# **Foreign Policy**

# A One-Round Call of Cthulhu d20 Adventure

# by Tom Gosselin

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Pass out the player characters based on class, gender, and/or race. Do not let the players read their character sheets until after the introduction.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

- No-vote scoring: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
- 3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

# Adventure Summary and Background

This is a one round Call of Cthulhu adventure set in the present day. The characters are:

- Megan Webster, PhD, Psychologist.
- Holly O'Donnell, Linguist/Anthropologist.
- Reisha Lord, MD.
- Lang Anderson, Sociologist.
- Michael Cooper, Intelligence Operative, Team Leader.
- Gordon Macyntire, Pilot/Navigator, Field Operative.

At the beginning of the round, the investigators will be pulled from their jobs and hauled off in a very cloak and dagger style to a secret meeting with a high level member of the CIA. All of the investigators are specialist reserves for said Agency and have just been reactivated for a special mission.

The investigators will be given a short and uninformative briefing and then shipped off to Sri Lanka (just east of the southernmost tip of India) where they will get a spy boat and other goodies. They will then go to the island of Car Nicobar where the adventure takes place. Their mission is to seek out and recover the missing pair of Indian delegates and members of Delta Foxtrot (the CIA team that went ahead of them and was never heard from again).

Car Nicobar is the largest in a chain of islands approximately 1,300 miles east of the southernmost tip of India. The governmental body of Car Nicobar has recently been overturned and taken over by the head bad guy in this module, an NPC by the name of Kindo Goll. He is also the High Priest of worshipers of Deep Ones and Father Dagon.

Recently, Kindo Goll has gathered enough strength and supporters that he going to attempt to summon Father Dagon to the island. He has a demented notion of getting Father Dagon to help them take over the world. What Goll doesn't know, is that if he does succeed in summoning Father

Dagon to the island, the beast will destroy the island and everyone on and around it, and go on a killing rampage over the rest of the islands in the area, then return home.

The investigators will find a hole in the deep end of their arrival area. This hole leads into an underwater tunnel that reaches a few miles inland and terminates at a hidden grotto. The hidden grotto is where each night for the past few weeks; a trio of Deep Ones meets an assembly of villagers in an offering ritual. A man is sacrificed to the Deep Ones and is killed quickly. Then, a woman is sacrificed to deep ones, who use them for breeding then return them to the village

The Indian delegates (both male) and two out of the three male members of Delta Foxtrot are already dead. Two of the three females from Delta Foxtrot are being kept to give to the Deep Ones.

The investigators arrive at the island at 5 a.m. on the 16th of August, 1995. At 1 a.m. on the 17th, unless the investigators find a way to stop it from happening, the last male and female members from Delta Foxtrot will be given to the Deep Ones in the grotto.

At the halfway mark between the ocean entrance of the underwater tunnel and the hidden grotto rest the bodies of all those poor unfortunates that have been turned over to the Deep Ones. Their necks have been snapped and the Deep Ones use them for food.

If the investigators decide to confront Kindo Goll, a trek to the Presidential Building in the capital city of Kakana will offer a spectacular view of a number of people suffering from the Insmouth Taint. Sixty percent of the villagers are Deep One Hybrids. The rest freely worship Dagon and Deep Ones. The village population numbers approximately 200.

When the investigators ask politely for the prisoners back, Goll will politely refuse and ask the investigators to leave. There are plenty of wide-and-glassy eyed guards around the Presidential Building ready to open fire on the investigators if they do something unwise... like try to use force.

On the evening of the 16th, a pair of Deep Ones will visit the investigator's ship. The creatures will board the ship and check above and below decks. If they are spotted by the investigators, a combat will result. If not spotted, the creatures will find the weaponry on board and attempt to scuttle the ship.

The vessel that the investigators have access to during this adventure is described in **Handout** #2.

#### Judge's Notes:

The Walden Pond has a number of high tech goodies, but, true to life, Uncle Sam has neglected to put in a few "obvious" necessities. For example, there is no air compressor to recharge air tanks.

The undersea sleds run on batteries that have a usage life of 3 hours each. If the investigators wish to recharge them, they will have to jury-rig a power hookup from a power outlet onboard the ship. There is a 30% chance that doing this will cause the battery in the sled to explode, causing 1d8 points of damage to all within 5 feet.

There is only fiberglass and sheet aluminum sealing the engine compartment. Due to the high tech nature of the engine itself, if there is a hull breach in the engine compartment while it is not running, and water gets in, the sensitive workings of the engine will be ruined and the engine WILL NOT RUN even if the breach is sealed and the water drained.

In addition, if the engine IS RUNNING and the hull is breached, there is a 10% cumulative chance per round that the engine will explode, causing 3d6 damage to anyone on board. This explosion will obviously cause massive flooding. In this event, the main deck of the *Walden Pond* will be at the waterline 3 minutes after the engine has exploded.

Give the investigators hints, though. The engine will smoke, make bad grinding sounds, etc., which will also cause the *Walden Pond* to become more sluggish. For every minute that the Walden Pond is operating with a damaged engine, the maximum speed is reduced by 20 knots. If the engine hasn't exploded by the time the ship's movement rate reaches zero, the engine will die and the *Walden Pond* will begin to sink. This being the case, it will take 3 minutes before the main deck of the ship is at the waterline.

In case the investigators get really inventive, treat an exploding scuba tank as 6d6 points of damage taken if within 10 feet, and the person is launched 3d4 feet away. If someone is within 20 feet, he or she takes 3d6 points of damage and is launched 2d4 feet away. In both cases, making a successful Reflex save DC 12 will reduce the damage to half. No damage is taken if a person is over 20 feet away, but anyone less than 40 feet away must make a Dex check DC 10 to stay on their feet.

The concealed machine gun is bolted to the deck. A platform rises from the back of the boat exposing the machine gun when it is being used. It is NOT meant to be removed and toted around (a la Rambo). Keeper's discretion on the efforts

needed to remove the gun from its perch. It's possible, but it should be mighty tough.

If the flares are launched from the *Walden Pond*, any creature directly touching one takes 4d4 points of damage. Anyone attempting to hold the "cool" end of the flare takes 1d4+1 points of damage. Anyone within 5 feet automatically takes 1d3 points of damage. Flares have a rate of fire of two per round.

This adventure is written in a free-form style to accommodate the unpredictability of the average investigator, which necessitates a modicum of spontaneous "on-the-fly" game mastering. Some encounters have specific times that actions and events will occur. Be aware of these timed events.

## **Player Introduction**

When you got to your desk this morning, your calendar said it was Monday, August 14, 1995. It was the start of a normal day at work. Traffic wasn't that bad, and the coffee was even a little better than usual. You had every intention of having a good day. All that changed, however, when you were called into your boss's office.

Inside you found not only your boss, but a man in a dark gray suit wearing mirrored sunglasses. He didn't give his name, but just said that he was with the Central Intelligence Agency. He also stated that you had been reactivated as a CIA operative for an indefinite period of time. Neither your boss, your family, nor you had anything to say about it. It seemed that once again you would be Uncle Sam's property for the duration.

You were then led to a black limousine that took you to the airport. There, you were the only passenger on a sleek white lear jet bound for parts unknown. Three hours later, you were ushered from the jet into another limo. This one, however, had darkened windows so that you could not see out.

From an empty underground parking garage you were led through a series of corridors and finally into a small room where you sat alone and waited. A few minutes later, you were escorted into a large board room and motioned to sit around a conference table with five other people. Taking in the scene, you realized that you had worked with all of these people on past CIA missions.

Then you saw looks of recognition on the other's faces. Apparently they remembered you as well.

Let the investigators read and prepare their characters.

# Encounter A - Who's On First?

Just then, another man in a dark gray suit emerged from a side door. Briskly he strode to the head of the conference room and took up a position behind a small podium. After arranging some papers he removed from a manila folder, he looked up and beamed a warm disarming smile.

At that point, a small voice in the back of your mind whispered to you that your life had just gotten a lot more complex.

The man blinked once and spoke. "Good Morning, Agents. I'm glad you could all make it to our little gathering. My name is Whittemore and I'm the Second Assistant to the Chief Director to the CIA. I'll also be your contact person for the duration of this mission.

"Last week, on the 10th, on the island of Car Nicobar, a religious cult calling themselves The People Of Dagon proved to be the successors in a revolt against the island's political body.

"Renouncing all ties with India, the island's controlling governmental influence, the inhabitants of Car Nicobar, led by a man named Kindo Goll, declared themselves a reformed independent nation and demanded, via a reporter associated with the API/UPI news network, that their territory was to be left strictly alone, and that violation of this decree would be met with unpleasant retribution. They refused to divulge any reason for this ultimatum.

"So far our resources have not been able to come up with much on this Kindo Goll. All we know is that he's been in two protests marches in the last ten years. One for religious freedom, and one for the independence of the Nicobar Islands. We have little else on him.

"On the 11th a pair of Indian political moderators went to Car Nicobar by seaplane in order to talk some sense into the inhabitants of the island. We decided that one of the moderators should be an undercover operative of ours. His name is Mickey Lamba.

"The Indian team reported arriving at the island and tethering their seaplane in a small inlet on the Northwestern side of the island.

There they made contact with a local fisherman by the name of G'Muk Bunta.

"Their last message said that the fisherman would escort them into the capital city of Kakana. The capital is a really a large village. The entire Island is less than 40 miles across at the widest point. Once there, they had plans to attempt to gain access to the island leader and discuss political options. India has had no contact with them since.

"On the 12th, the Director of the CIA took a active interest in events. We sent in a team of covert reserves like yourselves to extract the Indian delegates. That team was designated Delta Foxtrot and dispatched on that morning.

"On the evening of the 13th, Delta Foxtrot approached Car Nicobar from the North and decided to enter the same small cove that the Indian delegates used. They anchored there and radioed in that they would begin reconnaissance of the area and report back every four hours. That was the last we heard from them.

"Just over five hours later, automated telemetry and transponder signals from their ship ceased abruptly and without explanation. No distress calls or other transmissions of any kind have originated from the island or its vicinity. The Agency has decided to take a more serious attitude with Car Nicobar and Mr. Goll.

"Yesterday's satellite photos of the area have been compared to ones on file from last year. They show a marked decline in the population of the island. A drop of 20% in population has been registered where the average family bears 5 children per household, which steadily increases the population. We have no intelligence as to why this phenomenon has occurred.

"Scanning wave-shift photography of the area has located what we believe to be Delta Foxtrot's vessel, the Henry David and the Indian sea plane. The wreckage of the Henry David appears to be approximately one half mile Northwest of the coast under about 120 feet of water. The sea plane is three miles northeast of the Henry David in approximately 75 feet of water.

"At this point, we are considering the Indian delegate, Agent Lamba and the members of Delta Foxtrot Missing, Presumed Dead.

"Once on the island, you will pose as an American arbitration team and negotiate for

the release of the captive delegates. Your primary mission is to seek and recover the six members of Delta Foxtrot, Agent Lamba and the Indian delegate, one, Mr. Mohammedan Zepp. Your secondary mission is to gather intelligence on the island locals and attempt to discover how they succeeded in the takeover of Car Nicobar.

"If you encounter any opposition, neutralize it quietly, using only as much force as needed to resume a productive investigation.

"The documents that I'm releasing to you have the names of Delta Foxtrot personnel, a map of the general area that you will be in on Car Nicobar and statistics on the vessel you will be issued for the duration of this mission. At the completion of this briefing, you will be air-lifted to a drop off point on the south-eastern edge of Sri Lanka. You will reach those coordinates some 20 hours from now.

"There, you will board your ship, the Walden Pond, and spend 10 hours en route to the island of Car Nicobar. When you have closed to within 50 Nautical Miles of Car Nicobar you will approach at no greater than 1/4 speed. You will approach the island from the Northwest and will anchor in the same portion of the inlet as Delta Foxtrot. From there, you will start your investigation.

"Upon completion of your mission, you are to rendezvous with Field Operative Newman who will be aboard aircraft carrier USS Ranger, which will be stationed in the Bay of Bengal. At that point, your team and whatever and whoever you bring back will be air lifted back to the States. Your designation for the duration of his mission will be Sierra Echo.

"Are there any questions before you depart, agents?"

Give the investigators **Handouts #1 and #2**. Answer any reasonable questions, but the more specific and unpredictable questions should be answered with "Disclosure of that information is on a need to know basis." or "We have no information on that yet." In other words, keep them in the dark.

After you call an end to the briefing, read the following:

Leaving Whittemore, you were escorted en mass to a waiting limousine, again with blocked windows. Unable to see where you

were going left you to a little time to get re-acquainted with your fellow agents.

It wasn't long however, before the limo came to a halt inside a small hanger. You were then ushered into another sleek lear jet. Once inside you changed into the beige jumpsuits that you'll be wearing for this mission and settled in for the long voyage ahead.

Twenty hours later you were dropped off at a small airport on the coast of Sri Lanka. A man in a small inboard boat then ferried you to your ship, the Walden Pond. Together you boarded the vessel and started the last leg of your journey to the Nicobar Islands. The consensus was to make quick work of this ocean voyage and facilitate an early completion of your mission.

Opening the throttle to full gave you the proscribed zing of exhilaration when you reached a speed of sixty knots, a speed worthy of almost any military attack craft. Pushing the throttle forward to flank gave you an even bigger thrill as the entire ship rose out of the water another five feet to facilitate the transition to hydrofoil mode. Traveling at 80 knots, over 92 miles per hour over water, you were confident that you would make this trip quickly and find a hasty solution to the problem on Car Nicobar.

True to Whittemore's word, approximately 10 hours later, at about 4:30 a.m., local time, you were approaching the Nicobar Islands. Decelerating to a lazy 15 knots, you approached the island chain with practiced ease. Now, just after 5:00 a.m. on the 16th, you reach the inlet where contact was lost with Delta Foxtrot.

# Encounter B - Hole In The Bottom Of The Sea

The investigators are now in the spot where Delta Foxtrot was originally anchored. There are very steep cliffs going 60 feet up to a plateau on the outer perimeter of the small inlet where Delta Foxtrot first made their landing and the Indian delegates met G'Muk Bunta.

The northeastern wall of the cliffs house a large hole hidden about 30 ft. under the waterline. This is where the Deep Ones go in to get to the hidden grotto that is discussed in greater length in Encounter E - Thirteen O'clock.

The underwater tunnel will eventually slope up after 100 feet and it will gradually level off. The

tunnel is about 10 ft. in diameter, and when the water line levels off, about three feet will be left between the water and the ceiling. The air here is fetid and stale with the growth of fungus and lichen. Some of the lichen is phosphorous, lending an eerie green-yellow light to the area.

The tunnel continues for about four miles in a fairly straight line. It terminates in a hidden grotto where the sacrifices to Father Dagon are held. Between the hours of 12:30 a.m. and 1:00 a.m., and between the hours of 2:00 a.m. and 2:30 a.m., there will be 3 Deep Ones in the tunnel. In the former time slot, the creatures will be on their way to the hidden grotto. In the latter time slot, the beasts will be on their way back to the sea. All other times, there will be one Deep One is lurking inside. Combat will result immediately when a Deep One sees an investigator in the tunnel.

Also, at a point halfway between the entrances to the tunnel (close to 2 miles either way), there will be a depository of severely mutilated corpses, containing the male islanders, Wolcot and Slater from Delta Foxtrot, and the two Indian delegates. These gentlemen were unfortunate enough to be sacrificed to the Deep Ones. Sanity checks (1d3/1d6) are required here, for all of their heads have been separated from the bodies.

At the point where the bodies are deposited, the water is disgusting, and the air is almost unbreathable due to the smell of death in the air. Investigators must make Fort saves DC 12 to avoid becoming sick to their stomachs (-1 to all actions and saves for one hour).

# Encounter C - Leader Of The Pack

Entering the village of Kakana, you are curious as you notice that the majority of the people of the large village have a common strange, unblinking, glassy stare and monotone vocal pattern. As you walk, theories of some form of mass mental illness or bodily disfunction are suggested by various members of your group. Puzzled, you walk on.

Give the investigators a few minutes to watch the villagers. The majority of them are Deep One Hybrids with signs of the Insmouth Taint. The Hybrids are uglier than your average person, and balding. If provoked into combat, a large number of them will attack with farming implements or tooth and nail, seeking to pummel the

investigators into unconsciousness. Each investigator will have perhaps as many as 5 or 6 villagers on him.

**Deep One Hybrids** have the same stats as deep ones, but no claw or bite attacks. These use garden implements that do 1d3 points of damage.

If this happens and the investigators are beaten unconscious by the villagers sheer numbers, the investigators awake in the presence of Kindo Goll. Continue from that point listed later in this encounter. Otherwise, continue reading to the investigators:

Approaching the front gate of the Presidential Building, you are noticed by the four guards standing at the entrance. As you draw closer, you see a familiar glassy covering in their unblinking eyes.

In a curt monotone voice, one speaks to you in Hindi.

The guards want to know the usual (Who are you? What do you want?, etc.) After a modicum of monotone questioning, two guards will bring the investigators into the Presidential Building and deposit them in a receiving lounge. One guard will stay with them and the other will leave to fetch Kindo Goll. Five minutes later, Goll will arrive.

The investigators will most likely opt for this Encounter early in the game since their objective was to recover the Indian delegates and the members of Delta Foxtrot. There are four guards at the front gate and all are armed with .30 caliber lever-action carbines. They are all also showing signs of the Insmouth Taint (so use deep one hybrid stats with rifles).

If the investigators decide to make this a combat encounter, it will take 3 rounds for the Presidential Building's reinforcements to arrive. Including the four guards at the gate; there are 24 men total. These are Deep One hybrids as well. In the case of combat, they will shoot to kill.

Keeper's Note: Pull no punches here. The investigators are vastly outnumbered and they should already know it.

If, however, the investigators play it smart, and DON'T start shooting up the place, read them the following:

Leading the second guard back into the room is middle aged man with short graying hair. As the guards take positions next to the doors, the man in front of you speaks in clear English, with only a slight Indian accent. "I am Kindo Goll. By what right do you invade our island?"

Kindo will give them the once over, saying that the investigators should be wary of diplomatic relations enough not to go trespassing on foreign soil, etc. Kindo will also have this to say to the investigators:

- The eight people that arrived a few days earlier have been tried and convicted as criminals and are under arrest. The charge is Trespassing on Foreign Soil after being asked to leave.
- Their term of incarceration is 5 years.
- No, you may not see them. It is against the law for prisoners to accept visitors.
- Please leave this island at once. When their sentence is up, they will be released.
- We will open Diplomatic Relations with your country when we are ready. Until then, I must ask you to leave our island. In an effort to make sure you don't get lost, I will have two of my staff escort you back to your ship. When you arrive there, please leave at once. If you return, you will be arrested, charged as criminals and incarcerated.

At this point, the pair of guards will come over as a show of strength. Unless the investigators turn this into a combat, read them the following:

With the two strong, silent unblinking types behind you, you are escorted back to the Walden Pond. Reluctantly, you board the vessel and start the engine.

Piloting out into open sea, you are discouraged, but not beaten yet. The air is thick with humidity as it rushes by you. What makes the air even thicker is the unanswered question that hangs suspended around you all... Will you go back?

If the investigators continue their mission, the time line remains unbroken. Let the characters dictate how and when they wish to re-insert themselves onto the island, and of course, ignore the rest of the text listed in this encounter.

If, for some reason they don't want to continue, read them the following:

It's been three days since you were permanently removed from the CIA's payroll. Your last mission, a colossal failure on your

part, was taken over by another group of operatives.

It will be a long time before you forget that little fiasco. Your ego, especially will take a long time to heal, still sore from the bruises caused by the severe tongue lashing and tearing down that Whittemore gave you during your debriefing.

Ah, well. Water under the bridge you say to yourself as you stride to the newsstand to pick up this afternoon's paper. Seeing the headlines, however, you stop short, stiffening slightly. In deep, black, bold letters, the papers read: "Nicobar Islands Ravaged By Beast! Pentagon Cover-up In India! Hundreds Killed On Car Nicobar!"

As you feel the lump in your throat become steadily dwarfed by the growing heaviness of your stomach, you realize that if you had stayed on the island and attempted to complete your mission, you might have been able to solve whatever problem seems to have arisen there.

Somewhere in the back of your mind, that same little voice that spoke to you just over a week ago pipes up again. Only a single word it has to say... "Oooops."

This is the alternate end of Foreign Policy.

# **Encounter D - Something Fishy This Way Comes**

During the night the investigators are on the island, at about 11:30 p.m. a pair of Deep Ones will board the *Walden Pond*. The creatures are there to search the ship. If they find anything that leads them to believe that they or their island brethren are in jeopardy (i.e., a locker full of automatic weapons, etc.) they will attempt to sink the ship by going overboard and tearing out huge chunks of the hull with tooth and claw.

If the creatures come across any sleeping investigators, they will opt to leave them alone, preferring not to be seen. Combat will instantly result if the Deep Ones see that the investigators have noticed their intrusion.

Deep One stats can be found in the Appendix.

# Encounter E - Thirteen O'clock

This encounter will take place in the hidden grotto. The sacrifice of a man to Father Dagon takes place at 1:00 a.m., or as referred to by the natives, thirteen o'clock. These nightly ceremonies will be conducted by Kindo Goll and his two henchmen. Watching this horror are 20 other worshipers of Father Dagon.

Each morning at 1 a.m., three Deep Ones will enter the grotto from the underground tunnel and participate in the nightly ritual. The creatures will take the man and snap his head off. Sanity checks (1/1d6) are required for seeing a person sacrificed to the Deep Ones.

Following this, they will drag the body into the water and later drag it back with them into the underground tunnel. They will drag the body to a point about halfway between the ocean entrance and the hidden grotto. There, they will deposit the body to feed on at a later time.

Women of the island are also given to the Deep Ones for the creatures' pleasure. After the man is killed, a female will be offered. All three Deep Ones will mate with the woman unless the investigators stop them. If Investigators witness this, Sanity checks (1/1d6) rolls must also be made.

The Deep Ones have a lust for mating with human women. Two of the three women from Delta Foxtrot have already been given to the Deep Ones. They are all currently kept hostage in the dungeon of the island jail.

Laura Stern and John Mitchell from Delta Foxtrot will be bought to the grotto for 1:00 a.m. on the morning of the 17th. If the investigators do not reach the grotto by this time, Mitchell will die and Stern will be given over to the Deep Ones.

Combat will be initiated by the Deep Ones or the Islanders if they notice the investigators. In the event of combat, Kindo Goll's bodyguards will act as shields while he casts spells.

THE FOLLOWING WILL OCCUR AFTER THE INVESTIGATORS HAVE DEFEATED MOST OF THEIR OPPOSITION IN THE HIDDEN GROTTO, OR ONE OR BOTH OF THE BODYGUARDS HAVE BEEN KILLED. THE FOLLOWING WILL ALSO HAPPEN AT ANY TIME IN THIS SCENARIO WHEN KINDO GOLL IS IN SERIOUS DANGER OF BEING KILLED OR HIS PLANS BEING RUINED:

One way or the other, Kindo Goll will escape whatever problem has arisen. He will then go

directly to his Presidential Building and alert his guards that if the investigators come back to town, they must be killed on sight.

Kindo will then take two bodyguards and go to the East shore of the Island and use his spell Summon Servitor of the Outer Gods. Father Dagon will appear 2d10 minutes later. For purposes of this adventure, Kindo Goll will fail his Wisdom check and lose control over Dagon. The great beast will then start to rampage over the Island, destroying everything in his path including Goll, his goons, the village, etc. The investigators will hear Dagon's great roar of rage from wherever they are. Stats for Dagon can be found in the Appendix.

If either Stern or Mitchell are saved, they will tell the investigators that what has happened to the other members of Delta Foxtrot. Also, they will tell the investigators that Kindo Goll confessed to sacrificing Mickey Lamba and Mohammedan Zepp to the Deep Ones. Stern and Mitchell have been abused, beaten, malnourished and are absolutely of no physical use to the investigators. They will barely be able to walk, let alone do anything strenuous.

#### **Encounter F - The Rescue**

Entering the utilitarian boxed in floor space which serves as the Island's jail, you take in the scene. A lone desk is pressed off into one corner of the small room, next to an arms locker. Behind the desk, sits a man with a badge pinned loosely to his shirt. Across the room from him sitting in a chair is what seems to pass for a deputy of sorts, also adorned with a simple badge.

They stand as you enter. They look at you with those same enlarged, unblinking eyes that most of the villagers have. As with the other villagers, these two men are quite homely, the Chief, especially.

A monotone string of syllables flows haphazardly from the Police Chief's tongue. He looks at you expectantly.

The Police Chief said "What is it you want?" Any of the investigators having a Speak Hindi skill may converse with the Chief.

The investigators' primary mission is to "recover" the remaining members of Delta Foxtrot, Micky Lamba and Mohammedan Zepp. As mentioned in **Encounter E - Thirteen O'clock** only the three female members and John Mitchell

of Delta Foxtrot are still alive. They are kept in the lower level of the village jail.

There will be one guard downstairs with the prisoners, one guard upstairs with Car Nicobar's Police Chief. The Chief and the two guards are Deep One Hybrids, and are showing the Insmouth Taint rather strongly. They do not need sleep or food, and will remain constantly in the jail area, guarding the prisoners.

All three Policemen have .38 revolvers (damage 1d10), and there is an arms locker with three .30 caliber lever action rifles. The locker holds 200 shells for the rifles and the Chief's desk holds 300 shells for the pistols.

If the PCs ask to see the prisoners, the Chief will instruct them to go see Kindo Goll. The Police will not let investigators see the prisoners without a fight. The prisoners' cell door is old, but sturdy. There are no windows in the lower level of the jail.

Downstairs are Brenda Rubin, John Mitchell, Laura Stern and Paige Allen of Delta Foxtrot. If it is before midnight on the 16th (the day the investigators arrive), these four remaining members of Delta Foxtrot will be locked in the jail. Kindo Goll and his bodyguards come to collect the offerings for the Deep Ones every night at about midnight. If it is after midnight, only Rubin and Allen are left. Kindo Goll and his goons took the other two to the hidden grotto.

If any of Delta Foxtrot members are saved, they will tell the investigators what has happened to the others members of their team and at that it happened at 1:00 a.m. each time. Also, they will tell the investigators that Kindo Goll confessed to sacrificing Mickey Lamba and Mohammedan Zepp to the Deep Ones, and in what general direction the hidden grotto is located.

All of the remaining Delta Foxtrot agents have been abused, beaten, malnourished and are of absolutely no physical use to the investigators. They will barely be able to walk, let alone do anything strenuous. Rubin and Allen will also confess to having been turned over to three large green creatures (Deep Ones) for breeding and say that the same is in store for Stern, and that Mitchell will be killed if the investigators don't act quickly.

# Encounter G - Underwater Junkyard

This encounter is in the event that the investigators decide they want to explore the

downed seaplane and Delta Foxtrot's ship, the *Henry David*.

The investigators will find the wreckage of these vessels under water as described in **Encounter A - Who's On First**. Diving under water and exploring the *Henry David* and the seaplane will uncover that both vessels sank due to large rips in the hulls by what appear to have been caused by large claws and sets of fangs.

It was the Deep Ones that scuttled these vessels, but if a investigator makes a successful Int check DC 15, the closest thing they can think of that could do something like this would be a large bear or a VERY large tiger, etc... But this far out in the water? Let the investigators stew on this.

If the investigators go poking around the seaplane or the *Henry David* between the hours of 9:00 p.m. and 4:00 a.m. they will meet up with a Deep One. The creature will instantly attack.

In the *Henry David*'s wall safe, a VHS videotape and a roll of 35mm film sit patiently. The investigators have no way to develop the film, but if they remove the safe from the ship (a job that takes 30 minutes and requires mechanics tools) and get the contents out safe and dry, the videotape can be played back on the *Walden Pond*.

Delta Foxtrot found the hidden grotto and photographed it and videotaped it from the upper entrance. Someone in Delta Foxtrot made a noise and they were found out. After they realized they were outnumbered, the agents ran for their ship.

Upon reaching the ship, they put the videotape and the roll of film that were used to capture the hideous ritual that occurred at Thirteen O'clock, into the safe and started their escape. They would have made it, were not for the Deep Ones rending the hull from underneath.

The Cultists do not know that their ritual was filmed. That's why the tape and film are still in the safe. If they knew of the evidence they would take every measure to get it.

If investigators watch the videotape, have them make the Sanity checks that are called for in **Encounter E - Thirteen O'clock**. They will also hear the voice of Paige Alan narrating sporadically through the taping. In the narration, investigators listening will get directions to the hidden grotto by an overland route.

The End

### **Appendix: Monster Stats**

Deep One and Deep One Hybrid: Medium-sized Aberration (Lesser Servitor Race); HD 2d8+4; hp 13; Init +2, Spd 20 ft., swim 40 ft.; AC 16 (+2 Dex, +4 natural); Atks 2 rakes (water) or 2 claws (land) +5 melee (2d4+4 rakes, or 1d4+4 claws) and +0 melee (2d4+2, bite), +3 ranged; SQ low-light vision; SV Fort +2. Ref +2. Will +3: Str 19. Dex 15. Con 14. Int 11. Wis 10. Cha 6. Sanity loss 0/1d6.

Skills and Feats: Climb +10, Hide +7\*, Listen +7\*, Move Silently +5, Spot +7\*; Alertness.

\*Deep Ones get a +4 racial bonus to Hide, Listen, and Spot checks when underwater

Those with rifles do 2d10 damage, critical threat x3.

Kindo Goll, Grandmaster Cultist: Medium-size Human; HD 10d6+20; hp 58; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 9 (-1 Dex); Atks +6/+1 ranged (1d10/x3, pistol); SA spells; SQ Mad certainty; SV Fort +9, Ref +2, Will +6; Str 12, Dex 8, Con 15, Int 14, Wis 13, Cha 15.

Skills and Feats: Bluff +8, Cthulhu Mythos +10, Diplomacy +9, Innuendo +8, Intimidate +9, Knowledge (biology) +15, Knowledge (occult) +10, Knowledge (history) +9, Knowledge (religion) +9, Listen +8. Move Silently +6. Search +9. Sense Motive +9. Spot +11: Point Blank Shot. Precise Shot. Improved Initiative, Iron Will.

SA Spells- Shriveling, Dominate Person, Deflect Harm, Summon Servitor Of The Outer Gods, Contact Deep One

SQ: Mad Certainty—Can act in spite of temporary insanity.

Father Dagon: Huge Outsider (Demigod); HD 18d8+90; hp 234; Init +3 (-1 Dex, +4 Improved Initiative); Spd 100 ft., swim 50 ft.; AC 31 (-2 size, -1 Dex, +22 natural, +2 divine); Atks 2 claws +27 melee (2d4+9, claw), +22 melee (2d6+4, bite), 2 rakes +22 melee (1d6+2, rake); SA spell-like abilities, water spout, divine far shot; SQ Divine qualities, Damage Reduction 37/+4, SR 34, fire and cold resistance 22, darkvision 60 ft.; SV Fort +18, Ref +12, Will +17; Str 28, Dex 9, Con 21, Int 24, Wis 18, Cha 29. Sanity loss 1/1d10.

Skills and Feats: Alchemy +27, Animal Empathy +29, Balance +1, Concentration +25, Cthulhu Mythos +27, Diplomacy +11, Hide +11, Jump +11, Knowledge (arcane) +27, Listen +26, Move Silently +19, Ride (shark) +19, Search +27, Sense Motive +14, Spot +6, Swim +29, Tumble +19, Use Magic Device +29; Alertness, Cleave, Improved Critical (claw), Improved Initiative, Power Attack.

SA: Spell-like abilities—may cast spells relating to summoning and binding lesser servitor races. See page 289 and 305 for descriptions of Dagon's abilities, should you need them.

Generic Cultist, Novitiates (gty 20): Medium-sized Human; HD 1d6+2, hp 8; Init -1; Spd 30 ft.; AC 9 (-1 Dex); Atks +1 melee (1d6, club), -1 ranged (1d10/x3, pistol); SV Fort +4, Ref -1. Will +1; Str 12, Dex 8, Con 15, Int 14, Wis 12, Cha 13. Sanity 65.

Skills and Feats: Bluff +4, Gather Information +5, Intimidate +5, Knowledge (occult) +6, Knowledge (history) +5, Knowledge (religion) +5, Listen +4, Move Silently +2, Search +5, Sense Motive +5, Spot +4; Point Blank Shot, Precise Shot.

The cultists will attack as soon as the Deep Ones do.

#### Player Handout #1

The six members of Delta Foxtrot:

- a. Dr. Henry Wolcot, Sociologist, Project Leader.
- b. Dr. Paige Alan, Environmental Specialist
- c. Dr. Brenda Rubin, Psychologist
- d. Prof. John Mitchell, Expert in Foreign Affairs
- e. Dr. Laura Stern, Specialist in Political Arbitration
- f. Ed Slater, Pilot/Navigator, Field Operative, CIA

The two members of the Indian Delegation:

- g. Mickey Lamba, undercover agent, CIAh. Mohammedan Zepp, International Attache

#### Player Handout #2

Vessel: USS Walden Pond (serial number c15-h90-kse-61h-91)

Class/Type: Pegasus Hydrofoil (covert, grade 3, no frills)

Designation: PHM watercraft, variant L-3

Height: 14.5 ft from waterline to top of radar (non-hydrofoil)

19.9 ft from water surface to top of radar (hydrofoil) 21.8 ft from bottom of foils to top of radar (drydock)

Beam: 22.1 ft (Maximum width) Length: 55.3 ft total length

Displacement: 8.6 tons

Powerplant: General Dynamics augmented step-down turbojet, model L4

Speed: 1/4 15 knots (Non-hydrofoil)

1/2 30 knots (Non-hydrofoil) 3/4 45 knots (Non-hydrofoil) Full 60 knots (Non-hydrofoil) Flank 80 knots (Hydrofoil)

Acceleration: 20 knots/round Deceleration: 40 knots/round

Weapons: Mounted: \*concealed 5.56mm belt-fed machine gun.

Ammo: 200 rounds

Arms Locker:

sidearms, 9mm Beretta (qty 6)

ammo: 500 rounds

magazines: 18 (15+1 shot capacity each)

rifles, M-16 auto (qty 3)

ammo: 300 rounds

magazines: 9 (15+1 shot capacity each)

speargun, single shot (qty 1)

ammo: 20 5mm x 50mm spears quiver: 1 (20 spear capacity)

combat knives, (qty 6)

Defenses Mounted): Sunburst Flares. Long burning, high output magnesium flares that are fired vertically to act as a distracting counter-measure against heat seeking missiles.

Qty 10, all mounted on upper hull, aft of control cabin.

Other Equipment:

VCR and Camcorder. Mounted Low-Light security cameras, on and below deck.

Two-way short-wave radio. Wet suits, Qty 6.

Small wall safe. Undersea sleds, speed 10 kts, Qty 3. Underwater diving lights, Qty 6. Air tanks, 2 hr capacity each, Qty 12

Binoculars, Qty 3. Medical Kit.

Civilian duty clothes and boots, Qty 12.

### **Gordon Macyntire, Police Officer**

Offensive Option			7			
Score	Mod	Saving 1	hrows		Ability	Misc
18	+4	Type	Total =	Base	Mod	Mod
9	-1	Fortitude	+6	+5	+1	
13	+1	Reflex	+1	+2	-1	
16	+3	Will	+3	+2	+1	
12	+1					
14	+2	Sanity:	60			
	18 9 13 16 12	Score Mod  18 +4 9 -1 13 +1 16 +3 12 +1	Score Mod Saving 1  18 +4 Type 9 -1 Fortitude 13 +1 Reflex 16 +3 Will 12 +1	Score Mod Saving Throws  18 +4 Type Total = 9 -1 Fortitude +6 13 +1 Reflex +1 16 +3 Will +3 12 +1	Score Mod         Saving Throws           18         +4         Type         Total = Base           9         -1         Fortitude +6         +5           13         +1         Reflex         +1         +2           16         +3         Will         +3         +2           12         +1         +1         +2	Score Mod         Saving Throws           18         +4         Type         Total = Base         Mod           9         -1         Fortitude +6         +5         +1           13         +1         Reflex         +1         +2         -1           16         +3         Will         +3         +2         +1           12         +1

Dex

Mod

-1

Misc.

Mod

Defense

Bonus

+1

Age: 33

Hit Points: 37

Armor

**Class** 

10

Gender: Male

Initiative: -1 (Dex)

Base

10

Melee E	Base	+ Str		Ranged	Base	+ Dex	
Attack = A	Attack	Mod		Attack =	Attack	Mod	
+11/+6	+6/+1	+4	+1	+6/+1	+6/+1	-1	+1

CL:III	Tatal		Danka	+ Ability	+ Misc
Skill	Total	=	Ranks	Mod	Mod
Bluff (Cha) (cc)	+4	=	2	+2	
Climb (Str)	+14	=	10	+4	
Drive (Dex)	+9	=	10	-1	
Gather Information	+10	=	8	+2	
(Cha)					
Hide (Dex)	+9	=	10	-1	
Intimidate (Cha)	+10	=	8	+2	
Jump (Str) (cc)	+7	=	3	+4	
Listen (Wis)	+2	=	1	+1	
Move Silently (Dex)	+6	=	7	-1	
Open Lock (Dex)	+4	=	5	-1	
Pilot Boat (Dex) (cc)	+2	=	3	-1	
Repair (Int) (cc)	+9	=	3	+3	+3
Search (Int)	+13	=	10	+3	
Sense Motive (Wis)	+9	=	8	+1	
Spot (Wis)	+2	=	1	+1	
Swim (Str)	+14	=	10	+4	

Languages: English

**Feats**: Skill Emphasis (repair), Weapon Focus (combat knife), Weapon Focus (handgun), Weapon Focus (rifle)

#### **Roleplaying Information/Background:**

Nationality: Irish-American Residence: Miami, FL

You were in the army when you were younger. That's how you got hooked up with the CIA. As an M.P. for Uncle Sam, you made quite a name for yourself with the troops as being a "cooler". You were the guy they called to break up fights in the barracks, out in the field, etc. You were also a prime candidate for special training under the Company's hardest drill instructor. He taught you how to fight to subdue as well as how to fight for "keeps".

After ten years in the Army, however, you called it quits and opted for a full time job as a policeman and a part time job teaching self defense at a local martial arts school. You were pleasantly surprised when your old drill instructor called saying

that they had openings in a special branch of the CIA. On a whim you took his advice and tried it out. It was challenging, but you made it through all right. You were a covert agent for four years and then opted to change your status to "reserve".

You went back to being a policeman, and everything has been going well in your life until now. This unexpected reactivation has unsettled you to a large degree, but you're sure you can get through it all right.

MEGAN WEBSTER: An expert psychologist and one tough lady. You can tell she's done a lot of fighting in her life. She's got the look of someone who knows her business and how to take care of herself.

HOLLY O'DONNELL: This lady is morale personified. She'll go out of her way to cheer up anyone. She's also really short and thin, but somehow she can drink anyone under the table. She can't be beat as your team's Linguist/Anthropologist. She's also got a winning smile...

REISHA LORD: She's a Doctor. You also remember seeing her on syndicated television as being a professional combatant. Among the other gladiators, her name was "Singe." You've seen her fight once or twice. She's good. You appreciate her being on your side.

LANG ANDERSON: Team Sociologist. He's a good man, but there's something strange about him, like he knows something he shouldn't... it's hard to explain. He's always looking around, searching for something he never finds.

MICHAEL COOPER: A full-time CIA operative. He likes the spy business a little too much. One of these days he's going to find out that life isn't always fun and games. For the short time you worked with him, he didn't do anything to endanger the team or it's mission. You plan to keep it that way.

### Megan Webster, Psychologist

Gender: Fe Defensive (	Age: 3 Level:						
Ability	Score	Mod	Saving 1	Throws		Ability	Misc
Strength Dexterity Constitution Intelligence Wisdom	15 18	+0 +2 +0 +2 +4	Type Fortitude Reflex Will	+8 +10	Base +2 +6 +6	Mod +0 +2 +4	Mod
Charisma	13	+1	Sanity:	90			
Armor Class B 15 =	I Base 10	Defense Bonus +3	Dex Mod +2	Misc. Mod			

Ranged

+ Dex

Base

Hit Points: 34

Melee

Initiative: +2 (Dex)

Base

+ Str

Attack = Attack Mod			Attack =	= Attack	Mod
+4 +4 +0			+6	+4	+2
				+ Ability	+ Misc
Skill	Total	=	Ranks	Mod	Mod
Bluff (Cha)	+12	=	9	+1	+2
Diplomacy (Cha)	+12	=	9	+1	+2
Gather Information (Cha)	+10	=	7	+1	+2
Heal (Wis)	+12	=	8	+4	
Knowledge (history)	+6	=	4	+2	
(Int)					
Knowledge (medicine) (Int)	+3	=	1	+2	
Knowledge (Local—	+4	=	2	+2	
India) (Int)					
Knowledge	+16	=	11	+2	+3
(psychology) (Int)					
Listen (Wis)	+7	=	3	+4	
Psychoanalysis (Wis)	+15	=	11	+4	
Research (Int)	+11	=	9	+2	
Sense Motive (Wis)	+15	=	11	+4	
Speak Spanish (Int)	+9	=	7	+2	
Speak Hindi (language	+6	=	4	+2	
of India) (Int) (cc)					
Spot (Wis) (cc)	+8	=	4	+4	

Languages: English, Spanish Hindi

Feats: Persuasive, Skill Emphasis (psychology), Trustworthy, Weapon Focus (combat knife)

#### Roleplaying Information/Background:

Nationality: American Residence, New York City, NY

You grew up in New York City, so you learned early how to express yourself vocally. Later on, you learned that being so vocal can get you into more problems than what you might have had. Being so strong willed made it hard at times to keep your cool. You always try to maintain a high level of professionalism.

You did a lot of fighting in a gang in your spotted adolescence, and you learned to use a knife rather well. You always keep one close at hand in case you need it... you live in New York, after all.

Being street smart and having the ability to figure out people as well as you did, led you down the career path of a psychologist. These sciences intrigued you and you excelled in your studies to such a high degree as to warrant special notice from a government recruiter. After College, Uncle Sam offered you a chance to go on to get your PhD with the catch that you would work for the government. You accepted... You're no fool!

After a six year stint with the CIA, you elected to go to reserve status. It was a good way to keep the doors open on career possibilities, as well as remain on the payroll.

HOLLY O'DONNELL: This lady is morale personified. She'll go out of her way to cheer up anyone. She's also really short and thin, but somehow she can drink anyone under the table. She can't be beat as your team's Linguist/Anthropologist.

REISHA LORD: She's a Doctor. You also remember seeing her on syndicated television as being a professional combatant. Among the other gladiators, her name was "Singe." You've seen her fight once or twice. She's good. You appreciate her being on your side.

LANG ANDERSON: Team Sociologist. He's a good man, but there's something strange about him, like he knows something he shouldn't... it's hard to explain. He's always looking around, searching for something he never finds.

MICHAEL COOPER: A full-time CIA operative. He likes the spy business a little too much. One of these days he's going to find out that life isn't always fun and games. For the short time you worked with him, he didn't do anything to endanger the team or its mission. You plan to keep it that way.

GORDON MACYNTIRE: A cop. You didn't like cops when you were younger. You know better now. Gordon's a good man. He really knows his stuff and is a bonus on having on your team. He's kind of good looking too.

### Holly O'Donnell, Linguist/Anthropologist

Gender: Female Age: 29 Level: 7 **Defensive Option Ability Score Mod Saving Throws** Misc Ability Mod Strength 11 +0 Type Total = Base Mod +4 Dexterity Fortitude +8 +2 15 +2 +2 Constitution 18 +4 Reflex +7 +5 +2 Intelligence 11 +0 Will +7 +5 +2 Wisdom 14 +2 Charisma 13 Sanity: 70 Armor Defense Dex Misc. Base **Bonus** Mod **Class** Mod 15 10 +3 +2

Ranged

Base

+ Dex

Hit Points: 58

Melee

Initiative: +2 (Dex)

Base

+ Str

Attack = Attack Mod			Attack =	<ul> <li>Attack</li> </ul>	Mod
+3 +3 +0			+6	+3	+2 +1
				+ Ability	+ Misc
Skill	Total	=	Ranks	Mod	Mod
Bluff (Cha)	+5	=	4	+1	
Concentration (Con)	+12	=	8	+4	
Diplomacy (Cha)	+4	=	3	+1	
Gather Information	+9	=	8	+1	
(Cha)					
Intuit Direction (Wis)	+5	=	3	+2	
(cc)					
Knowledge (linguistics)	+10	=	10	+0	
(Int)					
Knowledge	+10	=	7	+0	+3
(anthropology) (Int)					
Knowledge	+4	=	4	+0	
(archaeology) (Int)					
Knowledge (history)	+5	=	5	+0	
(Int)					
Performance (sing)	+6	=	5	+1	
(Cha)					
Research (Int)	+10	=	10	+0	
Speak Arabic (Int) (cc)	+3	=	3	+0	
Spot (Wis)	+6	=	4	+2	

Languages: English, Arabic

**Feats**: Great Fortitude, Martial Artist, Skill Emphasis (Knowledge—anthropology), Weapon Focus (rifle)

#### Roleplaying Information/Background:

Nationality: Irish American Residence: Boston, MA

You are a wide-eyed, partying Irish girl, through and through. You are petite to say the least, but manage to amaze all those who don't know you when you sit down and drink them all under the table. You only drink socially, never alone. You just seem to have a very large tolerance for alcohol.

You are always the life of the party... cheerful, vibrant, funny. The world is your playground, and you're out to have a good time! You are the first one to tell a joke to those who seem down. You help people feel better about themselves.

To cheer up as many people as possible, you became a student of languages and how people behave. You knew the government paid some students' way through college if you did well enough, so you hooked up with Uncle Sam, specifically, the CIA. You got a chance to go to many countries and visit many cultures. You worked for the Agency for three years, then decided to get a job teaching in Boston. Only just now has the Agency called you back to active status.

REISHA LORD: She's a Doctor. You also remember seeing her on syndicated television as being a professional combatant. Among the other gladiators, her name was "Singe." She's a little sensitive about that time in her life, also about the fact that she's easily the biggest and strongest one of the group, so you don't give her a lot of grief about it.

LANG ANDERSON: Team Sociologist. He's a good man, but there's something strange about him, something kind of funny. He's always looking around, searching for something he never finds. He talks about different cultures he's seen and experienced. Some of his stories leave you unnerved.

MICHAEL COOPER: A full-time CIA operative. He's really gung ho for the spy business. He likes to introduce himself as Cooper, Michael Cooper and drink vodka martinis... shaken not stirred. He's a little left of center, but you like his style.

GORDON MACYNTIRE: A policeman and a real sweetheart. He's firm but fair and you think that's just the greatest combination. You know he enjoys your company. Maybe something can develop on this mission.

MEGAN WEBSTER: An expert psychologist and one tough lady. You can tell she's done a lot of fighting in her life. She's got the look of someone who knows her business and how to take care of herself.

### Reisha Lord, Doctor (Medical)

Gender: Female Offensive Option				Age: 3 Level:				
	Ability	Score	Mod	Saving 1	Throws		Ability	Misc
	Strength Dexterity Constitution Intelligence Wisdom Charisma		+2 +2 +0 +3 +3 +3	Type Fortitude Reflex Will Sanity:	Total = +6 +4 +5	Base +6 +2 +2	Mod +0 +2 +3	Mod
	Armor Class B		Defense Bonus +1	Dex Mod +2	Misc. Mod			

Ranged

Base

+ Dex

Hit Points: 34

Melee

Initiative: +2 (Dex)

Base

+ Str

Attack = Attack Mod			Attack =	<ul> <li>Attack</li> </ul>	Mod
+8/+3 +6/+1 +2			+9/+4	4 +6/+1	+2 +1
				+ Ability	+ Misc
Skill	Total	=	Ranks	Mod	Mod
Bluff (Cha)	+11	=	8	+3	
Climb (Str) (cc)	+6	=	4	+2	
Diplomacy (Cha)	+13	=	10	+3	
Heal (Wis)	+14	=	11	+3	
Knowledge (biology) (Int)	+12	=	9	+3	
Knowledge (chemistry) (Int)	+11	=	8	+3	
Knowledge (medicine) (Int)	+14	=	11	+3	
Knowledge (occult) (Int) (cc)	+6	=	3	+3	
Knowledge (pharmacy) (Int)	+11	=	8	+3	
Knowledge (physics) (Int) (cc)	+4	=	1	+3	
Knowledge (psychology) (Int)	+11	=	8	+3	
Listen (Wis)	+9	=	6	+3	
Research (Int)	+17	=	11	+3	+3
Speak Latin (Int)	+10	=	7	+3	.0
Speak Italian (Int) (cc)	+6	=	3	+3	
Spot (Wis)	+5	=	2	+3	
Spot (**10)		_	_		

Languages: English, Latin, Italian

Feats: Dodge, Martial Artist, Skill Emphasis (research), Weapon Focus (rifle)

#### Roleplaying Information/Background:

Nationality: Italian American Residence: Oakland, CA

Ever since you were a little girl, you wanted to be a doctor. You thought the idea was fantastic. You studied hard and made all of the grades. There was a problem though. By high school you stood nearly 6' 6" and were stronger than most of the boys on the football team. To this day, you're very self-conscious about it.

No one took you seriously about being a doctor. Your father didn't mind the idea, but was skeptical about you succeeding because your family didn't have a lot of money. Finally at your high school graduation, your father told you that he was genuinely sorry, but if you wanted to go to college, you'd have to send yourself through.

You did. You got a part time job posing in spandex for athletic magazine, and before you knew it, you were being approached by a TV network executive. You spent a good part of your college career working as a professional combatant on a nationally syndicated television show that pitted the average ordinary person against professional gladiators with catchy names. Your name was "Singe".

You didn't feel very comfortable in that job. Unlike your former co-workers, there is not an arrogant bone in your body. Through it all, you managed to stay compassionate and your head has remained just the right size. But that was many years ago, and you're still trying to lose the old image. Most people still remember you in your red, white and blue, star spangled leotard, which you find embarrassing.

After you got your certification as M.D., Uncle Sam paid you a visit. They wanted people with your skill and drive to work for them overseas. You accepted and worked for them for four years. You soon wound up wanting a practice of your own, so you changed your status to "reserve" and moved to California.

MEGAN WEBSTER: An expert psychologist and one tough lady. She doesn't take garbage from anyone. She's someone who knows her business and knows how to take care of herself. You also admire the level of professionalism she maintains and still remains personable.

HOLLY O'DONNELL: This lady a great Linguist/Anthropologist. She'll go out of her way to cheer up anyone. She's also really short and thin, but somehow she can drink anyone under the table.

GORDON MACYNTIRE: A policeman and a real nice guy. He's firm but fair and you think that combination suits him well. He's got a brave and cavalier side that even he doesn't recognize.

LANG ANDERSON: Team Sociologist. He's a good man, but he seems a little off the wall sometimes. Funny, but he's always looking around, searching for something he never finds. Maybe that's just as well.

MICHAEL COOPER: A full-time CIA operative. He really likes the spy business. Maybe a little too much. He places too much emphasis on the aggrandized version of what the Agency is. Sooner or later, he's in for a rude awakening.

## Lang Anderson, Sociologist

Gender: Male Age: 31 Defensive Option Level: 7

Ability	Score	e Mod	Saving 1	Throws		Ability	Misc
Strength	14	+2	Type	Total =	Base	Mod	Mod
Dexterity	17	+3	Fortitude	+6	+5	+1	
Constitution	12	+1	Reflex	+8	+5	+3	
Intelligence	16	+3	Will	+3	+2	+1	
Wisdom	12	+1					
Charisma	11	+0	Sanity:	50			
			_				
Armor		Defense	Dex	Misc.			
Class B	ase	Bonus	Mod	Mod			
16 =	10	+3	+3				

Hit Points: 37

Initiative: +3 (Dex)

Melee	Base	+ Str	Ranged	Base	+ Dex	
Attack =	= Attack	Mod	Attack =	Attack	Mod	
+5	+3	+2	+7	+3	+3	+1

Skill Concentration (Con) Craft (photography)	<b>Total</b> +6 +8	<b>=</b> = =	Ranks 5 5	+ Ability Mod +1 +3	+ Misc Mod
(Int) Cthulhu Mythos Diplomacy (Cha) Gather Information	+2 +9 +3	= =	2 9 3	+0 +0 +0	
(Cha) Hide (Dex) (cc) Knowledge (anthropology) (Int)	+6 +9	=	3 6	+3 +3	
Knowledge (archaeology) (Int) (cc) Knowledge (chemistry)	+5 +7	=	2	+3	
(Int) Knowledge (history) (Int)	+16	=	10	+3	+3
Knowledge (medicine) (Int) (cc) Knowledge (occult) (Int)	+6 +10	=	3 7	+3	
Knowledge (psychology) (Int) Listen (Wis) (cc)	+8	=	5 3	+3	
Move Silently (Dex) (cc) Research (Int) Speak French (Int) Spot (Wis)	+6 +13 +11 +11	= = =	3 10 8 10	+3 +3 +3 +1	

Languages: English, French

**Feats**: Dodge, Martial Artist, Skill Emphasis (Knowledge—history), Weapon Focus (handgun)

#### Roleplaying Information/Background:

When you were in college, the women called you a flirt. The guys called you a voyeur. Your sociology teacher recognized you for

what you are. She called you a people-watcher. You were always interested in the ways people interact with others. You followed your instincts and studied sociology and went to college for it.

Finishing college, but lacking practical experience in your field, you approached the government. You landed a job with the CIA as a trainee in covert observation. You impressed your superiors, and finally made it to some really good assignments in the Middle East, the Caribbean, and Europe. Some of them were rather disturbing, though. Some of the smaller cultures you studied worshiped various inhuman gods. It was all very hush, hush. Just as well. The whole thing shook you up pretty bad. But you're O.K., now... really! Everything is o.k... and those things that those people worshiped didn't follow you like you thought they would... or did they?

Anyway, last year you changed your status to "reserve", moved to Arizona and got a position with a State-funded research facility there. Everything has been going smoothly since then. It surprised you that the Agency came calling you again so soon. You'll just have to wait and see what all the commotion is about.

REISHA LORD: She's a Doctor. You also remember seeing her on syndicated television as being a professional combatant. Among the other gladiators, her name was "Singe." You watched the show all the time. She was your favorite. You love to talk about the old days with her

MEGAN WEBSTER: An expert psychologist and one tough lady. Someone would have to be pretty crafty to put one over on her. You can tell she's done a lot of fighting in her life. She's knows her business and how to take care of herself.

MICHAEL COOPER: A full-time CIA operative. He's really gung ho for the spy business. He doesn't understand how serious it is being involved with the Agency. You can see a potential problem with his careless attitude.

HOLLY O'DONNELL: The team's Linguist/Anthropologist. This petite lady will go out of her way to cheer up anyone. She can also drink anyone under the table. She also doesn't treat things serious enough.

GORDON MACYNTIRE: A policeman. He's firm but fair. He'll probably be the best one to keep Cooper and O'Donnell in line. He's the more serious type. He'll be a great asset to the team.

### Michael Cooper, CIA Intelligence Operative

Gender: Male Offensive Option			Age: 3 Level:				
Ability	Score	e Mod	Saving 1	Throws		Ability	Misc
Strength	16	+3	Type	Total =	Base	Mod	Mod
Dexterity	18	+4	Fortitude	+2	+2	+0	
Constitution	n 10	+0	Reflex	+10	+6	+4	
Intelligence	14	+2	Will	+4	+2	+2	
Wisdom	15	+2					
Charisma	12	+1	Sanity:	85			
Armor Class 15 =	Base 10	Defense Bonus +1	Dex Mod +4	Misc. Mod			

Hit Points: 38

Initiative: +4 (Dex)

Melee	Base	+ Str		Ranged	Base	+ Dex	
Attack =	: Attack	Mod		Attack =	Attack	Mod	
+10/+5	+6/+1	+3	+1	+11/+6	+6/+1	+4	+1

				+ Ability	+ Misc
Skill	Total	=	Ranks	Mod	Mod
Climb (Str)	+13	=	10	+3	
Heal (Wis) (cc)	+4	=	2	+2	
Hide (Dex)	+17	=	11	+4	+2
Jump (Str)	+11	=	8	+3	
Knowledge (occult)	+8	=	6	+2	
(Int)					
Listen (Wis)	+10	=	8	+2	
Move Silently (Dex)	+16	=	10	+4	+2
Repair (Int)	+6	=	4	+2	
Ride (Dex)	+12	=	8	+4	
Sleight of Hand (Dex)	+8	=	4	+4	
(cc)					
Spot (Wis)	+10	=	8	+2	
Swim (Str)	+13	=	10	+3	
Use Rope (Dex)	+10	=	6	+4	
Wilderness Lore (Wis)	+11	=	9	+2	

Languages: English

**Feats**: Martial Artist, Stealthy, Weapon Focus (combat knife), Weapon Focus (handgun)

#### Roleplaying Information/Background:

Throughout your entire school career, you were an Athletics major. You appreciated the values of art, history, the sciences, etc., but nothing did anything more for you than working out. You were of average build and height, but wanted to be like the heavy hitters at the gym. So you worked out... a lot.

You got to be very strong for your size and decided to put it to good use. Fresh out of high school, you got a job working for a postal carrier, heaving big boxes in and out of trucks. Then you worked for a moving company, heaving big couches in and out of trucks. After a while, you got tired of heaving big things in and out of trucks. It was then that you made your break from mundane life.

You lived in Washington, D.C. and had heard and seen a lot of things about Uncle Sam, and all the Government goodies, and you liked the James Bond movies, anyway, so you found your

way to the recruiting office of the CIA. After you were accepted, you went through a rigorous training procedure and were ultimately trained to perform just like the guys in the movies. The Agency calls you Intelligence Operative Cooper. You call yourself Cooper, Michael Cooper. So what if it's corny... You like it.

You've seen a whole bunch of the world, and you expect to see more. The spy business is great! You are the only one of your party that is still working for the Agency full time. The others are reservists now, just recently re-activated.

MEGAN WEBSTER: An expert psychologist and one tough lady... your kind of woman. She's done a lot of fighting in her life. That's a given. She's knows her business and how to take care of herself.

HOLLY O'DONNELL: This lady is morale personified. She'll go out of her way to cheer up anyone. She's also really short and thin, but somehow she can drink anyone under the table. She can't be beat as your team's Linguist/Anthropologist. She's loads of fun.

REISHA LORD: She's a Doctor. You also remember seeing her on syndicated television as being a professional combatant. Among the other gladiators, her name was "Singe." You've seen her fight once or twice. She's good... but not as good as you.

LANG ANDERSON: Team Sociologist. He's a good man, but there's something strange about him. He's always looking around, searching for something he never finds. Just so long as he doesn't freak on you, he'll be o.k.

GORDON MACYNTIRE: A policeman. He's way too serious and should lighten up. He'd really be o.k. if he realized that with the Agency behind you, you can't lose.