1]
	[]
	[]
	[]
	[]

Languages	Spoken	Written
English	Native	Native [0]
German	Accented	Literate [4]
Portuguese	Accented	Literate [4]

[illegible]

SPEED/RANGE TABLE		
For complete table, see p. 550.		
Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

MONEY

\$35

(\$5k in household)

A simple line drawing of a stack of several banknotes, tied together with a rubber band. The stack is shown from a slightly angled perspective, with the edges of the bills visible.[illegible]

Your gut told you that this would be IT - your chance to make the colossal discovery that lands 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.

- your
that lands
phic. But
ambo, you
st you. First
he has a
alian takes his
anding the ship.
shows up, which
er told you about.
u he's only had
e to chin up.

Totals:

[illegible]

Name Sara Lopez Player _____ Point Total 120
Ht 5'5" Wt 130 Size Modifier 0 Age 23 Unspent Pts -
Appearance Outgoing and energetic - whip-smart engineering assistant and former Texas ranch girl

ST DX IQ HT	10	[0]	HP WILL PER FP	10	CURRENT	[0]	MOVE 6
	12	[40]		11		[-5]	
	12	[40]		12		[0]	DR 0
	12	[20]		12	CURRENT	[0]	



BASIC LIFT (ST×ST)/5 20 lbs **DAMAGE** Thr 1d-2 Sw 1d
BASIC SPEED 6.0 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

ACTIVE DEFENSES

Dodge	Parry	Block
9	-	-

REACTION MODIFIERS

Appearance _____

Status +1

Reputation +1 from Mathematical Ability (engineer-types)
+1 from Compulsive Carousing (from extroverts)
-1 from Compulsive Carousing (from sober-minded citizens)
-1 from Social-Stigma

ADVANTAGES & PERKS

[illegible]

DISADVANTAGES & QUIRKS

Compulsive Carousing	-15
Impulsiveness	-10
Pacifism (Self-Defense Only)	-15
Social Stigma (Second-Class Citizen; woman in the 1930s)	-5
Truthfulness	-5
Dreams of designing highways	-1
Loves dogs, especially collies	-1
Never turns down a chance to travel someplace new	-1
Talks frequently about her German boyfriend, Gerhard	-1
Loves reading crime fiction, sometimes thinks she's a detective	-1

SKILLS

Name	Level		
Acrobatics	11	[2
Administration	11	[1
Animal Handling (Dogs)	11	[1
Carousing	12	[1
Connoisseur (Music)	11	[1
Cooking	1	[1
Current Affairs (Politics)	12	[1
Diving Suit	11	[1
Driving (Automobile)	11	[1
Engineer (Civil) (includes +1 from Mathematical Ability)	13	[4
Guns (Pistol)	12	[1
Mathematics (Applied) (includes +1 from Mathematical Ability)	12	[2
Philosophy	10	[1
Physics (includes +1 from Mathematical Ability)	12	[4
Piloting (Biplanes and Cropdusters)	11	[1
Sex Appeal	11	[1
Swimming	12	[1
Teaching	11	[1
Typing	12	[1
Writing	11	[1
		[

Languages	Spoken	Written
English	Native	Native [0]
German	Broken	Semi-literate [2]
		[]

CTHULHU CHARACTER

Name Ulysses "Central" Parks Player _____ Point Total 111
 Ht 5'8" Wt 155 Size Modifier 0 Age 29 Unspent Pts -
 Appearance Loyal, wiry, and canny ship mechanic - known for always being where he's needed

ST	13	[30]	HP	13	[0]
DX	12	[40]	WILL	11	[0]
IQ	11	[20]	PER	11	[0]
HT	11	[10]	FP	12	[3]

MOVE	5
DR	0



BASIC LIFT (ST × ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>34</u>
Light (1) = 2 × BL	<u>68</u>
Medium (2) = 3 × BL	<u>102</u>
Heavy (3) = 6 × BL	<u>164</u>
X-Heavy (4) = 10 × BL	<u>340</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
8	10 (Brawling)	-

REACTION MODIFIERS	
Appearance	+1
Status	
Reputation	+1 from Street-Smart (shady-types)
	-2 from Social Stigma
	+2 from West Gambo crew, when times are tough

ADVANTAGES & PERKS	
Acute Hearing +3	[6]
Appearance (Attractive)	[4]
Ft (+1 to all HT rolls)	[5]
Flexibility (+3 to rolls that require physical flexibility)	[5]
Street-Smart 1	[5]
	[1]
Disarming Smile	[1]
Bathysphere Expert (+1 to rolls to use bathysphere equipment)	[1]
	[1]
	[1]
	[1]

DISADVANTAGES & QUIRKS	
Bad Sight (Nearsighted, wears glasses)	[-10]
Sense of Duty (West Gambo)	[-5]
Social Stigma (Minority Group)	[-10]
Squeamish	[-10]
Wealth (Struggling)	[-10]
	[1]
Calls his friends "pally"	[-1]
When threatened, quick to threaten violence, but rare to invoke it	[-1]
Still disappointed the Navy wouldn't let him join up	[-1]
Often mispronounces words to comical effect	[-1]
Loves Popeye, collects the strips	[-1]
	[1]
	[1]

SKILLS		
Name		Level
Architecture	10	[1]
Armoury (Small Arms)	11	[2]
Bicycling	12	[1]
Boating (Powerboat)	11	[1]
Brawling	14	[4]
Climbing (includes +3 from Flexibility)	14	[1]
Diplomacy	9	[1]
Driving (Automobile)	11	[1]
Electrician	12	[4]
Electronics Repair (Radio)	10	[1]
Lifting	10	[1]
Machinist	10	[1]
Mechanic (Ships)	12	[4]
Scrounging (includes +1 from Street-Smart)	13	[2]
Seamanship	11	[1]
Smuggling	10	[1]
Stealth	11	[1]
Streetwise (includes +1 from Street-Smart)	12	[2]
Urban Survival (includes +1 from Street-Smart)	11	[1]
		[1]
		[1]

Languages	Spoken	Written
English	Native	Native [0]
		[1]
		[1]

CTHULHU CHARACTER

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Punch (roll DX to hit)	1d-3 cr	C	-	
Heavy wrench	2d+1 cr	1	6U	Skill 7

Cost	Weight
\$-	- lbs.
\$-	3 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes

Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15
* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon		

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

MONEY

\$15

(\$2k in household)



ARMOR & POSSESSIONS

Item	Location
Waterproof boots (DR 1)	-
Ray-o-vac flashlight	Toolkit
Mechanic's toolkit	Toolkit
Bathysphere manual	Toolkit
Small book with Popeye strip collection	Pocket

Cost	Weight
\$15	1 lb.
-	- lbs.
\$15	10 lbs.
-	- lbs.
-	- lbs.

CHARACTER NOTES

Take notes here.

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.

Totals:

\$ 14 Lbs.

ROSE MACBRIDE

Curious Nurse



Per 13 • Common Sense

BOBBY CORCORAN

Chief Petty Officer



Per 11

ANTONIO VOLPETTI

Wealthy Professor of History

Per 13



EDSGER E. KARPLUS

Noted Professor of Oceanography

Per 11 • Bad Back



SARA LOPEZ

Engineering Teaching Assistant

Per 12 • Empathy



ULYSSES PARKS

West Gambo Mechanic

Per 11



Appearance _____

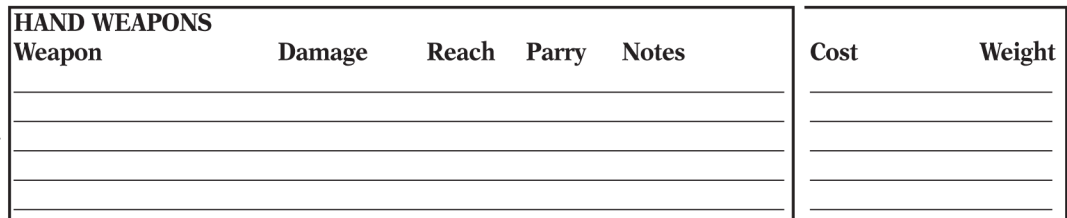
BASIC SPEED _____ [] **BASIC MOVE** _____ []

ACTIVE DEFENSES

Block

Reputation _____

SKILLS

[illegible]