
Splash Day Panic

Notes on this DRAFT release.

This adventure is typical of those provided in **Strange World Cthulhu: Shadow Over Texas** and it contains the complete verbiage and narrative.

However, it does not contain the following material that will be in the final version:

- Artwork
- Encounter maps
- Detailed profiles and stats for all named non player characters
- Spell summaries
- Location descriptions

Most of these will be presented as sidebars in the final version.

With that in mind, please enjoy this taste of the Shadow. A minimum of \$20 will get you at least six more like it plus the Texas Sourcebook, Keeper and Seeker rules, and much more!

Background

A thousand years ago Texas's coastline was dominated by the Karankawa, a tribe of vicious Shadow worshipping nomads who annually migrated between the mainland and the offshore barrier island that would come to be known as Galveston.

During the summer, the Karankawa consorted with the Deep Ones who inhabited the salt mounts and flower reefs further out in the Gulf. They would trade captives for metal, keep the hapless prisoner's extremities for their hideous larder and sacrifice the rest to the Deep One's ghods.

In time hybrid Karankawa and Deep Ones were conceived, and a rare few transformed into full Deep Ones. As this happened the Galveston Deep One colony slowly grew more callous and cannibalistic.

Four hundred years ago the White Men came to the Karankawa demesnes. They brought a new deities, firearms, and plagues. Deep Ones all over the world went into hiding. By 1800 the Karankawa were dying as a culture. By 1860 the last terrestrial hybrid Karankawa/deep one hybrid died.

Deep Ones live a long time and there is no rush for vengeance. In 1900 the Galveston Deep Ones (led by those who had had started out as Karankawa) responded. The anomalous hurricane and tidal surge of 1900 destroyed most of the buildings on Galveston and killed over 6,000. It was and is the worst hurricane to strike the United States.

Twenty-eight years later, the U.S. Coast Guard and Navy destroyed a Deep One colony off the coast of Massachusetts. There was talk throughout the world's network of Deep One colonies that another revenge night be necessary. Maybe in New Orleans? Maybe the Mississippi River? But not for a long time. Over a hundred years?

Not long after the Innsmouth colony was destroyed the situation off Galveston inadvertently became dire. Rumrunners began to move their imported booze to Galveston speakeasies and they anchored their cargo ships on Deep One salt mounts and flower reefs. The Galveston Deep Ones, especially those of Karankawa extraction demanded an immediate response.

Involving the Seekers

If the adventure is not part of the "Empty Cabinet of Curiosities" campaign, the Seekers could hear of the disaster and decide to investigate or assist the Miss Cosmos organizers, the police, the Coast Guard, Slendori the Rumrunner, or Stallings of the Deep Water Consortium. Any of these could potentially have heard of the seekers and solicit their assistance.

If this adventure is run as part of the "Empty Cabinet of Curiosities" campaign they receive a telegram is delivered to the Petrified House addressed to "Professor Prester or his staff."

The telegram says:

I still remember your lecture to the Coast Guard. I can no longer discount your conclusions. You and staff must see some cadavers soonest...

Dr. Amadeus Bruner, Galveston County Chief Medical Examiner.

Depending on how early this adventure occurs, Prester may or may not be "available." However the Seekers can respond in with or without the Professor's participation. If necessary Miskatonic University can quickly establish their *bone fides* and provide a letter (telegram) of reference.

Bridge Options:

Our Seekers are going to the Free State of Galveston, starting with the morgue at John Sealy Hospital.

- If leaving from Glen Rose most likely they will take a motor carriage or their own car to one of several railway stations, proceed to Houston, and then switch to the electric tram.
- A car ride overland would be an adventure in itself.
- Possibly they may have access to air transport (with the usual weight restrictions).

Research Options:

Seekers will want to familiarize themselves with the situation in Galveston, both historical and recent events. At a minimum they can query contacts, read newspapers, listen to the radio, or even gossip with townspeople. They will soon know the basic story.

Compendium (5%):

- All mundane information on Galveston and offshore Texas.

Lore

- (20%) Background on the Galveston underworld
- (40%) Background on Karankawa (not including Deep One connection)
- (60%) There are monsters living in the ocean off Galveston.
- (80%) Magic caused the 1900 hurricane.

-
- (80%) Background on the Deep Water Consortium including rumors that they discovered and suppressed disturbing artifacts.
 - (80%) The empty cabinet of curiosities contained a "death mask" plaster cast of a humanoid fish-faced entity reputed to have been made by a shrimp boat captain in the Gulf of Mexico

Recent Events (gossip)

- (10%) In the early summer Texas was galvanized by tragic news from Galveston. The popular Galveston Island beach opening (commonly known as "Splash Day") traditionally kicks off with the "Pageant of Pulchritude" beauty contest. Young women from as far away as Europe dress in scandalously tight (though one piece) bathing suits and compete for fame and prizes. This year as the women lined up on the beach for a photograph, a fifty foot rogue wave swept down and carried them out to sea.

Newsreel reveals:

- (10%) There was only one survivor. Violet Simpson is currently recovering from this sanity-shattering catastrophe in the Galveston Island Catholic Sanitarium.
- (10%) Only two bodies were recovered and both were sent to the "The Sealy" (John Sealy Hospital).
- (20%) The organizers of the "Pageant of Pulchritude" intend to rename the pageant the "Miss Cosmos Pageant" and continue on in honor of those who lost their lives.
- (20%) The organizers of the "Pageant of Pulchritude" are frantically trying to find unmarried women willing to enter.

If they have journalist, police, or Coast Guard contacts, they may know more background.

In the Know (30%) reveals:

- One body was mutilated by sharks
- One body was in the water so long it is barely recognizable as human.
- The Coast Gard is investigating the rogue wave.
- Eye witnesses reportedly saw many bodies carried away by the wave: more than just the would be beauty queens.
- Dr. Bruner is well respected, no nonsense, and known for his professionalism and integrity.

Out of the Box:

- If Sealy is contacted by telegraph or (possibly) telephone he is unwilling to discuss the situation. He wants the Seekers there in person as soon as possible.
- If the Seekers immediately contact patrons at Miskatonic at this early stage, they will gain little. At best see "A Telegram from Miskatonic."

Encounter: At the John Sealy Hospital Morgue

The Seekers meet Dr. Bruner in his office. Dr. Bruner is surprised to learn that Professor Prester is dead. Unless the Seekers act exceptionally uncooperative or unprofessional, he will immediately accept their help with his latest problem.

Out of the box: If the seekers botch the meeting with Bruner they are eventually approached by either the Pageant organizers or Slendori. Proceed to At the Slendori Club Burgundy or At the Pageant Organizers. The bridge to this encounter should involve a certain amount stumbling around the island looking for clues.

Bruner says he met the Professor during a lecture sponsored by the Coast Guard. The Professor hypothesized that there is a race of submarine sentients living in the Gulf. Bruner thought this mad and was confused that the Coast Guard did not laugh him off his lectern.

But now he isn't so sure. He says he has examined the two bodies from the Splash Day event. If any of the Seekers have any type of medical or police background he offers to let them examine the bodies and see if their conclusions match his. He will be very reluctant to let "civilians" examine the bodies. He will dead set against letting women examine the bodies. The Seekers can attempt to change his mind (each Seeker can coax individually). However, he flat out won't let Blacks or Latinos examine dead Anglo women's bodies.

- Coax to allow civilians into the ice room (40%)
- Coax to allow women into the ice room (65%)

If any of the Seekers convince him, they can then the "ice room" to examine the bodies.

Out of the box: If no Seekers are permitted to enter the ice room Bruner will describe the bodies and show the roentgenogram.

The ice room is a windowless, starkly lit insulated chamber with five autopsy tables, two currently occupied. One whole wall is covered by vats full of blocks of ice. Vents in the floor drain the ice as it melts. The temperature in the room hovers around 35 degrees. Normally this would be sufficient to delay decay and reduce unpliant odors to a bearable level. However the room is permeated by a disturbing marine scent evocative of rotten oysters, ambergris, and salt.

- 2% strange tolerance roll just to enter the ice room, see the two covered corpses, and smell... the smell. Suggested failure is nausea and a morale roll. A critical failure is denial that there is any smell and a loss of one strange tolerance point.

Bruner uncovers the first corpse. The body is an attractive teenager with a severe bite mark on a thigh. Word on the street is that it is a shark bite. Even a Seeker with no experience with sharks immediately realizes that no shark could have caused this wound. Is it a primate bite? Surely not. Bruner says the cause of death was drowning and the wounds was post mortem.

- 10% strange tolerance roll to view the body. Suggested failure the firm believe that it is an alligator bite. Alligators live in the ocean, right (they do not). A critical failure is denial that it is any kind of animal bite. There is a very disturbed human killer on the loose!

Next Bruner uncovers the second body. The swollen "floater" that is in terrible shape. Word on the street said it was barely recognizable as human and this time the rumors understated the situation. The body is a gelatinous mass that is barely recognizable as human. Or is it human at all? Are those wounds on the neck or gills? Are those decaying fingers or webs? And how in God's name did the eyes get so bloated. There is bite mark on the second

body's thigh. This and definitely looks different from the first corpse's wound and doesn't look like a shark bite or an alligator bite either.

Bruner lets this all sink in and escorts the Seekers back to his office. If necessary he briefs any Seekers who did not enter the ice room. He then brings out an x-ray (which he calls a roentgenogram) of the second corpse. The skeleton is no dolphin but no human either. The skull is particularly disturbing. It is humanoid and fishlike: A Deep One

- 20% strange tolerance roll to view the second body and the roentgenogram. Suggested failure the firm believe this is a dead dolphin that doesn't look human at all. A critical failure is denial that it is anything more than a long dead human, any subsequent evidence to the contrary. This results in the loss of 1d6 strange tolerance points.

A successful strange tolerance roll recognizes that the second corpse must be the rapidly decaying body of one of Professor Prester's no longer hypothetical amphibians.

One of the Seekers may notice that the skull in the x-rays has teeth that perfect match the "shark bite" on the first body. The Keeper should not prompt for this. But what caused it?

Dr. Bruner says he's been stalling the Coast Guard, who are demanding both bodies be turned over to them. He's also been stalling Dominique Slendori, a well-known club owner and probable bootlegger: and the father of the first body.

Bruner realizes that he is dealing with something outside his experience and has failed his strange tolerance role. His reaction is to distance himself from the mystery as soon as possible. He is afraid if he cooperates with any Coast Guard investigation he will get sucked deeper into a mystery he has no desire to pursue. If pressed, he will deny that either corpse is extraordinary. In his heart he knows this is self-delusion so he wants to wash his hands of the situation as soon as possible and turn the problem over to somebody else so he can forget about the whole thing.

Instead Dr. Bruner asks the Seekers to investigate the situation.

Dialogue:

The Seekers can question Dr. Bruner but he is at first confused and then hostile. They will get 1d10 answers before he either begins to babble (40%) or throws them out (60%). Either ends the encounter.

What caused the two sets of bites?

- That's a question for a zookeeper, not a medical doctor.

Who knows about the corpses?

- The Coast Guard. They want them and they will get them.
- The girl's father. Slendori thinks he's a powerful man but he doesn't know what he's up against.

What's that smell?

- The decaying thing. It gets worse every minute.
- At the current rate the thing will dissolve away in a day or two. And that will be a blessing to us all.

Can we have the roentgenogram?

- Take it.

Can we take the bodies?

- Are you insane?
- Under no circumstances.

Can we take samples?

- Yes damn you, for all the good it will do (Note that Deep One tissue samples will turn into salty goo within a day)

Can we take pictures of the thing?

- Yes. (Note that the Seekers can also sketch the body or wound without permission).

Can we take pictures of the girl or her wound?

- You ghouls, under no circumstances. (Note that the Seekers can also sketch the body or wound without permission).

Bridges:

Lines of investigation can include the following encounters and bridges:

- Talk to a Zookeeper
- Telegraph Miskatonic for help
- Library or newspaper research
- Talk to the Coast Guard
- Talk to Slendri
- Talk to the pageant organizers
- Talk to the Splash Day survivor at the Catholic Sanitarium

Encounter: At the Zoo

The closest Zoo is the Houston Zoo, which is about three hours away on the electric Interurban and a motor coach or cab ride.

If the Seekers take pictures or photos or have the roentgenogram they can show them around the zoo. However, they will initially get a lot of comments like "this is nothing I've ever seen" or an uneasy "this must be a fake."

Eventually somebody will direct them to infamous showman and head zookeeper Hans Nagel.

Dialogue:

The Seekers can question Nagel and unless they go out of their way to insult or upset him, he will say:

- The first set of bite parts (from the girl) was caused by a hybrid man and fish
- The second set of bite marks (from the floater) was caused by a hybrid alligator and seal.

What caused the two sets of bites?

- That's a question for a zookeeper, not a medical doctor.

Nagel will elaborate if any of the Seekers are Zoologists or zookeepers or with a successful coax (40%). He will also cooperate and might offer to act as a sidekick for this adventure if one of the Seekers has already gained his trust (perhaps in a previous adventure).

In that case he will tell them basic information about Deep Ones. The bite on the floater is clearly a deep one bite.

He also admits the second set of bites is, "Like nothing he has ever seen and I've seen a lot of animal bites."

This is all he knows and the encounter ends.

Research: A Telegram from Miskatonic

The Seekers may have contacts at Miskatonic University they can contact for assistance. It will likely take a full day for the telegraph to arrive and for an answer to be returned. Galveston does have telephone service and with considerable effort (at least half a day's work) a static-ridden voice call is an option.

Depending on what the Seekers telegraph to Miskatonic, they may get conformation that there is indeed a race of amphibians that inhabit some coastal waters. Miskatonic advises them to to warn the Coast Guard. It adds, "In no uncertain terms, don't get mixed up in this."

Miskatonic knows nothing about the Nameless.

Miskatonic might agree to send help but it would take at least a few days to arrive (by airplane) and most likely over a week or more (by train or steamer). This will be too late to be of much help.

Research: Library or newspaper research or talk on the street

Library or Newspaper Research is quick and easy (25%)

This can fill in the mundane story behind the rogue wave, the Coast Guard, Slendori, the pageant organizers, the Catholic Sanitarium, or the Deep Water Consortium. There won't be any details on the Lady Behind the Blue Door.

False information includes news that the new Miss Cosmos Pageant will be the biggest ever and is almost sold out, that the local rumrunners are being forced out of business by the police and Coast Guard, and that the Battleship Texas is due to dock at the Naval Base next week.

Talk on the street will largely duplicate library/newspaper research. Maximum of two topics per day per party. Or 40% all topics.

Topics only available on the street include details on the Lady Behind the Blue Door, will reveal that Slendori is a gangster and bootlegger, that the Coast Guard has been very active lately (and not just combatting bootleggers). Further, people are scared to attend the Pageant or even spend time on the beach or near the Seawall.

False information includes news that more beauty contestants have washed up on the beaches (many with shark bites), that a hurricane is likely to hit the island within the week, and that the local Black stevedore Union is controlled by Russian revolutionaries and the FBI is about to shut them down. Keepers might also consider introducing a red herring by planting a clue that the Lady Behind the Blue Door is a witch who is responsible for the rogue wave.

Encounter: At the Coast Guard

Unless the Seekers have some connection to the Coast guard, they will get no cooperation. At first nobody will even give them an appointment. Then a "Public Relations Officer" names Deiter Narget agrees to talk to them.

All attempts to gain information short of exploit expenditure results in the same disappointing response. Narget dismisses anything they say and gives them no information. This ends the encounter.

Keeper Background

Narget is in fact head of Intelligence for the Gulf Coast and thereafter a Coast Guard operative will trail the Seekers. (This plays a role in the At the Catholic Sanitarium encounter.)

Enhanced information gathering techniques reveal that the Coast Guard have known what Deep Ones are since the Innsmouth raids but wish they knew more. They suspect the Deep Ones may have been involved in the Splash Day incident but have no proof and no leads.

The Coast Guard will take custody of the bodies later that day and (over the objections of Slendori) claims they will cremate both bodies "to reduce the risk of spread of infectious disease. In fact they will ice down both bodies and ship them to the Washington DC Coast Guard headquarters and eventually to the Innsmouth concentration camp. The Deep One corpse will decay into sludge within another day despite their best efforts at preservation. They may learn of this in a future encounter.

Slendori will organize a raid on the Coast Guard station the next evening and the Seekers could participate. Narget will not be on site during the raid.

Out of the Box: Seekers with Coast Guard affiliation, Naval affiliation, national Government affiliation, or previous involvement in Innsmouth response may proactively request Coast Guard assistance (50%) or may be invited to join the Coast Guard investigation (80%). In this case the Seekers will continue an independent parallel investigation but will be expected to report any significant new information to Narget or his agents.

Encounter: At the Slendori Club Burgundy

Dominique Slendori readily agrees to talk to the Seekers at his club. This will either take place in a few hours before it opens for the evening but possibly take place in a private "party room" that evening. All races, sexes, nationalities, and social levels are welcome in Club Burgundy (if they can afford it) and he has no prejudice against any of the Seekers.

He is clearly a thug used to getting his way through violence and he already hates the Coast Guard for intercepting his booze shipments. On the other hand he is intelligent and has a veneer of sophistication.

Slendori is in genuine distress about the death of his daughter and (depending on timing) on her cremation. He will answer any questions to the best of his ability without any reluctance or prevarication.

At first he has little to add except some background on the festival. He encouraged his daughter to enter and intended to pull strings to have her crowned the first "Miss Cosmos."

He wants to know if his daughter's death was really an accident and wants to know why the Coast Guard is involved.

He will pay the Seekers and provide them with any equipment they need. (Honest Seekers will be reluctant to take any of his ill-gotten gains. Wise Seekers might decide to keep their options open just in case). He can easily provide guns, boats, explosives, and (50%) will provide sidekick.

If the Seekers ask about rogue waves they may be surprised that he knows quite a bit about the sea. He readily admits he has cargo ships full of booze anchored off shore and speedy cigarette boats to deliver the product to his sheltered docks. He has heard seaman's tales of rogue waves that come out of nowhere and tower tens of feet high (true). But they never reach the shore unless there has been an earthquake (not necessarily true).

He may suggest his real fear: that the wave was caused by magic, specifically by one of his rivals, the "Lady Behind the Blue Door." He tells them where this infamous casino and house of ill repute is located. Perhaps a new encounter?

Keeper's Background

If any of the Seekers are criminals, soldiers or fortune, or if the Seekers form exceptional rapport with the bootlegger he may ask them to participate in a raid he has planned on the Coast Guard station tonight (depending on the timing). The goal is to recover his daughter's body. He plans to have several cigarette boat attack the station from the sea to create a diversion, have some African American longshoremen stage a protest demonstration outside the gates, and then send in a picked team through the fence and into the station itself. They will capture somebody to tell them where the body is stored and then remove it, and speed away. Slendori doesn't particularly want to kill anyone but he wouldn't regret Coast Guard casualties. The plan is almost certain to fail because on a few people know where the bodies are stored and none of them are likely to be captured. If they do participate it will be a small unit action with them in one of the three parallel attacks (the penetration and snatch team, the diversion boats, or the protesters). Wise Seekers will do this in disguised or at least masked. If the Seekers do not participate they will learn of the raid in a watered-down newspaper article the next day.

Seeker participation could be played through but a better experience would be to limit it to one or more of the three encounters:

- Cigarette boat diversion: Some or all of the Seekers are in a high speed cigarette boat that quietly floated up close to the Coast Guard docks and then shoots up a cutter. The Seeker's boat and several others then head in different directions. They can easily outdistance any pursuit (unless they take fire) but this is a good opportunity to use the chase rules. The gangsters make every effort to avoid injuring anyone. Seekers have the opportunity to interact with gangsters and cigarette boat pilots.
- Protest diversion: The stevedores congregate outside the Coast Guard station and block the front gate. The guards are nervous but don't respond as long as there is no incursion. Masked counter-protesters arrive and a fight breaks out. Combatants are armed with hand weapons (clubs, baseball bats, saps) and not knives or guns. The police arrive and a three way battle ensues. A police car is stolen by a counter-protester and a policeman fires at the vehicle. The driver is killed and the car crashes through the gate and into the guard house. The guards, soon reinforced by Coast Guard swabbies, begin firing rifles over the heads of the crowd and it quickly disperses. This is a good opportunity to use the melee rules. Seekers have the opportunity to interact with stevedores and leaders in the Galveston Black community.
- Incursion: Only Seekers with obvious experience will be allowed to participate. Masked gangsters must sneak into the Coast Guard facility, break into the building, and capture one or more swabbies, janitors, or administrative workers. Nobody knows anything about the bodies. The Seekers should realize this before the gangsters and there could be a fight over whether to torture captives. The encounter could be limited to a confrontation between the Seekers, a few Gangsters, and a few captives. Eventually the incursion ends unsuccessfully. Seekers have the opportunity to interact with gangsters and potentially with "recued" captives. Note that Slendori will be upset his goons ignored his orders and considered harming captives. If the Seeker's prevented this he will side with the Seekers, not the goons.

Any of these three activities could result potential allies or even sidekicks: or arrest. If arrested for any crimes short of murder the Deep Water Consortium will intervene (See At the Deep Water Consortium).

In any case, one of Slendori's goons thereafter tails the Seekers. If the Coast Guard is also trailing the Seekers this could prove interesting or amusing to all involved.

Encounter: At the Lady Behind the Blue Door

The "Lady Behind the Blue Door" is a notorious bawdy house and casino located in the Galveston red light district. Gambling is legal in Galveston, but booze isn't. Prostitution is a grey area and is tolerated as long as it doesn't attract undue attention and stays in the district. Women are not allowed to enter but the Blue Door happily accepts all races and ethnicities.

The "Lady" who owns the "Lady Behind the Blue Door" is a minor psychic and the fourth service offered at the establishment is fortunetelling and spellcasting (The Blue Door is based on an actual Galveston establishment from the Twenties). She has some genuine knowledge of the hidden but only twisted and faulty knowledge of the Shadow.

If the Seekers say they are from Slendori the lady agrees to talk to them and appears amused at her rival's problems. She knows about the situation but claims this is from "visions and sightings" and she has no involvement in the situation (true).

If they don't mention Slendori she will also talk to the Seekers about the Splash Day incident but will demand a \$5 fee from each.

Dialogue:

What about the rogue wave?

- The wave was caused by "sea devils" just like the great storm of 1900 (she'll provide details on this disaster if asked).

Wha about the Sea Devils?

- She provides "expert advice" on the sea devils, who she says are fallen angels who mocked the Lord's ability to walk on water and were banished beneath the waves for eternity.
- They are giant beautiful humans with wings covered with scales. They dress in sunken gold jewelry and pearls.
- They control the weather and hate humanity.
- They have been known to kidnap humans, carry them down to air pockets in their underground cities, and try to tempt them to evil.

What about Slendori?

- Dominique is coated in darkness and will pay for his crimes, but it is not up to the Lady to make him pay
- She does not purchase her booze from him. She prefers product made locally.
- Dominique is honest in his own way: his word is his bond.

If the Seekers take her seriously (or at least appear to do so) and if they ask for assistance, she will give them one charm she says will protect them from Sea Devil kidnapping. It smells faintly of fish roe but in fact will repel shark attacks and Deep One attacks (but no other attacks). It must be dipped or immersed in sea water to work, and will last for about an hour after each immersion. It will only work three times. Note who carries the charm. Their charisma drops 10% because of the smell.

The Seekers may ask for a reading from the Lady. This will cost an additional \$5 per reading. The Lady uses cards and anyone with any stage magician experience may note that she "pushes" the cards she wants to appear during each shuffle. In fact, she does have some ability and the cards are just window dressing. The following three possible readings may be revealed.

- The daughter of Araby will be an ally (A reference to Jasini of the Nameless)
- The sons of the Hun will run the prison (A reference to the German submarine)

-
- The brothers of the devils will steal from the sisters of the angels (A reference to the Deep One cultist attack on the Catholic sanitarium)

Any others are bogus should be concocted by the Keeper.

This ends the encounter with the Lady although Seekers are welcome to remain at the Green Door if they desire. This could be an intriguing place to recruit sidekicks.

Encounter: At the Pageant Organizers

The pageant headquarters is a club constructed on a pier extending into the Gulf. The operation is run by a husband and wife team, John and Edna Marsten. They are horrified by what happened but as ex circus performers believe "the show must go on." They believe the name change to "Miss Cosmos" will let things start afresh and temper any scandal from the Rogue Wave event. (Indeed, the Pageant of Pulchritude did actually evolve into the Miss Universe Pageant).

The Marstens know nothing hidden or shadowed. They are in a bad way. They feel they need at least 30 bathing beauties but so far their best efforts have only managed to recruit a handful of would-be contestants. The Miss Cosmos pageant is only two days away. Fortunately local newspapers are behind the event and minimize the problems and maximize the glamor of the revived pageant.

They can relate a first person account of the wave which matches media accounts and word on the street. Both have failed strange tolerance rolls and have suppressed any memory of monsters swimming in the wave. Lucky Seekers might use psychology or even hypnosis to get details of these monsters and how they grabbed drowning bathing beauties and carried them off.

Unless the Seekers antagonize them, they are likely to make two offers. One is for the Seekers to hire on as guards (they don't recall details, but deep down they know there are scary things out there that threaten them). They also ask any unmarried female Seekers or sidekicks to participate in the pageant as contestants (that they don't care about age, appearance or charisma much is just another sign of how desperate they are). If the Seekers agree to either option they will have a place to stay during their visit and the guarding won't be very time consuming until the day of the pageant. The Marstens mainly want to advertise that "The Miss Cosmos Pageant has hired a crack team of bodyguards who will work undercover to protect pageant participants and our audience. The Pageant won't only be the most splendid event in the Cosmos but also the Safest."

If the Seekers don't immediately agree they can change their mind any time up until the pageant itself.

Toward the end of this discussion a wide-eyed assistant will rush in and blurt out, "Jasini! She is back. Back from the dead."

Jasini Az is a beautiful, exotic 25 year old who says she is a princess or Asir (southern Arabia. The house of Saud won't unite Arabia until the Thirties). Anyone with experience with the Middle East will immediately expect this is a fabrication. Her Arabian accent has a subtle twinge of the Bronx.

She was one of the original contestants who was carried out to sea and presumed drowned. Her story is that the previous day she woke alone on the beach with no memory of what had happened. She shyly notes that she was naked and immediately arrested by the police. She only just was released. She is broke, has no family, and is horrified to learn all her friends died in the rogue wave. She readily agrees to re-enter the Pageant and is given a room on the pier.

Jasini is indeed concealing her past, but she is not from the Bronx. She is one of the Nameless, a race of ancients who resemble horned hybrids of seal, alligator and human. They are normally found only in subterranean cities

including the infamous city of Pillars in Arabia and a smaller city in the west Texas. The Nameless have been in suspended animation for millennia but recent incursions into their homes have resulted in a few waking and sending agents into the surface world to determine the threat level mankind represents. They have the innate magic ability to change their shape to duplicate another living thing of the same approximate size. Jasini exited the city of Pillars and shape-changed to her current form (the original was a caravan guard's daughter). She is slowly making her way to the west Texas Nameless city, gathering intelligence.

It is dangerous and misleading to ascribe human emotions or motivations to the Nameless. It may be convenient to imagine that Jasini is "amused" by the audacity of humans to hold a "Miss Cosmos" contest that mostly consists of Americans. It may be convenient that she now wants "revenge" on the Deep Ones. But she is incapable of either amusement or vengefulness. There are no human words that describe her motivations.

Jasini was swept off her feet by the rogue wave and a Deep One beset her. She immediately shapeshifted to her original form and killed her attacker (this is the Deep one at the morgue).

Jasini may play little role in the adventure, and stay undercover unless she has to enter combat. She considers humans and Deep Ones both to be potentially dangerous aliens. She may also be used by a generous Keeper to prevent a "total party kill" if the Seekers get in over their heads (perhaps literally). She could also play a role in any west Texas Nameless city adventure.

Seekers may want to recruit Jasini as a sidekick and she may play along with this should never be allowed to happen.

This ends the encounter. Seekers may remain as short term employees, may come back and participate in the pageant any time during the next two days, or may move on.

Encounter: At the Catholic Sanitarium

The Sanitarium is near the beach, beyond the Sea Wall, next to a memorial to the Nuns and orphans who died in the 1900 hurricane. It is operated by nuns and novices and includes a sanitarium, an orphanage, and a factory that makes rosaries.

A Coast Guard intelligence officer already has the place staked out and he is disguised as a tourist. If the Seekers have already visited the Coast Guard station they are probably being tailed by a second intelligence officer.

Only women or a Catholic priest, monk, or government official will be allowed to visit the patient.

Betty Ellen is a good Catholic girl who auditioned for the Pageant on a lark. She was extremely lucky to escape drowning and Deep One capture but the experience has shattered her sanity. Her badly failed strange tolerance now leads her to believe that African American longshoremen were hiding in the wave and tried to kidnap her (criminal African American longshoremen are the scariest mundane thing she can imagine). If she survives the day she will fear men in general and African Americans in particular for the rest of her life.

A female Seeker or sidekick with exceptional psychology skill (perhaps a Glen Rose "rubber") might relieve much of her anxiety but it is unlikely she will recall details. Any gains are likely to be lost when five Deep One cultists attack and try to kidnap her.

Intelligence agents or male Seekers outside waiting for the interview in the Sanitarium to be over may idly look at the swimmers frolicking in the Gulf. They probably don't notice the five men who surface and wade out of the water... the ones who nobody ever saw enter the water in the first place.

One cultist is well on his way to transforming to a Deep One hybrid. Two others have Innsmouth Look. The other two are fully human fellow travelers. They have a "Blessing of Dagon" that allows them to breath and move underwater. They are armed with long knives and are expecting no resistance from a bunch of nuns.

The goal is to rush the Sanitarium, grab Betty, and drag her into the sea. A Deep One rector who can cast another "Blessing of Dagon" waits offshore and will take her to the German submarine prison. This Deep One will not participate otherwise in any fight and will under no circumstances exit the water.

Stage the encounter with combat possible in three areas: In the sanitarium, on the beach, or in the surf.

It is likely that the Seekers (with possible backup from the two Coast Guard officers or Slendori's goon) will defeat the cultists and prevent the kidnapping. The cultists will fight to the death and any surviving captives will remain silent until circumstances present themselves where they can commit suicide.

Betty should make a strange tolerance roll and rescue could possibly up her tolerance or restore her original memory and courage. More likely she will sink into amnesia and mind-blasted insanity.

Realizing this ends the encounter but does not resolve the consequences.

Consequences

It is possible that the fight with the cultists revealed that both Slendori and the Coast Guard were tailing the Seekers. It also almost certainly revealed each faction's tail to the other.

The Seekers have probably killed several cultists and will need to prove this was justified. The Galveston police will soon arrive and question the Seekers. Anyone responding to questions with stories of unhuman amphibians, hybrid monsters, or magic rogue waves will be arrested and held over for questioning and possible involuntary commitment. If this happens lawyers for the Deep Water Consortium will have all charges dismissed within 24 hours (after an inquest but before the Pageant). If the Seekers respond to questions with more reasonable explanations involving criminals or all too human fanatics they will be thanked for their intervention and released.

An inquest on the cultist's deaths will be held the next day and they are ordered to attend. When they arrive at the inquest they learn that lawyers for the Deep Water Consortium have already spoken to the judge and the judge directs the grand jury to quickly no-bill the Seekers. Thereafter the Galveston police will act as their allies. If the Seekers left the scene before the police arrived, there will be a man-hunt for them and unless they leave the island they will eventually be caught. In this case the inquest and grand jury still no-bills the Seekers but they are unlikely to receive further cooperation from the police.

If the Seekers have agreed to act as guards or security for the Pageant, a more or less (mundane) recounting of the shoot-out will appear in an "extra" edition of several of the Galveston papers and it will also be reported in major Texas cities. If one of the Seekers or their sidekicks are Pageant contestants, this will create a sensation and the story will receive worldwide attention. Word will no doubt get back to Massachusetts and cause some rolled eyes at the University.

In any case:

- If the cultists are defeated the resulting publicity will (illogically) convince many Galvestonians that it is now safe to participate in or attend the Pageant. The Pageant organizers will redouble their efforts to employ the Seekers. They will contact them and say the Cultist attack shows that the Pageant could really be in danger. Surely the Seekers will help prevent another disaster. See Guard the Pageant.

-
- The Deep Water Consortium learns of the Seekers. See At the Deep Water Consortium.
 - The Coast Guard will intercept and cultist bodies and ask Dr. Bruner to autopsy them. He will refuse and suffer a mental breakdown. A Coast Guard medic will do the honors and it will become clear that the situation is serious. Narget realizes that Galveston could be another Innsmouth. He decides it is time to intervene. See At the Coast Guard Redux.

Encounter: At the Deep Water Consortium

Background

The Deep Water Consortium was formed shortly after the 1900 disaster and includes some of Galveston's richest and most powerful citizens. The Consortium was formed to dredge and widen Galveston Bay to create a deep water port that would rival any on the Gulf Coast. A relatively modest investment by the members paid off handsomely and Galveston now rivals New Orleans in tonnage shipments and number of steamship berths. More recently the Consortium has been investing in an ambitious "intercostal waterway" that would eventually create a sheltered salt water canal running the entire length of the Gulf of Mexico and then onward to the Atlantic.

There is a hidden side to the Consortium. Although the members don't consider themselves criminals, they routinely continece bribery, union-busting, and smuggling. They brought in African American longshoremen as strike breakers and now play off black and white longshoremen and stevedore unions against each other. Although many of its members enjoy a glass of Sherry and a good cigar after dinner, they hypocritically decry bootleggers.

Some of the members are aware of the Shadow. In 1905 when the deep water dredging began, underwater structures were uncovered. These were Deep One structures from an age when seas level was higher. A high level decision was made to conceal these discoveries. Some of the structures includes disturbing depictions of Deep Ones, Dagon, and (in one mind blasting case) Cthulhu. Agents of the Deep Water Consortium are aware that Deep Ones still exist and have cities somewhere out on the Gulf.

Seeker Involvement

The Seekers receive an invitation to meet with one of the founding members of the Deep Water Consortium, the honorable (retired) judge Thaddeus Stallings. This invitation is delivered politely by a liveried chauffeur. If the invitation is refused, the Seekers learn the difference between an "invitation" and "summons." The police arrest the Seekers but instead of carting them to jail, drive them to Stalling's mansion.

The mansion is a gingerbread Victorian style with four stories and soaring turrets and balconies on each story. It sits next to a squat blockhouse of a garage and kitchen complex (first floor) and servant quarters (second floor). The grounds take up an entire square block and are surrounded by a brick fence topped with metal spikes.

The Seekers are ushered into an antechamber where officious butlers split the group into three parts: Caucasian males, women, and non-whites. The white males are to speak with Stallings. The women are invited to either "high tea" or a sumptuous breakfast (depending on the time of day) and the non-whites are efficiently ushered to a game room in the blockhouse. The game room is relatively opulent and comfortable (beer or wine are available and there is sandwich buffet).

If the Seekers demand to stay together Stallings will reluctantly agree, but all chances of gaining long term influence with the Deepwater Consortium will be lost.

Stallings provides a quick summary of the mundane aspects of the Deep Water Consortium's history, then skips over "hidden aspects of the group's reach and gets straight to the Shadow. Details of the 1905 dredging are revealed and

sightings of "amphibians" over the years are revealed. At that point Stallings entertains questions (but does not have much more hard information).

Stallings wants to hire the Seekers to investigate the situation and establish whether or not there is any connection between the rogue wave and the amphibians. Of utmost importance is the identification of any threats to the Intracoastal Waterway project. He will provide equipment and a few (no very effective) goons to assist the Seekers. And he will provide a surprising ally: Slendori enters the room and is introduced by Stallings. Stallings may not like bootleggers but he respects their firepower. He notes that Slendori has some "crew boats" (actually speedy armored and armed cigarette boats) that can be used for any offshore duties.

Slendori has additional information. He says his steamers often anchor offshore waiting for berths to open in the harbor (they are actually full of booze and are just outside the limit of the Coast Guard's authority). On moonless nights the captains of these boats have reported lights flickering deep beneath the ships.

Encounter: The Coast Guard Redux

After the Seekers leave Stallings mansion they are soon contacted by their Coast Guard tail. The tails informs them that Narget "invites" them to another meeting. If they refuse they are arrested and the meeting takes place in a Coast Guard lock-up. If not they are back in his office.

By now Narget has received a report on the cultist's autopsies and it is clear to him that the situation is getting out of control. He prevails upon the Seeker's patriotism to assist the Coast Guard and offers a carrot and a stick.

The carrot is the provision of equipment and access to a cutter for any offshore investigations. Further, the Coast Guard will pay any reasonable expenses including a generous per diem.

The stick is a threat to keep the Seekers in custody for a few weeks "until the dust settles. This is a bluff. If the Seekers refuse to cooperate Narget will request that they share any information they uncover. Even if the Seekers refuse to cooperate, Narget will let them go: with two tails.

The Coast Guard's demands are similar to the Deep Water Consortium: Investigate the circumstances surround the rogue wave, identify any threats to the island... and stay out of the papers for heaven's sake.

Dialogue

Narget will answer questions and admit to bare bones information about the Deep Ones.

What do you know about the Deep Ones?

- They exist. The government has known about them for several years. (He won't discuss the possibility that the Deep Ones worship various eldritch ghods or have magical abilities).

What about the underwater cities?

- They have underwater cities.
- One was off Massachusetts and one is off Cuba.
- We now believe there is one off Galveston.

What about cultists?

- The Deep Ones have "followers" on shore. He won't discuss hybrid Deep One/human cultists or the Innsmouth Look.
- The followers sometimes disfigure themselves so they resemble Deep Ones. There have even been cases of plastic surgery.

What about Innsmouth and the rumors of raids and concentration camps?

- I don't know what you're talking about. (He won't discuss the Innsmouth Raids or the concentration camp.)

Bridge Options

This ends Phase One of the adventure. Seekers should now begin to shift from information gathering to direct confrontation with the Shadow.

So what next? The Seekers have a lot of options, but they break down into three general paths:

The Seekers may decide to take the help from the Deep Water Consortium or from the Coast Guard, or even both groups, or may go it alone.

In any of these cases, next steps include:

- Investigate the dead Cultists
- Investigate offshore
- Guard the Pageant

Encounter: Investigate the dead Cultists

If the Seekers are (just) cooperating with the Deep Water Consortium, they eventually receive (stolen) names and addresses for the cultists. By the time they visit each of the three residences all they find are burnt out husks.

If the Seekers are cooperating with the Coast Guard, they will immediately receive names and home addresses for the cultists. Three of them lived together, another lived alone, and one lived with a wife and family.

- If they visit the triple they find a row of ramshackle beach house located west beyond the seawall. The house in question is a smoldering ruin. Neighbors say it caught fire yesterday. They have nothing good to say about the owners.
- Searching the single leads to a tenement. Bribing the landlord or an easy lock pick reveals a neat room with no clues except a bag full of gold and silver coins hidden inside the mattress. The coins are stamped with repulsive tentacled creatures and undecipherable characters (they are Innsmouth gold). While they are searching the room, there is a sudden commotion outside and the smell of smoke and cries of "fire" ring out. The Seekers can assist evacuating the building but whoever set the place ablaze is long gone.
- If they visit the family, they find an abandoned house that looks like it was cleaned out in a hurry. The door is ajar so they will probably go in a search, perhaps posting a guard. As they search they hear somebody enter. They can run, can run, hide, or confront the intruder.

The "intruder" is the thirteen year old son of the dead cultist and he has snuck back to get some books he had hidden in his room (they are Penny Dreadful detective and Horror magazines that his stern parents definitely wouldn't have approved of). He entered the building through a secret tunnel accessible through a trap door, crawlspace, and manhole. He is a Deep One Human hybrid just beginning to "show." The boy, named "Tad" which is short for "tadpole" won't be hard to catch and he's unlikely to fight back. In fact he may yell for the police and (quite rightly) claim he is being kidnapped if the opportunity presents itself. Bribery, appeals to either patriotism or promises of adventure will easily get him to answer questions but there is not much he can tell the Seekers.

Dialogue:

How did you get back in the building?

- Tad describes the tunnel. There's a trap door to the crawlspace and then a manhole to the tunnel. The tunnel eventually branches toward a manhole to the surface (a few blocks away) and toward the sea (where it is eventually flooded and exits in in the Moon Pool in the Temple of Dagon).

What about bout Tad's parents?

- Both his parents were rough with him and discouraged his education.
- Tad was planning on running away "to work on the railroad." Tad has three golden coins (Innsmouth gold) and is actually quiet rich.
- Plans changed when suddenly his father announced how proud he was of his son (this when Tad began to show signs of being a Hybrid).
- The beatings diminished somewhat.
- On waning moons the boy was blindfolded and taken to some kind of fish-smelling room where he had to sit while people chanted in a language he didn't understand.

What about the ceremonies?

- The chanting always ended with a bloodcurdling scream followed by a loud splash. (This is the local temple to Dagon, during the monthly meeting where a captive is turned over to a Deep One. The Deep One takes the captive, jumps into a moon pool, casts a breathing spell on the victim, and heads for the offshore German submarine.).

The Seekers may turn the boy over to either the police, the Deep Water Consortium or the Coast Guard. In either case he will never be heard from again and his fate is best left to the Seeker's imagination. They may release him, in which case he really does travel to central Texas to look for a railroad job. In this case the Seekers may run into him again. They may allow him to "tag along" and he could potentially develop into a sidekick.

The Seekers may set a trap (quite rightly) assuming arsonists will soon strike at the house. One cultist will rush the front door and one come up from the tunnel. The Seekers may prevent the house from burning (a small victory) and may kill both Cultists, but they won't capture one alive unless they are extremely creative and lucky (a padded crossbow bolt to the head followed by complete immobilization for instance, plus the expenditure of an Exploit point). A cultist captive won't provide any useful information, will claim to be burglars, and will suicide if possible.

If the Seekers orchestrate a way to make it look like a Cultist escapes, they can potentially follow them back to the Temple of Dagon, where the disgraced Cultists await the arrival of Deep Ones and their eventual sacrifice to Dagon. If the temple is discovered, it will be quickly abandoned. Shadow-inspired statues, years of bones, and a musty fish smell that makes everyone's hair prickle suggest more that they reveal. See Investigate Office.

The papers will get wind of any ambush and this will result in just the kind of publicity nobody wants. If the temple is discovered and the papers find out expect a veritable feeding frenzy of exploitive wordsmithing.

Seekers might also investigate the tunnel. The underwater tunnel is 200 feet long and opens into the Moon Pool in the temple of Dagon. It would just barely be possible for a superb swimmer to make it holding their breath but it would be foolhardy to try, not knowing how long the tunnel is or what awaits them. Only free-diving is an option: Recall state of the art in diving equipment is a sponge diver rubber and canvas suit, a heavy copper helmet, and an air hose connected to a steam compressor.

Encounter: Investigate Offshore

Offshore destinations include:

- Offshore the Catholic Sanitarium
- Offshore Tad's house
- Ancient ruins were uncovered during the 1905 dredging
- The salt mount reef where the booze boars saw underwater lights.

The Seekers may have access to one of Slendori's cigarette boats, to a Coast Guard cutter, or may rent or perhaps buy their own boat.

- A six man crew Coast Guard cutter armed with a deck gun. Nominal passenger capacity is five but this can potentially be doubled to ten. The cutter is manned by seasoned seamen with long experience fighting rumrunners and captained by Jason Lange. Lange is the only one who knows anything of the Shadow and this is all from intelligence briefings, not direct experience. The cutter has a radiotelegraph that can communicate to the Coast Guard station or any other Navy or Coast Guard ships in the area. The cutter also has an anchor dredge normally used to search for sunken vessels (or dead bodies).
- Armored two crew cigarette boat armed with a machine gun. Nominal passenger capacity is five but this can potentially be doubled to ten. The cigarette boat has a pilot (who drives), an engineer (who maintains the finicky high power motor) and Pao, a six foot tall, muscled and tattooed Polynesian "deckhand" on loan from the Consortium

Pao mans the machine gun, but he is a master of all things water related (count as an Uber). He was raised as a pearl diver and can free dive to a hundred feet, hold his breath for three minutes, and is stronger than he looks: and he looks very strong. Once during rough surf Slendori was expecting a delivery of French Champaign (pointedly for his daughter's sixteenth birthday). To prevent jostling the campaign Pao tied weights to his feet, tied a case of six magnum bottles to his back, jumped overboard and walked along the bottom to deliver the cargo in pristine condition. The Seekers may suspect he is unhuman, but they would be wrong. They might also wish him as a sidekick (or lover) but he is devoted to Slendori and his wife and six children. Pao has a glass bottomed bucket than be used to view underwater (if the user hangs from a net slung over the side). He also has several pairs of underwater goggles.

Offshore the Catholic Sanitarium

If the Seekers investigate the ocean off the Catholic Mission they will find no clues but in about ten feet of water they locate a pile of carved stones of some kind. If they investigate (either by diving down or snagging one and dragging one up) they find a tomb stone.

Strange tolerance roll (10%) to realize that they were swept out to sea during the storm of 1900 and due to the vagrancies of tide and current all piled up in one place. There are no Shadow connections. Failure responses could include a reluctance to dive (30%) a fanatic urge to prevent a repeat of the disaster, starting with a desire to drop all other investigations and guard the Pageant (70%).

Offshore Tad's house

If the Seekers explore offshore of Tad's house they soon see a nearby "castle." They are quickly informed that it is a post-Civil War pillbox built to defend against a possible Spanish invasion. It has long since been stripped and the currents have undermined the foundation causing it to tilt at a 20 degree angle.

The castle looks thoroughly deserted but is in fact the Temple of Dagon where cultists deliver sacrifices to the Deep Ones. If the ruin isn't searched as a matter of course, there is a good chance that the Seekers will detect signs of the tunnel from the ruins of Tad's house and the temple. For instance, smoke from the fired building was sucked into the tunnel and has discolored water around the temple. They may also find the entrance to an underwater tunnel that allows Deep Ones to enter the moon pool. This tunnel is in 5-10 feet of water (depending on the tide).

Insightful Seekers might try to block this tunnel with the Lady's charm. If so, they will confront a Deep One when they enter the Temple. Without the charm this Deep One will escape to avoid detection. If trapped and cornered the Deep One will fight to the death. The Deep One has no weapons or magic.

If the Seekers explore the Temple it will be abandoned by the Cultists. Gory, strange tolerance sapping remains and relics inside will galvanize both Deep Water Consortium, Bootlegger, and Coast Guard crew members.

Strange Tolerance roll (40%) upon the realization that the remains of dozens of victims are present. Failure responses include conviction that:

- (1) A human serial killer must be stopped (40%)
- (2) Their boat owner (either Slendori or the Coast Guard) killed the victims (50%)
- (3) Tad killed the victims (10%)

The affected Seeker's victory conditions are modified accordingly.

Ancient ruins were uncovered during the 1905 dredging

If the Seekers ask to be taken to the dredge site where Deep One ruins were uncovered back in 1905 they will end up on a shoal where oysters and broken masonry is mixed with the sand. The Seekers can wade and if they are careful find relics that the folks back at Miskatonic will love. This has no direct impact on the current problem but can produce valuable artifacts (and if applicable will help fill the empty Cabinet of Curiosities).

Per person per hour: 1d6 artifacts.

Per person per hour: 1d6 cuts from razor sharp oyster shells

Roll 1d100 for each artifact:

- 1-50: piece of masonry (50% chance there is a carving on it)
- 51-75: piece of a statue (50% chance it is a statue of a creature of the shadow)
- 76-90: broken piece of metal equipment.
- 91-95: Innsmouth gold coin
- 96-99: Intact statue of a creature of the shadow
- 00: Intact statue of Cthulhu

Strange tolerance roll:

- Masonry with carving (10%)
- Piece of statue of a creature of the Shadow (20%)
- Intact creature of the Shadow (40%)
- Intact statue of Cthulhu (80%)

Upon a failure the Seeker throws the artifact back into the water (80%) Hides the artifact and worships it in secret (10%). In either case the Seeker makes a morale roll (0%) and a failure means they stop searching and implore everyone else stop searching (60%), or seize control of the boat and speed off, possibly leaving some standing in the surf (40%).

The salt mount reef where the booze boars saw underwater lights.

The Coast Guard doesn't know about the underwater lights near "Rum Row" but if the Seekers ask to be taken there they will oblige. The Bootleggers can take them straight to the location.

Along the way they may see a large gray shape floating in the distance (This is the Battleship Texas. It will play no role in this Adventure, but is involved in the Battleship Versus Dagon game module and the associated Coolidge Must Die encounter). (0% if with the Cigarette boat and 100% if with the Coast Guard cutter). If the Seekers are with the Coast Guard, they will definitely see the gray shape in the distance and may (20%) overhear chatter between the crew that sounds like, "Can that be Texas?" and "Texas is in Cuba." Captain Lange gruffly tells them to shut up. It is indeed the Battleship Texas, which is supposed to have left Key West several days ago on a secret mission to Havana Cuba.

Rum Row is located over one of the many Salt Mounds that dot offshore Galveston. Many have "flower reefs" that rival those found in tropical or sub-tropical waters. This particular salt mount raises to as much as thirty feet from the surface (depending on the tide). On average the water is 40-50 feet deep. Over a dozen freighters are anchored there, each full of booze.

If the Seekers are in the Cutter they will be taunted by the crew of the anchored ships. Eventually a chant of "jurisdiction, jurisdiction, naw, naw, naw" is shouted from all of the ships.

If they deploy the dredge anchor they will eventually catch on something that fouls it and eventually breaks the chain that connects it to the boat. It is Lange's experienced opinion that only a large metal structure could do that. Unless anyone is an experienced free diver there is no way to investigate further. Lange says there's diving and salvage equipment back on shore and (unless the Seekers object for some reason) he suggests they return to shore and come back better prepared. They doubt the diving equipment can be prepared until after the Miss Cosmos Pageant.

If the Seekers come with the cigarette boat the glass bottom bucket will reveal "something" down there in over 40 feet of water. Unless there is an experienced free diver on the boat Pao is the only one who can investigate. He agrees to reconnoiter and after two minutes surfaces and says "German submarine." He describes a mostly intact ten year old German submarine partly buried in the sand. Pao (quite rightly) says free diving exploration of a submerged wreck is foolhardy. Pao says there's diving and salvage equipment back on shore and (unless the Seekers object for some reason) he suggests they return to shore and come back more prepared. They doubt the diving equipment can be prepared until after the Miss Cosmos Pageant.

Encounter: Guard the Pageant

By now it should be a day or at most two days until the Pageant. There are plenty of contestants (or at least enough to allow a reasonably successful event). If one or more of the Seekers or their sidekicks are contestants they are either staying at the pier headquarters with about twenty other contestants or making their own arrangements.

There is not much to do until the "big day" (although the Seekers won't know this).

There are still clues to be had. Jasini acts very peculiar (especially for somebody from Araby but really even for somebody from the Bronx). She seems friendly enough, but eats only meat with a few seasonings, dairy products, and water. Four times a day she prays to her Mecca. However anyone with a rudimentary knowledge of geography sees she is facing west, not toward Mecca (she is in fact facing sunken R'lyeh). And shouldn't good Arabs be praying six times a day? She bears watching but won't "break cover" unless attacked with deadly force.

When the day of the Pageant arrives, the contestants dress in revealing swim suits (by 1920s standards) and line up on the beach for a grand procession. The beach throngs with spectators, the press, vendors, and even politicians. Undercover Coast Guard and Naval Intelligence agents are also present.

That is when a second rogue wave, twice as tall as the first one strikes. Over a hundred Deep ones swim behind it, and they pair up to grab contestants. If Seekers are contestants and are armed, they have a small chance of escaping. Jasini, for whatever alien logic, decides not to fight back this time and remains disguised. She is carried off with the rest.

There is pandemonium on the beach. Seekers who are good swimmers and appropriately armed have a small chance of saving a contestant. A dead Deep One will create a sensation, and Coast Guard and Naval intelligence agents will immediately step in and confiscate cameras.

Immediately after both the Coast Guard and the Deep Water Consortium ask the Seekers to come to an emergency planning meeting. (See After the Wave).

Bridge Options: After the Wave

Keeper's Background

Whether or not the Seekers have completed their investigations, it is now time for them to act. Phase 3 of the Adventure begins.

Approximately twenty more women have been kidnapped by the Deep Ones. The captives are protected with an air bubble spell but are cold, possibly injured, and fully conscious as they are carried to the Rum Row salt mount and a sunken German submarine prison. All but the most stalwart have failed strange tolerance and morale rolls and are panicked, paralyzed by fear, and unable to really understand what is happening. A worse fate awaits them. They will join captives from previous Deep One raids (including the remaining first contestants) and will be sacrificed in Dagon's sunken temple to power up a new hurricane and tidal surge that will be even larger than the 1990 "storm of the century."

Depending on what the Seekers have accomplished:

- They may or may not have already realized there is a sunken submarine and possible Deep One activity at the Rum Row salt mount.
- They may or may not have decided to obtain fiving gear.
- They may or may not have a Deep One repellent charm.
- They may be with the bootlegger's cigarette boat (and Pao) or with the Coast Guard cutter (and Captain Lange).
- It may or may not have occurred to the Seekers to obtain specialized equipment like spear guns, tridents, depth charges, dynamite and waterproof fuses, diving goggles or the like. Generous Keepers may allow insight checks to suggest some of these advantages (or assume that Pao or Lange suggests them).

How this phase of the adventure plays out also depends on timing.

- Are the Seekers already at Rum Row when they learn of the second rogue wave (either by Coast Guard radio or from one of the anchored cargo ships)? If so they will see the lights of dozens of Deep One teams converging on the submarine.

-
- Are the Seekers on the beach when the wave hits? Have any of the Seekers or their sidekicks been kidnapped? If so they will probably rush to Rum Row by whatever means are possible.
 - If they have badly bungled the investigation and are not aware Rum Row is a key encounter then they can follow the lights of the Deep One teams to their destination or be drafted by Slendori or the Coast Guard.
 - If the Seekers are elsewhere, or if they delay a response, they will arrive after the Deep One teams and the sacrifices will have begun. Realizing that their delay cost lives will require a morale roll.

In either of these cases the Seekers will arrive at Rum Row approximately the same time as the Deep One teams.

Each Deep One team consists of three Deep Ones per captive. One restrains the captive, one guards with a repeater spear gun, and one operates a sea tractor. The repeater spear gun is a magic weapon that is loaded with 12 spears and can shoot them up to a range of fifty feet. The closer the range the more damage. The sea tractor is a magical device that pulls the four through the water at up to 10 knots (fast enough to get them to Rum Row in about an hour and a half). The tractor is equipped with a spotlight.

The Deep Ones will go to the submarine, which now has an air bubble spell cast over its entire conning tower. They will drop off their captives and then leave to prepare for the arrival of Dagon. Five Deep One rectors stay around the submarine and select a captive for sacrifice at a rate of one per fifteen minutes.

Encounter: Inside the Submarine

Background

The submarine is a U-139 type merchant raider German U-boat designated U-142. This class of ships were essentially "pirates" who would hunt down, threaten, and board enemy merchant ships and move the cargo back to the German empire. The crew was 6 officers and 50 crew including a "prize crew" intended to capture and occupy merchant ships. The relatively large submarine is about 300 feet long and 30 feet high. There are two decks and a conning tower.

At the end of World War One the U-142 was anchored on what would become the Rum Row salt mount waiting for targets to sale from Galveston. It was the first human ship to damage the Deep One buildings nearby the Temple of Dagon. The Deep Ones speared a hole through the rear torpedo room and the U-boat sank within minutes. Half the crew died immediately and the rest evacuated to water-tight areas toward the front of the sub. The Deep Ones captured a dozen of the survivors as sacrifices but the remainder suicided by setting off a torpedo in the forward torpedo room. The rest of the submarine flooded. The Deep Ones, for whatever reason, decided to preserve the submarine in an air bubble. This eventually paid off because it made a perfect prison to stockpile sacrifices in preparation for the coming hurricane.

Now two decks of the forward end of the submarine and the conning tower are airtight. An air bubble spell keeps water outside of the interior of the submarine and extends over the conning tower so that the conning tower hatch can be opened to allow either Deep One or air breathers to enter or exit. One can easily move from the sea to the air bubble. If they go air-water they immediately float to the surface or sink to the bottom depending on their buoyancy. If they enter water to air they immediately fall to the deck (a maximum 9 foot fall).

One implication of this is that it is relatively easy to free-drive from the surface to the air bubble that surrounds the conning tower. They can then open the hatch and enter the submarine. However, this is my no means obvious. By the same token, anyone managing to open the hatch can enter the air bubble via the coning tower, step out into the water, and float to the surface. Escapees probably imagine they would then be floating in the open ocean with no prospect for rescue (even if wearing a ten year old life vest).

All compartments are dimly lighted by "luminous paint" smeared on the ceilings. Seekers make strange tolerance roll (10%) if examined closely because this is actually a living deep sea jellyfish-like goo. Failure requires a morale roll (50%).

The submarine interior is a putrid, rusty wreck full of moldy debris, skeletonized German sailors, and ruined equipment. There are over fifty kapok life vests (to be used by German boarding parties). There is no tender boat. There are several rusty torpedoes that a skilled specialist could cause to explode. This would dispel the air bubble and kill everyone. There are unexploded deck gun shells that could also potentially be rigged to explode and flood one or more compartments. These deck gun shells could also potentially be used to explode the Temple of Dagon. There are no workable small arms and no usable fuel. There are several barrels of lubricant that could be spread on the floor to create traps.

The Deep One Rectors drop off relatively wholesome (if raw) food twice daily: shellfish, grouper, and choice seaweed.

There is a Hidden presence on the submarine: the ghost of German Captain Hans Ball. He has haunted the submarine since it sank and exploded and will manifest to assist any fellow sailor. This means any Seeker, side-kick, or non-player character including the crews of the freighters or rescue boats above. He has minor poltergeist powers and can create cold (not particularly useful) but can also inform anyone how the air bubble spell works and that the nearby Temple must be destroyed if Galveston is ever to be permanently safe. He can describe how to turn a deck gun shell into a satchel charge.

More Captives Arrive

There were originally thirty captives. Ten have been sacrificed (including three to make the second rogue wave). Five more have suicided. Two were unknowing Deep One hybrids and were taken away by the Deep Ones for fostering with cultists. This leaves thirteen. Six have sunken into helpless catatonia. Seven are preparing weapons from whatever debris they can scavenge. Each one now has a spear and a knife. These survivors have sworn to fight to the death.

Twenty new captives have been added to the mix. Jasini remains in her human disguise, and this fools even the Deep Ones. Three of the twenty are Human/Deep One Hybrids and will be taken elsewhere for eventual fostering. There also may be Seeker or Sidekick captives. Most are in shock. (Jasini is not, and the Seekers and sidekicks probably aren't: If they failed a strange tolerance roll at 50% their reaction is to fanatically fight Deep Ones to the death, even to the point of saving their own lives or the lives of fellow captives).

Texan women are made of stern stuff. The rest of the captives may "snap out of it" if one of three things happen:

- (1) Each time they see a Deep One killed, there is a 25% chance a captive will recover and join the fight
- (2) If either a Seeker or Jasini (40%) inspires captives to fight there is a 50% chance a captive will join the fight.
- (3) If a Deep One attacks a captive there is a 50% chance they will fight back.

The captives may begin to fight as soon as "new arrivals" are dropped off or they may wait until things stabilize and they only have to confront rector instead of rector and soldiers.

The Seekers Arrive

Depending on how the Keeper wants to play it and how soon the Seekers arrive, the encounter could be:

-
- Early arrival: A rescue operation, where the arrival of the Seekers sparks a fight between captives and Deep Ones.
 - Intermediate arrival: When the Seekers arrive, there is already a desperate fight throughout the submarine's compartments
 - Late arrival: There is a surface action underway as captives begin to surface and cry for help from the Seekers or nearby freighter crew. In the absence of the Seeker's intervention, Jasini has informed the captives that they have a chance of escape through the conning tower.

In any case Seeker or side-kick captives could organize the fight below as others organize the fight above.

The entire conning tower is surrounded by a magically maintained air bubble. Anyone diving down to the conning tower will pass through the air bubble and fall to the conning tower hatch. They can then enter the submarine via a ladder to either the interior of the conning tower, the main deck, or the lower deck.

However this plays out the initial Deep Ones will be rector's armed with "torpedo wands" that deliver a debilitating (but not fatal) shock when they touch an opponent. (In this context "torpedo" refers to an electric manta ray). After several rounds of combat Deep One soldiers armed with repeater spear guns will begin to arrive. (Note: These weapons will only work for Deep Ones although this might not be apparent to Seekers).

Wise Seekers will concentrate on rescuing captives, especially by telling them to escape through the conning tower but also by carrying unconscious or demoralized captives to the hatch or even to the surface.

Jasini will remain in human form unless hit by a torpedo wand. She can regenerate most physical injuries short of a head shot or an explosion that destroys her head or spine. She is hurt by electrocution though. In this case she will shift back to a Nameless seal-crocodile form and will fight her way to the hatch and then to the surface. She can easily swim and dive and stay underwater for about five minutes before needing to surface for a breath. She will assist any humans to escape but will be drawn to the Temple. Her "religion" (this is an imprecise term for her ablutions to Cthulhu and distain for other ghods including Dagon) compels her to try to destroy the Temple, something she realizes she can't do without human assistance. If possible she will try to reveal that Galveston will never permanently be safe unless the Temple is destroyed. She will do this in either human or original form. At the Keeper's discretion, she may duplicate the appearance of a Seeker or captive. In her original form she is clearly not a Deep One she is still monstrous.

A Strange Tolerance roll is required (30%) for Seekers and 70% for anyone else. Failure results in attack (50%) and denial that she is anything but an injured human (50%). It is unlikely Jasini will be captured alive and it is difficult to render her unconscious. She will never willingly answer any questions under interrogation. If killed her body will not decay. If the Temple is destroyed Jasini will swim off to her destiny (and possible future encounters).

If the Seekers cooperate with Jasini she will help protect (relatively) clumsy Seekers floating above the Temple or driving. She can cast the equivalent of a "Blessing of Dagon" spell three times. This allows the subject to breath underwater, see underwater, and either swim or walk on the bottom without tiring.

Encounter: Near the Submarine

About a fifty yards from the submarine is the Deep One's underwater temple to their foul ghod Dagon. Dagon is a whale-size deep one. The temple is a cylindrical stone carved with lines drawings of marine life and unreadable hieroglyphics. It is about ten feet high and three feet around and is firmly rooted in the ocean's bottom. The bodies of sacrifices are roped to coral with seaweed chains and sway serenely in the current. Older sacrifices have begun to decay but some appear fresh. The resulting Strange Tolerance role could change the Seeker's outlook on life forever and cause even seasoned soldiers to lose their morale and flee.

Strange Tolerance roll (30%). Failure will be clinical depression (30%), hate of Deep Ones and a permanent victory condition of "destroy Deep Ones to the exclusion of other victory conditions" (30%), fear of the ocean prompting a morale roll (10%). Morale roll (10) with failure resulting in surfacing and leaving the water as soon as possible.

It is likely that the Seekers will have conflicting victory conditions: rescue the kidnapped contestants; rescue fellow Seekers or Sidekicks; Destroy the Temple; capture a live Deep One; or make a Deep One death mask to replace the one stolen from the Cabinet of Curiosities.

Destroying the temple is the only real way to make sure the Deep Ones will never again threaten Galveston, but the only way the Seekers know this is if they talk to Jasini.

It is possible but by no means certain that the Seekers will locate the Temple, for instance by viewing it 30-40 feet down with a glass bottomed bucket, follow a rector with a sacrifice, or magic.

The resulting encounter should be unique, with Seekers freediving, viewing the bottom with goggles or a glass bottom box, or perhaps wearing bulky diving suits. Gangsters periodically fire at any surfacing Deep Ones and throw ropes to escaping captives. Dynamite or bundles of grenades may be tossed at dimly-seen submerged Deep Ones. Jasini in her original form may flit about killing Deep Ones with her teeth or spells. Pao may be performing near-superhuman underwater feats.

If all else fails the Keeper can have Captain Ball's ghost prompt the Seekers to convert a modified deck gun shell into a demolition charge. The Lady's charm (if not used up already) will also destroy the Temple if it touches it.

The temple is solid stone but not magically durable. Explosions (deck gun shell, depth charge, dynamite and underwater fuse, or a bundle of grenades) or snapping with an anchor chain are the best bets. If all else fails, Captain Ball could explode the torpedoes, killing anyone nearby underwater and cracking the temple stone. This would incidentally also dispel him for good.

When the stone is destroyed or the Seekers stop trying, the Encounter ends.

Aftermath: Dagon arrives

If the temple is destroyed, the Deep Ones will begin the process to abandon the Galveston salt mount cities and migrate east to a Deep One colony located on a reef off the coast of Cuba. Before this happens, Dagon (who is lurking nearby) will come to investigate the destroyed temple, make a half-hearted (and unsuccessful) attempt to repair it, and then depart east. He will be toward the low end of his power (having just "used" most of his magic from previous sacrifices to create the second rogue wave). Dagon's appearance is quite likely to create a bunch of freighters crewed by insane, heavily armed, and possibly drunk bootleggers. It is up to the Keeper what they would do. Dagon will grab and crush any Deep Ones he happens to see. He has no patience for failure.

Strange tolerance roll for seeking Dagon (50%). Failure results in morale roll at 50% plus clinical depression (30%), hate of Deep Ones and a permanent victory condition of "destroy Deep Ones to the exclusion of other victory conditions" (30%), denial that Dagon was present. Instead it must have been a whale. The whale must have attacked all those poor contestants swept out to sea by the rough wave (40%).

This could be the kick-off to a side adventure "Battleship Texas and Dagon" wherein Dagon is intercepted by the Battleship Texas: Dagon and Deep Ones versus state of the art steam dreadnaught and a spotter aircraft. Dagon is essentially a whale-sized Deep One with magical regeneration and the ability to cast a variety of spell if "he" has been charged up through the sacrifice of innocents. To complicate matters, the Texas was on a secret mission to transport U.S. President Calvin Coolidge to a summit with American leaders to discuss the Deep One situation (Innsmouth, the attacks on Galveston, and the Mississippi floods). He and his secret service and diplomatic corps are on-board. This can be played out in an optional non-Seeker adventure Coolidge Must Die.

End Game

At some point the Seekers, their side-kicks, and non-player characters (bootleggers, Coast Guard crews and agents, rescued contestants, and freighter crews) will have stabilized the situation and at least some of them will head for shore. If the cigarette boat or cutter has been destroyed they can either call for a rescue boat or use one of the Freighters. In either case, everyone will be intercepted by a flotilla of Coast Guard cutters and (if the Keeper thinks necessary) a Navy destroyer. The intent is to present the Seekers and all who accompany them with overwhelming force. Any Deep One artifacts or Deep One bodies will be confiscated.

They will be escorted to the Coast Guard station and "debriefed." Bootleggers and freighter crews will be (reluctantly) pardoned and released.

Rescued contestants (including any Seekers or Sidekicks) will be encouraged to participate in a quickly reorganized Miss Cosmos contest (either Jasini or one of the Seekers should win). This will help the Coast Guard spin the situation: "nothing out of the ordinary here. See? Here are the contestants. Just a little wave. All is well." Seeker and Sidekick contestants will be released for this but other Seekers will remain in custody to guarantee everything goes smoothly.

The Deep Water Consortium will assist the Coast Guard and pressure the press to accept any cover story. They will also quickly re-dredge the estuary with the old Deep One Ruins. If the Seekers haven't already tried to salvage artifacts their chance is lost forever.

The Coast Guard will work with the Deep Water Consortium (via a hasty no-bid contract) to dredge the Rum Row salt mount. Questions like "why would a salt mount be dredged" or "why is a destroyer guarding the dredges?" will be quashed.

And what of the Seekers? The Coast Guard eventually releases them but strongly suggests stay quiet and leave town.

The rescued contestants are given a generous hush money allowance by the Coast Guard. Those still catatonic are sent to sanitariums throughout Texas and Arkansas. Some end up at the Catholic sanitarium, at Hot Springs Arkansas, in Austin... and a few in Glen Rose sanitarium. All are encouraged to leave Galveston and get married. Such are the times.

It is likely that nobody is able to take a reliable count, but there are ten human/Deep One hybrids who were released by their captives and told "return when you are ready." None show the Innsmouth look... yet. At least one of these should end up at Glen Rose... Looking for a husband.

The Seekers may have Deep One relics, tools, death masks, and even a roentgenogram. Any normal photographs show blurry shadows. Any Deep On remains will decay into goo within a few days.

The Seekers will have at most a day to wrap things up and leave town (or be escorted out of town by Coast Guard agents).

Phases and Victory Conditions

The Adventure is divided into three phases, each with their own core victory conditions:

Gather information

- Initially, no core victory conditions.

-
- Initially, fill the Empty Cabinet of Curiosities (if applicable)
 - Eventually, Learn about Deep Ones

Begin Direct Involvement

- Capture a live Deep One
- Fill the Empty Cabinet of Curiosities (if applicable)
- Determine what caused the underwater lights
- Capture a Cultist

End Game

- Initially, rescue captives
- Specifically rescue fellow seekers
- Capture a live Deep One
- Individual Seekers rescue sidekicks or lovers
- Eventually, destroy the Underwater Temple of Dagon
- Eventually, destroy the submarine

Increases in Strange Tolerance are awarded.

The Adventure Continues

The Seekers could potentially be invited or ordered to rendezvous with the Battleship Texas and then participate in the Coolidge Must Die encounter (part of Battleship Texas versus Dagon).

A hybrid Human/Deep One contestant is being treated at a Glen Rose sanitarium spa. The therapist may consult with the Seekers about the strange dreams reported by the beautiful patient.

Tad (another hybrid Human Deep One) may approach the Seekers for help dealing this his transition to the Innsmouth Look.

Slendori may contact the Seekers. He has captured a Deep One but wonders what to do next.

Deep One Rectors dispatch a Shoggoth to track and kill the Seekers. This could lead to a battle on the train back to Glen Rose.