

Shades of Night, Chapter 2: Dark Seas, Dark Dreams

Introduction

As an arch-villain of only the very best sort, capable of giving even the most expert of investigators more than a run for their money, Rodger Baskerville has many irons in the Mythos fires. *Dark Seas, Dark Dreams* unfolds the shape of one of these.

In many ways Rodger's efforts to wreak vengeance on the family of Sir Henry Baskerville mark an aberration in his wider schemings, the result of his insatiable, paranoid need to revenge himself upon those he blames for his life as an outcast from society and possible only as he felt himself more secure and confident in his position in the wider world. The effects of his plots against the Baskervilles are limited and localized, although no less fiendish and dangerous for all that, but his other plans have wider and more serious implications, as discussed in the *Introduction to Shades of Night*.

In resolving the mystery of the attacks upon members of the Baskerville household, the investigators should have uncovered a number of clues that will lead them ultimately to further adventures in *Dark Seas, Dark Dreams*. These are summarized briefly here:

- The envelope addressed to L. Northedge found in Somerville's shop in Grimpen.
- The framed photograph of the Treloooan fishing-smack Polly Ann in Tullidge's room.
- The Mythos statuette in Tullidge's room.
- The receipt from Meldon's garage found in Somerville's car.
- The Mayan vase in Somerville's room.
- The cancelled cheques in Somerville's writing-desk.
- The bank statements in Somerville's writing-desk.
- The gate in the wardrobe in Somerville's room.

Rodger Baskerville in *Dark Seas, Dark Dreams*

The underlying theme to Rodger's plots in *Dark Seas, Dark Dreams* is his scheme to kidnap King George V and subvert him to the Mythos. However, as far as the investigators are concerned this is

incidental to the thread that draws them into discovering the extent of their foe's activities off the coast of north-east Cornwall; indeed they may well confound Rodger without ever learning of his plan.

Throughout the action of *Dark Seas, Dark Dreams* Rodger will be found for most of the time at the undersea dome. However, from time to time he will have to don the Northedge persona to deal with pressing business that requires his personal attention.

Once he learns of the investigators interest in goings-on at Treloooan, Rodger will begin to make plans to counter them. At first he will simply trust to the fact that they will be unable to learn anything of any consequence, but if he suspects that they are beginning to unravel his secret he will take action as described in the body of the investigation. General guidelines apply as follows:

- Rodger would prefer to avoid any inquiry into the disappearance or mysterious death of the investigators. If he can scare them away (for example, by using the spell Nightmare), he will be happy to do so, but if he has to he will not hesitate to have them killed by his minions. In this case he will endeavour to have their deaths made to look like accidents: drowning or cliff-falls are obvious possibilities, but motor accidents and fake suicides are also approaches that he will consider. Rodger will not participate directly in the murder of the investigators, leaving the sordid details to agents such as John Pengilly and Amos Tullidge.

- If Rodger captures investigators his first plan will be to drive them insane. Two methods are possible here: one is to expose them to the horrors of the Mythos, but Rodger is likely to regard this as time-consuming (which might lead to questions being asked about their disappearance), unreliable and likely to produce varying results; more attractive to Rodger will be to turn them over to the scientific methods used so effectively by Dr Nathaniel Wardle at Gravensteed Asylum. In the latter case, this will prove an alternative method of introducing the investigators to the third of the adventures in *Shades of Night*.

- As and when the investigators penetrate Rodger's undersea dome, the arch-villain will be there waiting to confront them. In these circumstances Rodger will not attempt any finesse in dealing with the investigators, especially if they are threatening directly his own safety and that of the dome's. He will use all of his powers in defence of the dome, including all spells that are appropriate to the situation. If things are going badly for Rodger, however, he will not hesitate to make an escape through his gate network.

Leonard Northedge

Rodger has closed-up his home in Tuffnell Park, London. Anyone inquiring there will find a skeleton staff of two in charge who will tell them that Northedge is on holiday. Neither of the staff are Mythos agents and Fast Talk and a small financial inducement (£1) should be enough to make either forget their instructions not to tell strangers that Northedge is holidaying in Cornwall at his vacation home near Treloosan village.

Treloosan

Treloosan is a small, semi-isolated, self-contained Cornish village lying on a lonely part of the coast some seven miles south-west of Bude, or about ten miles by narrow twisting country lanes. The village has a history both as a fishing community and as a mining community, although the tin that brought it prosperity in the nineteenth century has long since been exhausted. There is a darker side to the settlement too, for at one time its inhabitants pursued the risky career of wrecking, luring richly-laden vessels bound to and from Bristol onto the rocky coast, slaying their crews and passengers and looting their cargoes. The people of Treloosan have also been tainted to a marked degree with deep one blood for many generations, for the remoteness of the village makes it an ideal target for the biological needs of the amphibious creatures.

The occasional visitor is most likely to approach Treloosan along the lane winding seawards from the main road from Stratton to Camelford and, as he motors down the valley of Lowdon water his first impression will be of a picturesque Cornish fishing village nestling in the shelter of the bay formed by the towering cliffs of Treloosan Head, Barton Head and the surrounding

hills. The grey stone of the fishermen's cottages, the ancient tower of the church, the moss-covered tombstones in the cemetery, the fishing smacks tied alongside the quays of the small harbour, fishermen mending nets and lobster pots on the quayside - the picture is almost idyllic. Only after closer acquaintance will the evil that lurks behind the doors of the cottages become apparent.

Rodger and Treloosan Village

Although Rodger has found Treloosan village ideally suited to his purposes, he has seen no reason to disclose his real identity to even the most loyal of his henchmen amongst the inhabitants. As far as everyone in Treloosan is concerned, he is Leonard Northedge, and while some may suspect that this is a pseudonym, no one knows who he really is nor anything of his origins. For most of the villagers, the first that they learnt of Northedge was when he bought Treloosan Manor and the nearby derelict mine.

Rodger is rarely seen around Treloosan and he is only occasionally resident at the Manor. He leaves day-to-day matters to his lieutenants in the village and at the mine and is spending more and more time at the undersea dome as the deadline for his plan to kidnap King George V nears.

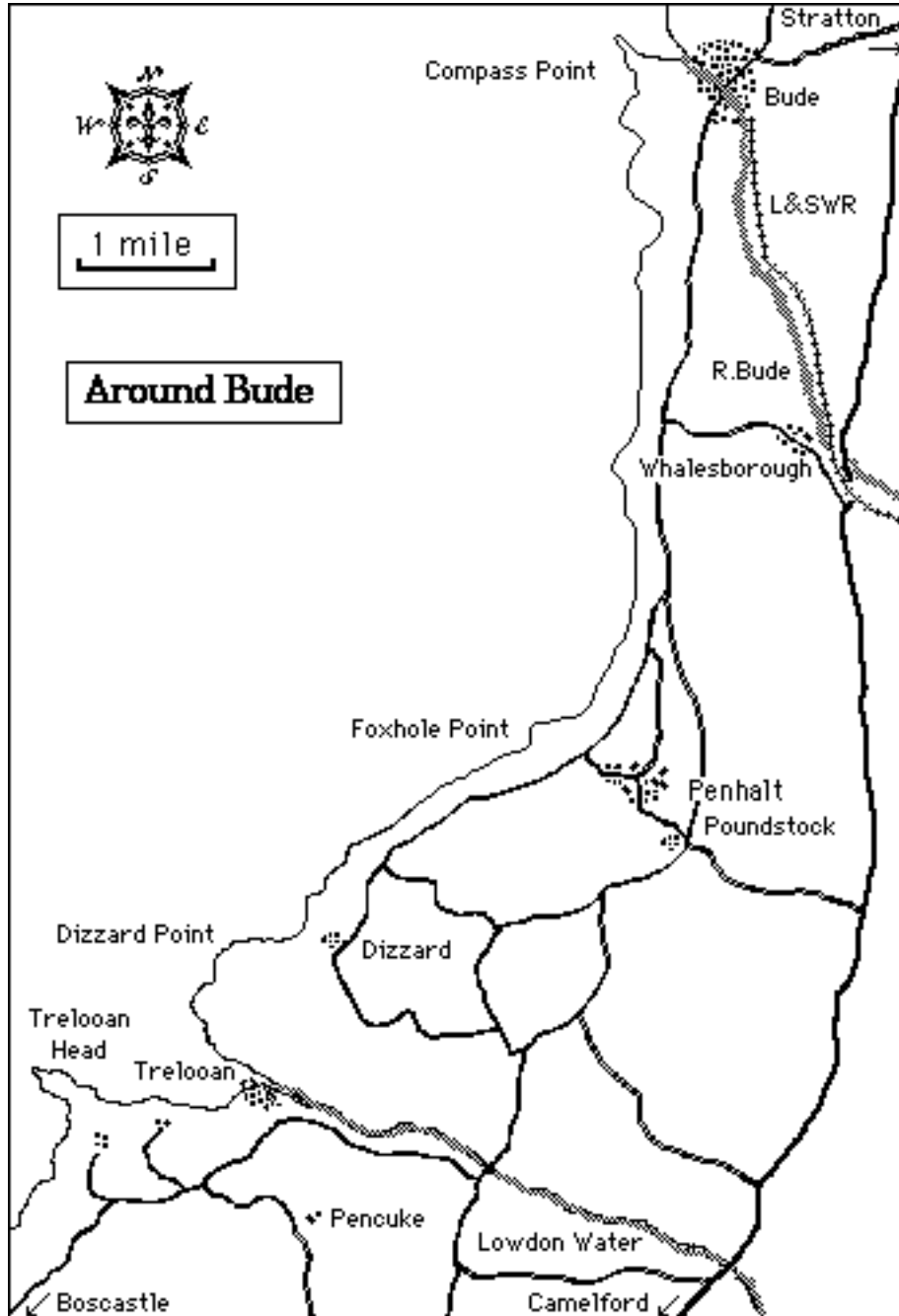
The Deep Ones

The following notes provide one possible hypothesis for deep one society and an explanation of the biological compulsion underlying the relationship between humans and deep ones. It differs from other published theories and may be less acceptable to you than these or your own ideas and formulations. Whatever the case, feel free to use all, some or none of the following as best suits your needs.

Too many investigators perceive deep ones as nothing more than bug-eyed monsters with incomprehensible motives and thought-processes, deserving only of a swift ending, and no need to lose any sleep over that either. They give no heed to the nature of the society in which deep ones live, to the structure and organization of deep one communities. Mythos works give some inkling of the existence of deep one overlords in the forms of Father Dagon and Mother Hydra, but little is revealed about what they rule over and how their power is exercised and limited. These notes are

intended to shed some light on the enigma of the deep ones, but they are neither comprehensive nor authoritative and investigators may well uncover facts and truths about deep ones which will gainsay

what is written here. This is in keeping with the secrecy and uncertainty that surrounds the Mythos.

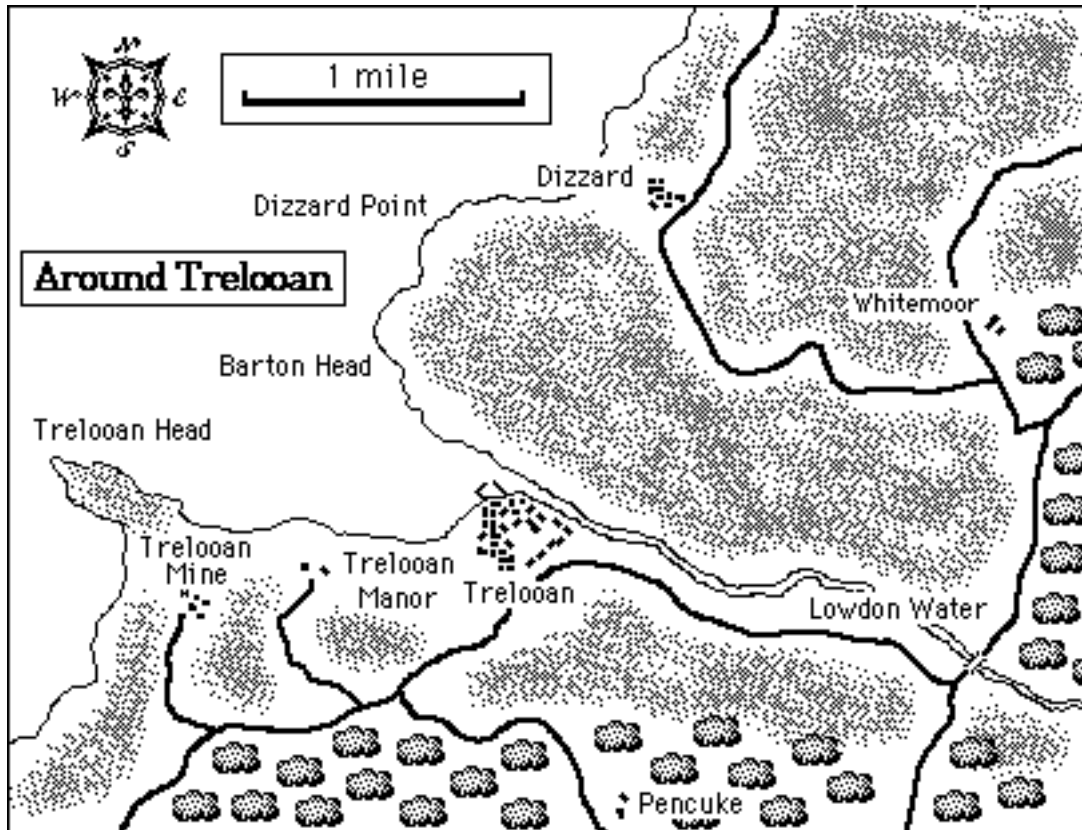


That there is a deep one empire seems undeniable, but whether or not that empire encompasses all of deep one society is less certain. What seems clear, however, is that when Great Cthulhu held sway over the world, all deep ones acknowledged him as their master and that this is still

nominally so. In the name of Cthulhu the two beings known as Father Dagon and Mother Hydra claim to rule all deep ones through a chain of subordinates, many the descendants of their own blood-lines, whose titles are meaningless to human eyes and ears, but whose status, functions and powers

correspond roughly to those of caliphs, satraps and viziers in human empires. In the closest analogy to human forms of rule, Father Dagon and Mother Hydra are theocrats, priestly rulers in the name of their god, following the precepts and articles of a strange but nevertheless real

faith. As there are heretics in human religions, so there are similar individuals and groups within deep one society, denying the dominion of Cthulhu's prophets in favour of other beliefs, other gods.



Great Cthulhu

Standing nominally at the apex of the deep one empire, Great Cthulhu is limited in the extent to which he can wield his power by virtue of his slumbering entombment in submerged R'lyeh. Consequently, although all deep ones acknowledge his titular authority through obeisance to Father Dagon and Mother Hydra, many prefer to regard this authority as something to be honoured in the breach as much as in the observance.

Father Dagon and Mother Hydra

Father Dagon and Mother Hydra are Cthulhu's vicegerents over the deep ones, reigning in his stead until the day R'lyeh rises above the waves and he awakens to take his rightful place as ruler of the world. The relationship between these two great deep ones remains unclear, however.

That one is male and the other female is implied by their names and the fact that there are deep ones who claim direct descent from both seems to substantiate this.

These two powerful deep ones claim authority over all deep ones, but the vast extent of the deep one empire and the limitations of undersea communications means that they must rule through subordinates who must, perforce, be given much freedom of action. Only where the two mighty deep ones can exercise their power directly, or where their subordinate caliphs, satraps and viziers are themselves completely loyal, can they be sure that their commands will be obeyed.

Caliphs

The caliphs are the direct descendants of Father Dagon and Mother Hydra, although not necessarily of unions between

these two beings alone. They rule over deep one communities that are analogous to human countries and, like the governors in certain human empires, many caliphs in the remoter parts of the deep one empire nurture ambitions concerning their own power and independence. Again as in the case of human society, blood-line relationships are no guarantee of loyalty.

Satraps

Deep one satraps may or may not be blood-line descendants of Father Dagon or Mother Hydra though many are, if only through intermediary caliphs. They govern groupings of deep one settlements that can be considered equivalent to provinces, states, counties, cantons or similar human territories. As some caliphs look for opportunities to free themselves from the rule of Father Dagon and Mother Hydra, so do certain satraps plot to establish themselves as independent rulers. Others note the discontent in their own caliphs and

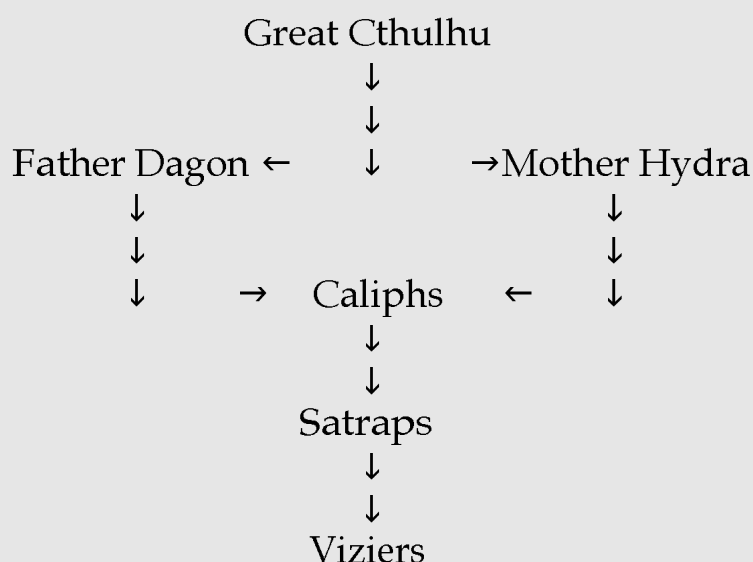
hope to take their place by intrigue and conspiracy, reporting secretly on disloyalty to the imperial authority.

Viziers

Like satraps, deep one viziers may be descended ultimately from Father Dagon or Mother Hydra, but need not be so. They rule individual cities and associated satellite communities and are supposedly answerable to the satraps who govern the provincial areas into which the various cities are grouped. Everything that has been written concerning the Byzantine disloyalties and actual and potential treachery of deep one caliphs and satraps holds equally true for viziers. The viziers of remoter settlements are, to all intents and purposes, answerable only to themselves anyway, and in many cases open revolt would only give a different name to the reality that already exists.

Keeper Papers #1

A Tentative Hierarchy of Deep One Society



The Deep One Reproductive Cycle

The breeding pattern of the deep one race is complex. The 'monstrous lust' that drives deep ones to interbreed with humans is, in fact, a biological necessity. Although it is well known amongst students of the

Mythos that deep ones can interbreed with humans, it is less widely known that while both male and female humans can successfully procreate with deep ones, they can do so with only one type of deep one: the trigon, the third deep one sex. The existence

of this sex is one of the most closely guarded of the amphibious race's secrets, and rightly so. The trigon is hermaphroditic and capable of being either male or female as circumstances demand, but in fact it acts only as a 'messenger', carrying the seeds of fertilization from male to female in a complex biological process. This rôle as a messenger is vital, for without it the process of reproduction will fail. Human males mate with trigons which then mate with deep one females; similarly, deep one males mate with trigons who then impregnate human females; finally, deep one males must also couple with trigons so that they can then fertilize deep one females. The final key to the whole process is that purely deep one matings produce only male or female children; the offspring of deep ones and humans are always trigons. Thus deep one/human matings are essential to the survival of the deep one race.

While the child of a deep one/human female will ultimately become a deep one trigon, there remains a period in its life as a human when, to all intents and purposes, it is biologically fertile as a human. During this period it can mate with its own kind to produce children of its own, but these too are destined to become trigons. However, for such children, the period of transition is extended and, where they have children of their own, the span of time is increased even further. In cases where the deep one strain has been sufficiently diluted, situations occur where the transformation to trigon cannot occur before the human life-span is exceeded and the individual dies.

The enormously long life-span of deep ones implies that their reproductive cycle is long, so that the actual demands on humanity to assist in the procreation of the necessary trigons are low. Also, it would seem that, unlike humans, deep ones mate only at particular stages of their adult development, perhaps driven by internal biological 'clocks' or else by changes in the aquatic environment in which they normally live, so again the mating imperatives are less strident than amongst humans.

That humans and deep ones can interbreed to produce viable hybrids is already strong evidence that the two species are related. The nature of the trigon almost certainly makes the relationship conclusive and it remains only to establish whether humans are the descendants of

deep ones who moved to a purely terrestrial existence, or whether deep ones are a marine off-shoot of humanity. It is also an interesting question to ask why, if the two species are so closely related, there is no third sex in the human reproductive process (or in any other species that is known on Earth, for that matter).

A likely explanation lies in the genetic experiments of the elder things, whose ancient science is sometimes credited with the creation of terrestrial species including the mammals and humanity. An amphibious race themselves, the connection between elder things and deep ones may be too obvious, but it is not too great a deductive leap to make to suppose that both humanity and the contemporary deep ones are genetically manipulated species developed from a common ancestral marine race. Why the elder things chose to include in their experiment the link forged between humans and deep ones by the trigon remains a mystery, but it may be no more than an accidental evolutionary development; alternatively, it may be part of an experiment whose course has yet to run and whose outcome can only be guessed at.

Communications and Transport

Although at least as ancient a race as Mankind, deep ones are apparently much more technologically backward than humans. They have no mechanical forms of transport analogous to motor cars or steamships, no speedy systems of communicating between settlements such as radios and telephones. The only effective way for deep one communities to communicate with one another is physically; in other words, message-bearing couriers must travel from one to the other. Fully mobile in the water, deep ones are quite capable of making long journeys unaided, although passage across abyssal depths (there are physiological limits to the depths that deep ones can attain unaided) or against strong currents poses some problems.

Like pre-industrial man, deep ones have sought aids to mobility in the habitat in which they live, exploiting marine animals in the same way that humans use terrestrial ones. The various cetaceans are those which have been domesticated most successfully by the deep ones, with the smaller whales being used to tow a wide

variety of devices for carrying both freight and passengers.

Rodger Baskerville and the Deep Ones

Rodger's relationship with the deep ones is through the central authority that claims to rule all of the Earth's oceans in the name of Cthulhu. As a result of his researches and endeavours, Rodger has become one of the few humans to meet the almost legendary Father Dagon and Mother Hydra and he has persuaded the two rulers that his plots and schemes can assist and

advance the enigmatic plans of their own race.

Consequently, Rodger has established a close link with those deep one settlements off the coasts of South Wales and North Devon and Cornwall whose caliph recognizes the authority of Dagon and Hydra and whose satraps and viziers are similarly loyal. They are his allies in all that he plans, although they will not risk the safety of their own communities and rule simply to further Rodger's ambitions.

Keeper Papers #2: Deep One/Human and Deep One/Deep One Mating Schematic

Deep One Male = Trigon = Human Female

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'Human' Trigon

Human Male = Trigon = Deep One Female

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'Deep One' Trigon

Deep One Male = Trigon = Deep One Female

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Deep One

'Human' Trigon = Human Mate

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'Delayed Human' Trigon

The Villagers of Treloan

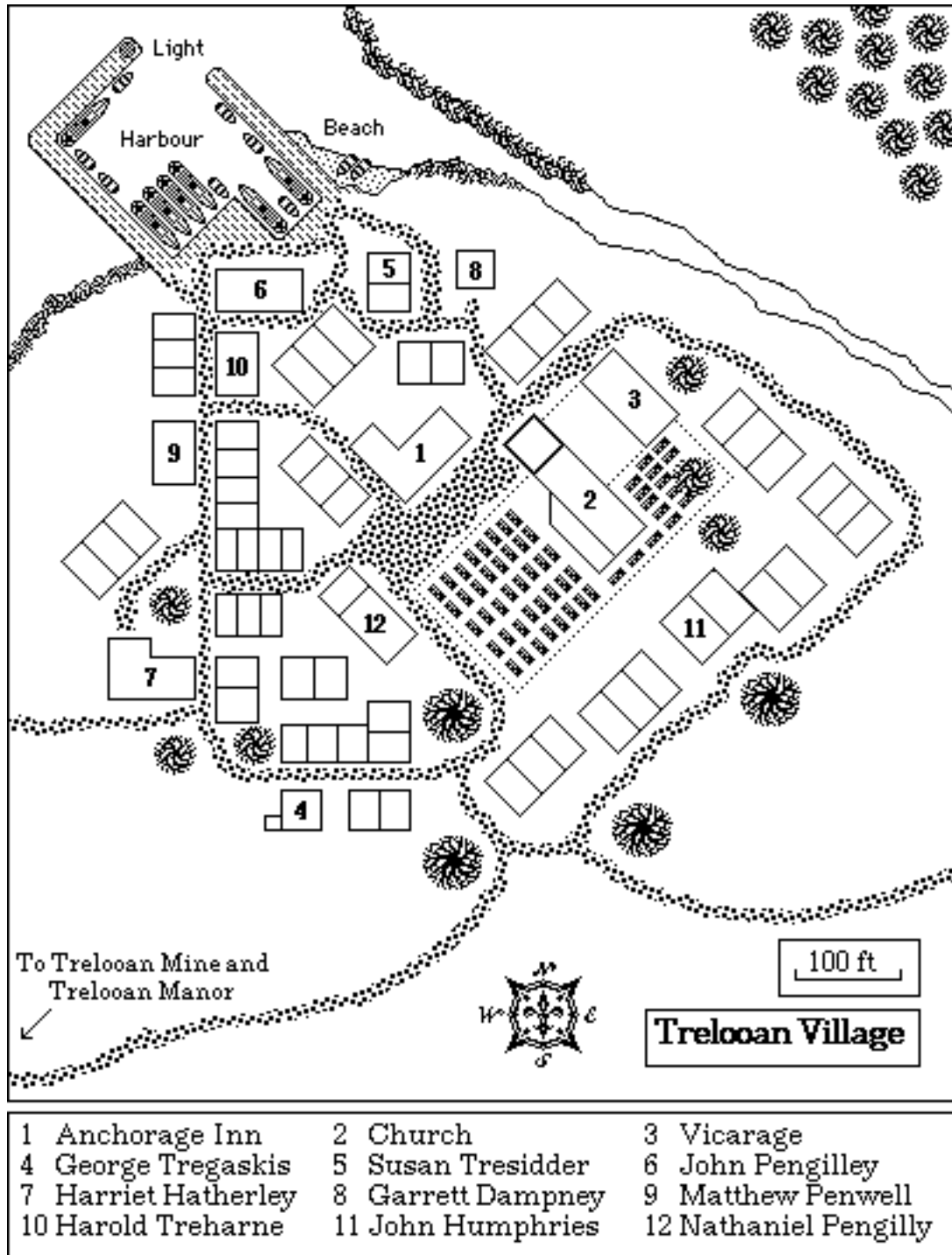
Despite its links with the Mythos and the darker sides of its past, not every inhabitant of Treloan is necessarily privy to the full range of its black secrets. Also, even those who are, whether through links to the deep ones or by being part of Rodger Baskerville's conspiracy (or both), may not be entirely evil and beyond salvaging through proper treatment. However, by and

large Treloan is a close-mouthed, secretive community, suspicious of outsiders and ultimately hostile towards the persistently inquisitive.

The people of Treloan pursue a range of occupations, although those to do with fishing and the sea are by far the majority. The womenfolk of the village are for the most part housewives and only a few have full-time employment, such as the school-

teacher; the wives and daughters of fishermen all help at the fish-market to gut and scale freshly-landed fish. The

following summary describes the work of Treloosan.



• **Fishermen:** Most of the men in Treloosan earn their livings from the sea, either aboard their own boats or working as hands on those of others. Along the north coast of Cornwall the principal catch is herring, but from March to April and September to December mackerel are also

important. As the herring move away from coastal waters, the lugger-rigged ships of Treloosan, along with those of the other Cornish fishing ports, head for the North Sea herring fishery operating from Hartlepool, Scarborough, Sunderland and Whitby. The more adventurous skippers

will follow the herring shoals round the north of Scotland to the Isle of Man and Ireland. This nomadic pursuit of the herring occupies two to three months.

Through the summer months pilchard are the major catch, although the fish are no longer caught by seining as they were in the past; deep-sea trawling has broken up the shoals and destroyed enormous numbers of immature fish, cutting off at source the supplies to the inshore fishermen. Furthermore, like the other Cornish fishing fleets, the Treloosan boats have been overtaken by increasing numbers of 'foreign' trawlers, many steam driven, from Brixham and Plymouth in Devon, from the North Sea fishing fleets, from France (particularly Brittany), and from Belgium, outnumbering local fishermen by three-to-one or more.

With steam trawlers costing more than £6,000 each, few of Treloosan's fishermen can afford to compete efficiently with the non-Cornish fleets. Other types of fishing have therefore become important to the men of Treloosan, principally for crab and lobster and long-line for, for example, dog-fish (sold as 'flake' in the up-country markets).

It is amongst the fishermen and their families that the deep ones have their closest ties and few if any remain untainted, one way or another, by the marine creatures. Several of the women have born children destined to become trigons and most of the men have contributed their genes to the deep one race.

- **Farms:** There are a number of small farms working the rather poor land around Treloosan. Most of these farms are run by families who are tenants of the major landholder in the area, the Earl of Poughill (pronounced Poffill), an absentee landlord usually found in London, the more superior social events of the season (Henley, Ascot, etc) or Monte Carlo. The local agent for the Earl resides in Bude.

- **The Church:** Joseph Damerell is the Anglican vicar of Treloosan village. Treloosan was the first parish to which he was appointed as a priest and he has remained there ever since, corrupted of much of his faith by the evils of the Mythos. Nevertheless, within Damerell remains a residue of belief in the Almighty and, in certain circumstances, he may prove an ally of the investigators.

- **Ships' Supplies:** John Pengilley is the local chandler, providing ropes, chains and other fittings to the village's fishing fleet.

Pengilley is also to all intents and purposes the headman of Treloosan, being the villagers' leader in cult ceremonies, their spokesman in all dealings with the deep ones, active in protecting the village's evil secret, and now Rodger Baskerville's chief henchman in the community.

- **The Inn:** The publican of the local inn, *The Anchorage*, is Edward Tregenna. Most of the men of the village can be found in the pub of an evening. For information on pub entertainments, see the section in the previous chapter on Grimpen village.

- **Law and Order:** Treloosan has a resident police constable in the shape of George Tregaskis. When first he was appointed to the newly created post of village policeman in 1906, the young Tregaskis had wide-ranging ambitions for himself, but now he hopes just to reach the rank of sergeant before retiring.

- **School:** Harriet Hatherley is the village school-teacher. She is a spinster aged about 50 and has taught in Treloosan all her working life.

- **Miners:** The dozen or so miners who 'work' at nearby Treloosan Mine are all hired from the village; each of them is, to a greater or lesser degree, part of Rodger's conspiracy, although the extent of individuals' enthusiasm in his employ varies.

- **Tradesmen:** In addition to those callings listed above, several trades are carried on in Treloosan by one or a few people. Some of the more important of these are described here.

- # Although a substantial part of Treloosan's catch of herring, mackerel and pilchards is landed at Bude to catch the London train, the remainder is taken to the village's harbour where 'jousters' buy the locally-landed fish at the market in the morning and spend the remainder of the day selling them in the surrounding area.

- # In spite of the increasing mechanization of transport and agriculture, the horse remains an important part of rural society and Treloosan has a blacksmith in the substantial shape of Garrett Dampney who, as well as shoeing horses, repairs and makes tools and equipment for local needs.

- # While many of Treloosan's womenfolk bake their own bread, baker Matthew Penwell still finds a ready market for his wares.

- # Butcher Harold Treharne supplies fresh meat to the village.

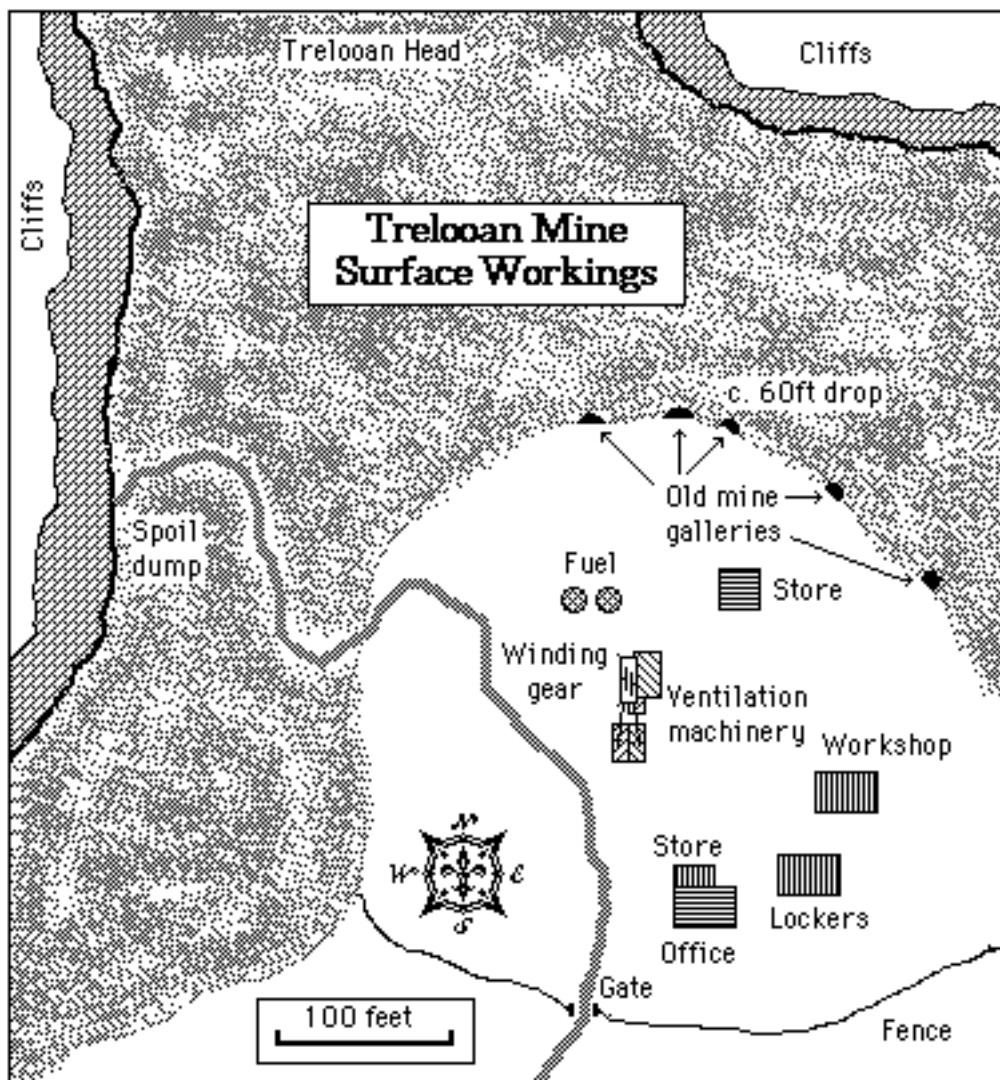
Dairyman John Humphries acts as middleman for the supply of milk between a number of the outlying farms and the villagers of Treloosan.

Treloosan Mine

At the start of the nineteenth century a rich lode of tin was found beneath the cliffs to the south of Treloosan village. In the boom that the Cornish mining industry enjoyed at this time, the lode was quickly exploited and a mine was established to recover the ore. As the initial vein was exhausted, the workings were driven deeper and deeper in the search for new deposits. Eventually the mine's galleries were extended out from the cliffs and beneath the sea floor; by the time that mining finally ceased in the 1890s the

tunnels extended for miles in a complex maze of interconnecting galleries and shafts, some of which had been penetrated by deep ones from their nearby settlements.

From 1895 to 1919 the mine lay disused, its lower levels haunted by the amphibian monsters, until Rodger Baskerville learnt of it and realized that it could greatly assist his plans for an undersea settlement. He set up a company to purchase the site, ostensibly to explore the possibilities of re-opening the workings. At the same time he saw the advantages and security that would be offered to his operation if he could also acquire the nearby Treloosan Manor and this too he managed to purchase.



The company set up by Rodger to acquire the mine is Rinar Mining, a subsidiary of

Jones-Underwood, but it may cost the investigators some effort to establish this

fact. Any investigator who can succeed with Dream Lore will recollect that Rinar is a seaport to the south of Ooth-Nargai in Earth's Dreamlands. Of course, this may be no more than coincidence.....

Above Ground

The map nearby shows details of the surface layout of Treloooan Mine. Over the twenty-five years that the mine lay disused, its buildings fell into disrepair and many became derelict. Since Rodger acquired the site, naturally he has had to refurbish at least some of its above-ground workings, if only to add credibility to the declared re-opening of the mine. For obvious reasons, the structures housing the winding gear and ventilation machinery have been thoroughly repaired and are well-maintained.

Because most of the nearby village is to some extent part of the Mythos conspiracy, Rodger's security problems at the mine have not been as great as might have been the case in other parts of Cornwall, and the semblance of normal operations has only to deceive the rare visitor or passer-by whose suspicions might otherwise be aroused.

Underground Workings

The map of the underground workings of Treloooan Mine is provided nearby split over two pages. It is a detailed two-dimensional representation of the tunnels and galleries of the mine, showing both closed-off, flooded and accessible areas.

There are two distinct aspects to the workings: the early, pre-19th century galleries driven into the back of the cliffs at ground level and above; and the shaft for deep-mining operations which was sunk in the early 1800s and progressively deepened over the course of the century.

The tunnels leading to Treloooan Manor and the undersea settlement are lit at regular intervals by electric light and are relatively dry and well-maintained. Outside of these, little has been done to repair or care for the rest of the mine. Without explosives or drilling equipment, it is impossible to get beyond the various caissons that have been used to seal off flooded areas. Elsewhere, the unused tunnels are unlit, damp and dangerous, with unexpected drop-offs, unguarded winzes,

rock-falls, creep and crush all making their appearance. In and near the flooded sections to seaward, deep ones may be encountered where they continue to penetrate the mine through fissures in the ocean floor.

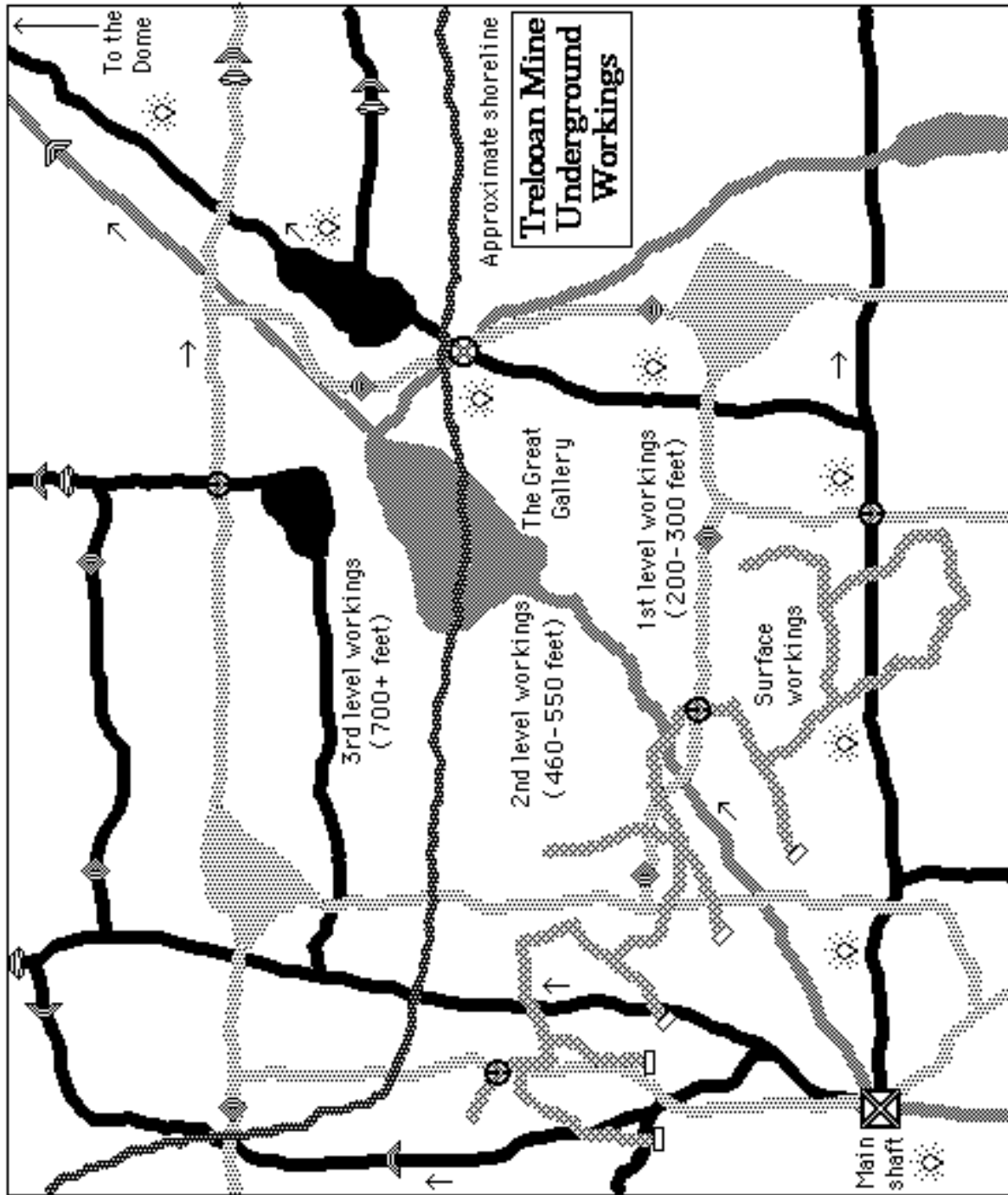
There are three levels to the main mine, reflecting differing periods of development as the search for tin was pushed deeper and further. Below the cliffs of Treloooan Head the rock is honeycombed with galleries

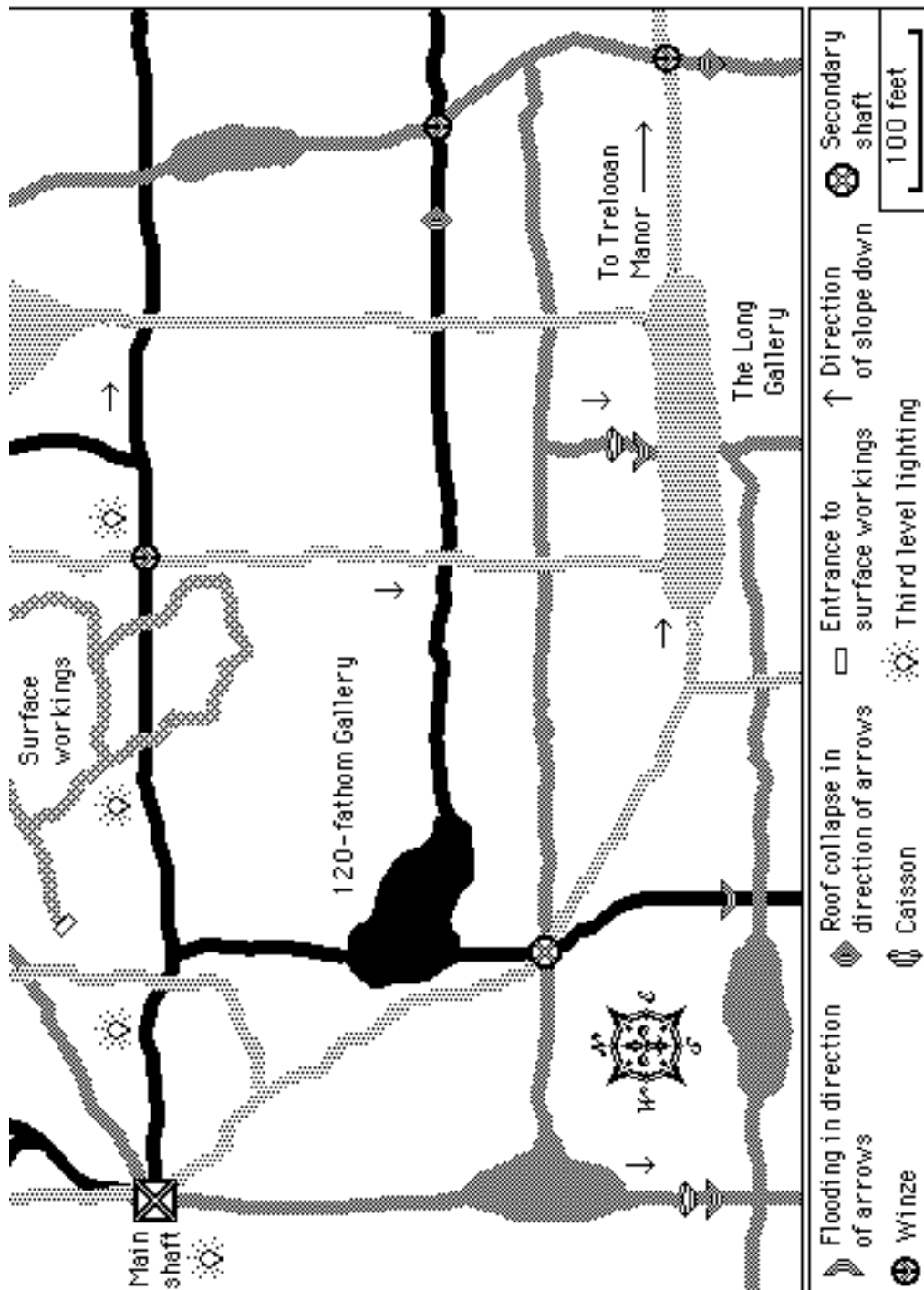
Keeper Papers #3: Mining in Cornwall

The history of tin-mining in Cornwall certainly goes back nearly 4,000 years, but the deep mine with undersea workings is a relatively recent (nineteenth century) phenomenon. Tin was probably first mined in Cornwall as the British Isles entered the Bronze Age - circa 1,800 BC. Britain is identified by some authorities as the likely main source of tin for the Middle East by the mid-sixteenth century BC, although the major trade route was almost certainly overland via Brittany or the Rhine rather than through the Phoenician traders popularized in many primary school history lessons.

Cornish tin was first mined largely from alluvial placer deposits - concentrations of the erosion-resistant mineral weathered out of rocks and washed into river gravel beds. Miners probably went underground to reach these as it was often easier to do this than to remove hundreds of tons of top-spoil to get at the ore. Also, changes in sea-level could bury deposits over thirty feet deep.

Bronze Age miners are unlikely to have exploited lodes to any great extent, if at all, and there is little evidence that Cornish lodes were mined until the Middle Ages when placer supplies began to be exhausted. Nevertheless, once this happened underground workings became extensive and until nearly the end of the nineteenth century Cornish tin deposits were the largest known in the world.





Treloosan Manor

Home of the local squire since the seventeenth century, Treloosan Manor is still the largest and most imposing building in the vicinity of the village from which it takes its name. In 1895 the then squire was a major shareholder in Treloosan Mine and the failure of the company ruined him, forcing him to sell the property that had been in the Trevithick family for over three hundred years.

During the next twenty years the Manor changed hands a number of times, being bought in 1915 by Mrs Frances Coke-Brockman, the widow of a high-ranking colonial civil servant. It was she whom Rodger obtained the house from and it is currently owned by the Leonard Northedge persona, ostensibly as a holiday retreat for the busy industrialist.

Keeper Papers #4: How Rodger Acquired Treloosan Manor

Mrs Coke-Brockman was not in the least interested in selling Treloosan Manor when the agents of 'Leonard Northedge' first approached her, but Rodger was determined that the property should be incorporated into his plan: the last thing he wanted was a curious old woman camped virtually on the doorstep of operations at Treloosan Mine. Recognizing a tough old bird well-used to cowing legions of dark-skinned subjects of the Empire by the mere force of her personality and the steel in her glittering eye, Rodger knew that she would respond to both financial inducements and implied or actual threats with contempt; therefore he had to find another way to persuade her to sell up.

Enter the deep ones and the power of the Mythos. With the help of his amphibian allies and judicious castings of his Nightmare spell, Rodger was sure that he could induce sufficient unease in Mrs Coke-Brockman to make her want to move to a more congenial home. Where she would be unmoved by visits from broken-nosed, cauliflower-eared plug-uglies sent to frighten her off, when the uncertainty and fear emanated from within she would be less determined to stand her ground. And so it proved to be. Within a month of the nightmares commencing and the nocturnal visits of the deep ones Mrs Coke-Brockman was ready to sell and, when Leonard Northedge's lawyer approached her with a slightly improved offer, she took it readily.

The Manor has a number of attractions for Rodger, apart from the added security for his operations at Treloosan Mine that the property offers. Following work by Rodger's engineers, the cellars of Treloosan Manor now connect to the galleries of Treloosan Mine, providing ready access between the Manor, the mine and the undersea dome. The old smugglers' cave linked to the Manor via a passage hundreds of years old provides an ideal hiding-place for Rodger's submarine, the *Karakal*. When the submarine is

docked in the sea-cave, its crew is usually quartered at the Manor. Details of relevant rooms at the Manor are provided below.

- **'Leonard Northedge's' Study:** Rodger has turned the library at Treloosan Manor into a study which has been fully fitted out so that he can use it to facilitate his various legitimate and not-so-legitimate activities. There are three items in the study that should prove of interest to the investigators.

- # The desk drawers contain several documents relating to Jones-Underwood. Also in a folder in the desk are a number of newspaper clippings from the 'quality' press (predominantly *The Times* and *The Daily Telegraph*) covering various occasions on which the King has skippered the *Britannia*. The latest of these is reproduced as Dark Seas' Papers #1.

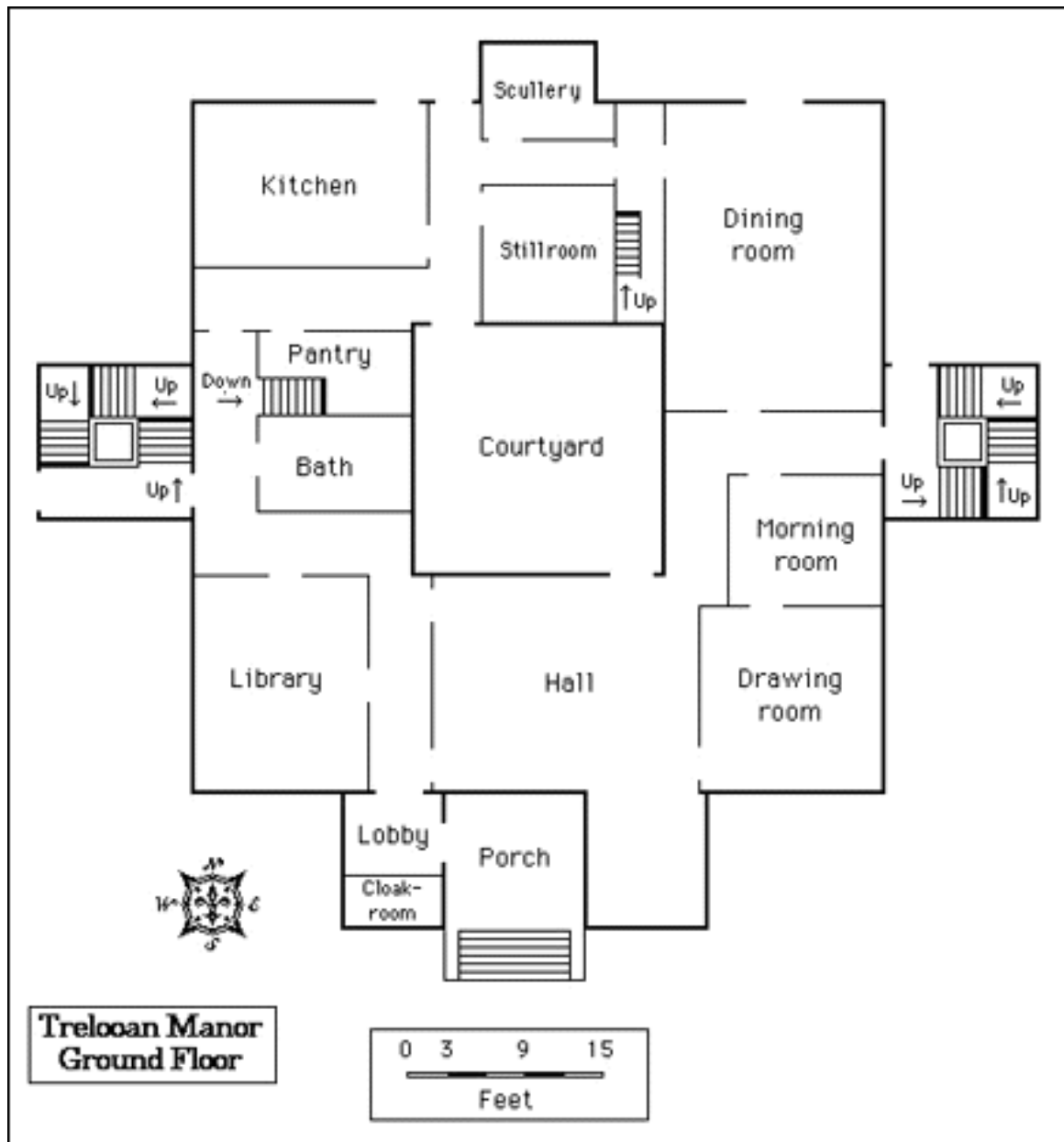
Dark Seas' Papers #1: *The Times*, Tuesday, 26th May, 1925

HIS MAJESTY WILL SAIL 'BRITANNIA' FROM CARDIFF

It is understood that on completion of the Royal Visit to the Principality of Wales at the end of August, His Majesty the King will captain the royal yacht 'Britannia' from Cardiff to Cowes to take part in races off the Isle of Wight.

- # A letter from a Dr Nathaniel Wardle, the Director of Gravensteed Asylum with an address near Bude, accepting an investment of private funds from Leonard Northedge in return for Northedge becoming a 'sleeping' partner in the sanatorium. A success with Accounting will recognize the terms outlined in this letter as a quite usual business practice.

- # An abstract painting on the wall behind the desk is a confusing whorl of violently contrasting colours and patterns, apparently without form or purpose, but success with Cthulhu Mythos will recognize a representation of R'lyeh before the fall (0/1 SAN).



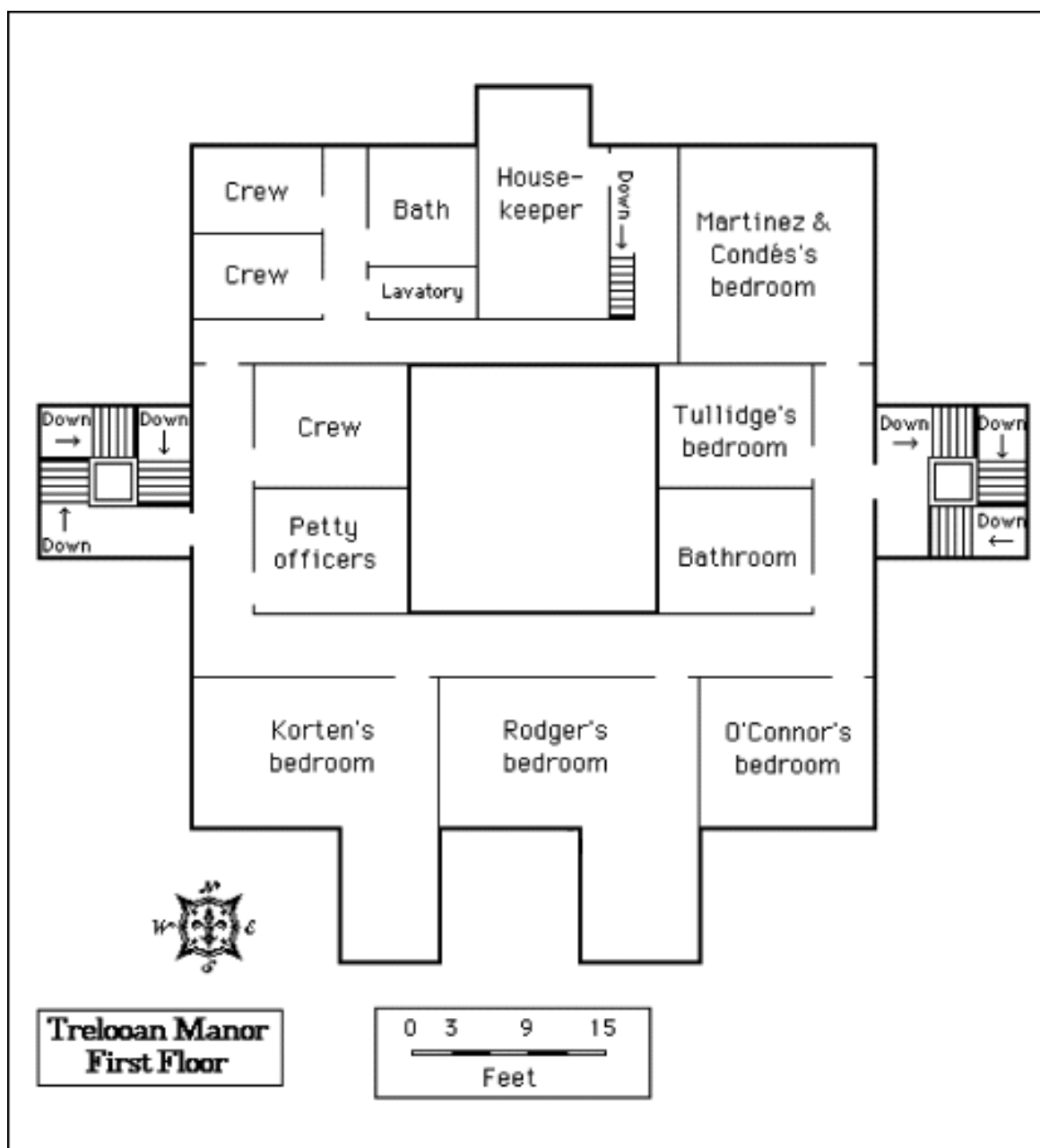
- **Housekeeper's Room:** The permanent staff at Treloean Manor comprises a housekeeper whom Rodger has recruited from amongst the Mythos-tainted folk of the village. This is Mrs Edna Tregelles, a plump, grey-haired widow in her 50s who, as well as her dead husband's children, has also mothered a trigon child for the deep ones. Amongst the personal effects in her room is a small album with photographs of her family, including pictures of her trigon son (named as David). If the investigators find this album and make a special success with Cthulhu Mythos while examining the photographs, they will recognize deep one traits in the pictures of the adult child (0/1 SAN). Should they try to trace Mrs

Tregelles's son, they will be told that he died of pneumonia a few years previously; there is an appropriately-named gravestone in the churchyard, but if the investigators decide to try their hands at a spot of grave-opening, they will find that it is empty.

- **Rodger's Bedroom:** Naturally, when he is at Treloean Rodger uses the master bedroom at the Manor. As in the case of Joshua Somerville's house in Grimpen, he maintains an entry into his gate 'network' here. With little originality, he has again concealed the gate within a wardrobe in his bedroom. Apart from this gate, there is nothing in the room to interest the investigators.

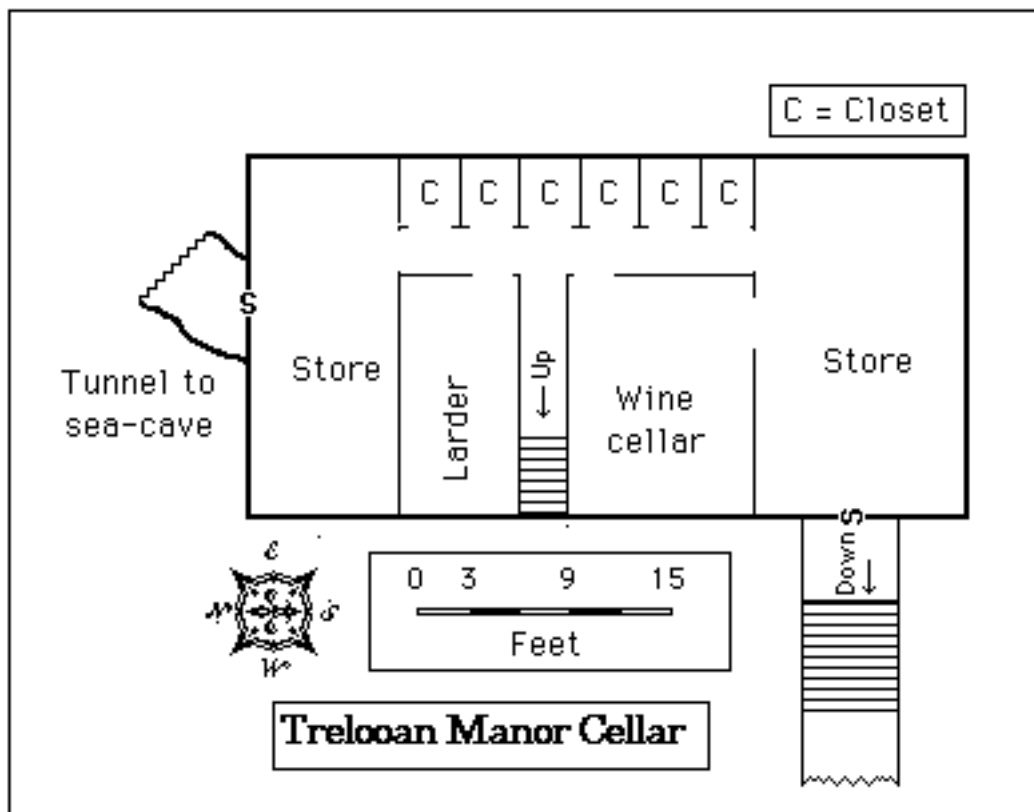
• **The *Karakal's* Crew:** In keeping with his status as the captain of the *Karakal*, Wolfgang Korten uses one of the Manor's best bedrooms. The two junior officers, Raoul Martinez and Luis Condés, share a room together. Henry O'Connor, the engineering officer has a bedroom to himself. The submarine's three petty officers bunk together at the Manor. Bunk beds have been provided in three of the rooms for the *Karakal's* eleven crewmen. In all of these bedrooms there are things to suggest that they are used by sea-faring men on a quite regular basis. These include mariner's clothing, books and manuals on seamanship

and marine engineering in the officers' rooms, etc. The officers' rooms also have notebooks containing information relevant to their specialities, but written in the language appropriate to the individual's background (German for Korten, Spanish for Condés and Martinez, English for O'Connor); after reading one of these, a special success with Knowledge, or a simple success for an investigator with the appropriate background, will suggest the writer's duties. The bed arrangements in the petty officers' and crewmen's quarters are indicative of the numbers of men involved.



• **Cellars:** One of the main features of the cellars of Treloooan Manor is their connection to the tunnel system of the nearby mine. Another feature is the tunnel leading to a sea-cave south of Treloooan, a relic of the not-so-distant days when the Squire of Treloooan was not averse to a little smuggling. Successful Geology will reveal that the latter is far older than the other tunnels of the mine and probably natural; History or a special success with Knowledge will infer its most likely purpose.

The entrances to both tunnels are concealed. The tunnel to the cave is the best hidden, for it was designed to confound inquisitive excisemen; Spot Hidden when searching the room in which it is attract an adverse modifier of -15% . Rodger has been less concerned about hiding the entrance to the mine, however, and searches conducted in its room receive a positive modifier of $+10\%$.



The Cave

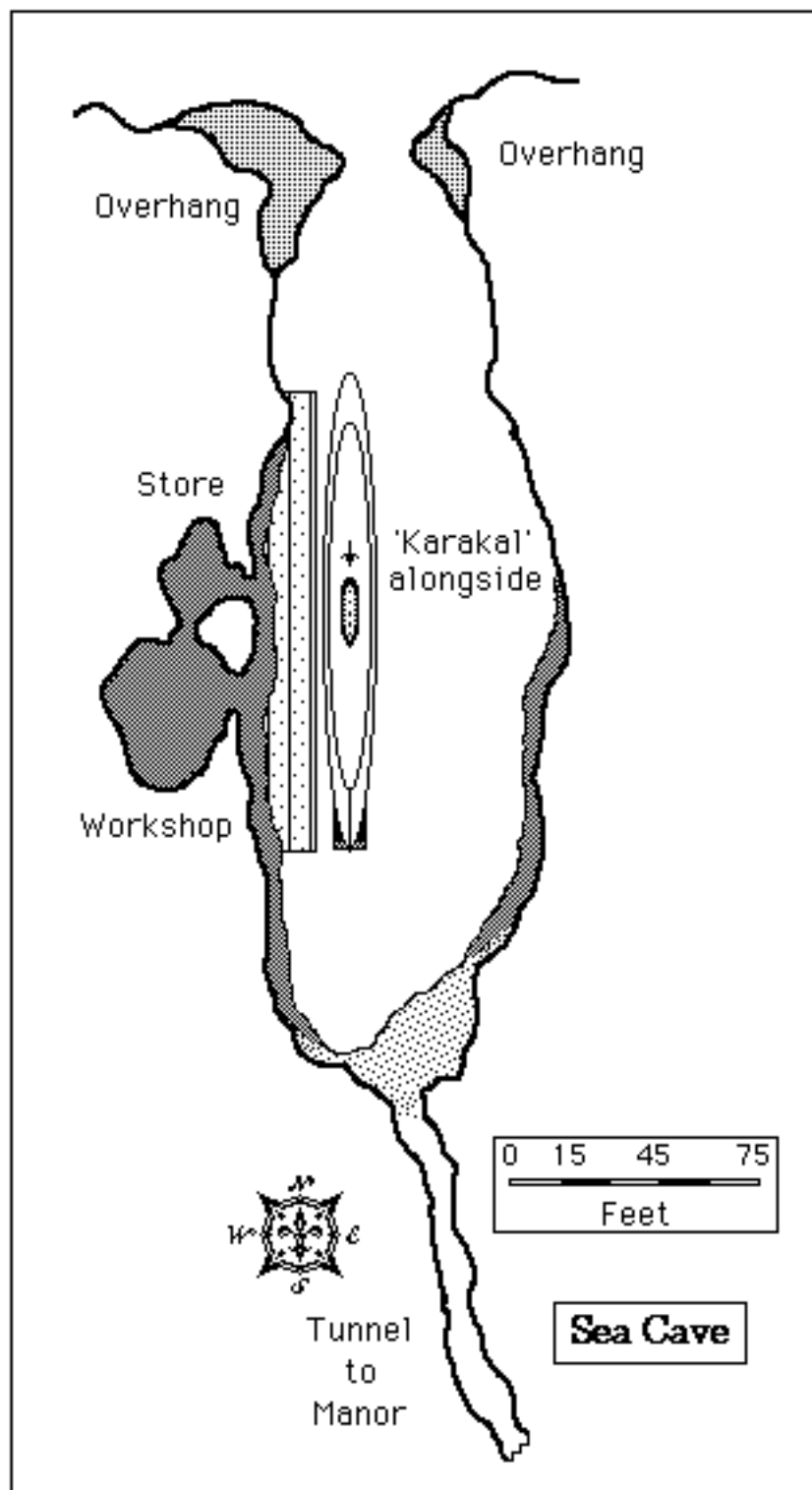
The tunnel that runs northwards from the cellars of Treloooan Manor connects with a cave in the granite cliffs south of Treloooan village that has proven an ideal hiding-place for the submarine *Karakal*. In years gone by the cave was used by smugglers, amongst whose number several Squires of Treloooan featured, to pursue their illicit trade. The cave is large, measuring approximately 300 feet deep and 100 feet broad at its widest; the roof averages about 30 feet above mean sea level and overall depth of water is around 40 feet. The sea-level entrance to the cave is narrow,

restricted by two massive overhangs to less than 20 feet, but underwater the gap widens so that when submerged with just its conning-tower (its 'sail' in modern submariners' parlance) above water for navigation purposes, the *Karakal* can enter the cavern easily.

At the landward end of the cave there is a small beach which shelves rapidly. Part-way along either wall two ledges run from the beach. A small landing-stage has been built out from the longer of these to provide a docking facility for the *Karakal*. Two smaller caves opening off the longer ledge have been utilized as a workshop and

a store, the workshop containing a generator which is used to provide electricity to light the caves (in the main cavern this is usually dim to reduce the chance of it being spotted by passing craft). If the *Karakal* is not present, successful use of Mechanical Repair while investigating the workshop will

recognize that it is used to service a vessel of some sort; special success with the skill will conclude that this vessel is most likely a submarine (the replacement batteries in the store might suggest this anyway).



The cave will only have personnel in it when the *Karakal* is docked there. Normally when the submarine is present, during the day most of the crew will be working to service it, but at night only a skeleton watch of, at most, an officer or petty officer and two crewmen will be keeping guard over the vessel.

The Undersea Settlement

Rodger's original plan for his submarine community envisaged that it would be constructed by divers operating from a ship anchored above the chosen site. However, as he learned more of the deep ones with whom he would be co-operating and of their association with Treloosan, he realized that the extensive workings of Treloosan Mine offered both the opportunity of pursuing his objective more clandestinely and advantages to the operation of the settlement once it was established. Several galleries of Treloosan Mine extended some distance beneath the sea bed, while others burrowed beneath Treloosan Manor itself. These features of the old tin mine would be invaluable to Rodger and made both properties attractive assets for the development of his plans.

First Steps

Through his business interests, Rodger successfully negotiated the purchase of both the derelict Treloosan Mine and nearby Treloosan Manor. Rodger now faced a number of difficulties, although these were balanced by several advantages. While those areas of the mine above sea-level were in relatively good repair, the lower levels had suffered damage from flooding.

In the former case, Rodger's engineers were able to re-open galleries quickly, stringing electric lights and making the minimal repairs to equipment and fittings that were needed. It was also a matter of relatively little effort and complexity to drive a small raise from the mine into the cellars of Treloosan Manor.

As far as the flooding was concerned, this was a more expensive and time-consuming problem but, in Rodger's judgement, well worth the cost and trouble. The best drift for Rodger's purpose was selected and, through the installation of high-capacity pumps and the construction of dams where necessary, a dry tunnel was cleared beneath the area of the sea floor

that he had selected for the construction of his undersea settlement.

With preparations complete, a special chamber was constructed in the dry tunnel directly under the centre of the projected submarine dome. This chamber was sealed at its seaward end, thus effectively becoming the end of the tunnel, and an airlock was installed at the landward end. Once the effectiveness of the airlock seals had been tested satisfactorily, the process of driving a raise through the floor of the sea was carefully begun, flooding the chamber as breakthrough was achieved. Now the divers began work, building a second airlock over the exit to the sea with materials brought through the mine. Beyond this airlock a small, four-compartmented dome structure about 60 feet across was built and pumped dry. This marked the completion of the first stage of construction and all that could practically be done by bringing materials through the mine. Prefabricated sections would now have to be brought by ship and lowered to the sea-bed, but once this was done work could continue unobserved by divers working from the small dome and receiving supplies through the mine.

Expansion

Rodger's plan demanded a circular structure some 400 feet in diameter and approximately 30 feet at its highest point, with two floors dividing the interior between an upper and a lower level, for an internal volume approaching four million cubic feet.

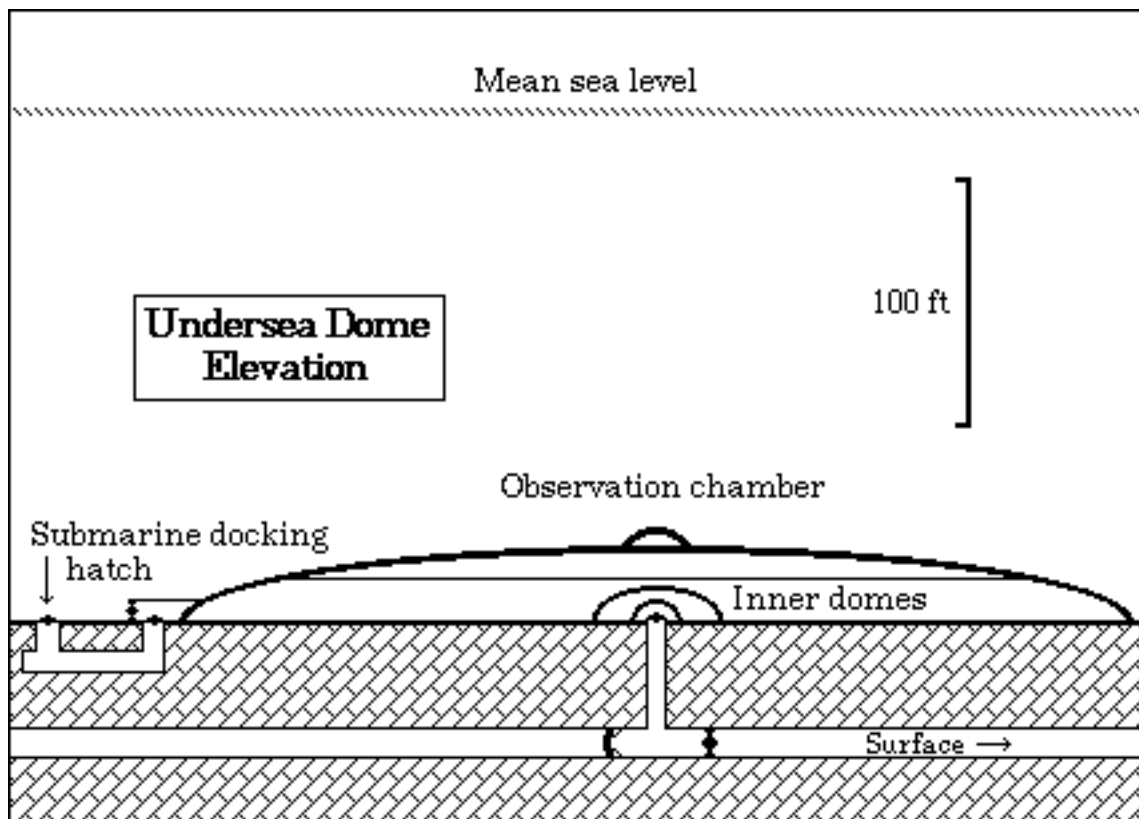
The outer dome was to be of hollow-walled steel construction, with internal compartmentation and bracing, requiring roughly 80,000 square feet of forged plating. Using Jones-Underwood shipyard Rodger arranged for the manufacture of prefabricated sections which could be lowered to the sea-bed and then fitted together by divers. The freighter *SS Neptune* was purchased and fitted out with a heavy-duty crane able to winch the sections safely to the sea-floor work-site. Over the course of two years the *Neptune* made regular trips from Padstow, collecting the parts of the dome and transporting them to the construction site before completing its cover voyage to Central America.

General Interior Description

The interior of the dome is very similar to the interior of a warship of this period, although passages tend to be both wider and higher. While accommodation spaces are decorated in whites and creams and relatively comfortably fitted-out, and especially so in the case of Rodger's quarters, elsewhere light grey or bare metal is dominant. For ease of repair and maintenance, piping and wiring along the walls and ceiling are exposed; floor panels may be raised to access the bilges which collect the inevitable leakage from the sea beyond the dome and the condensation

which collects on the interior metal surfaces.

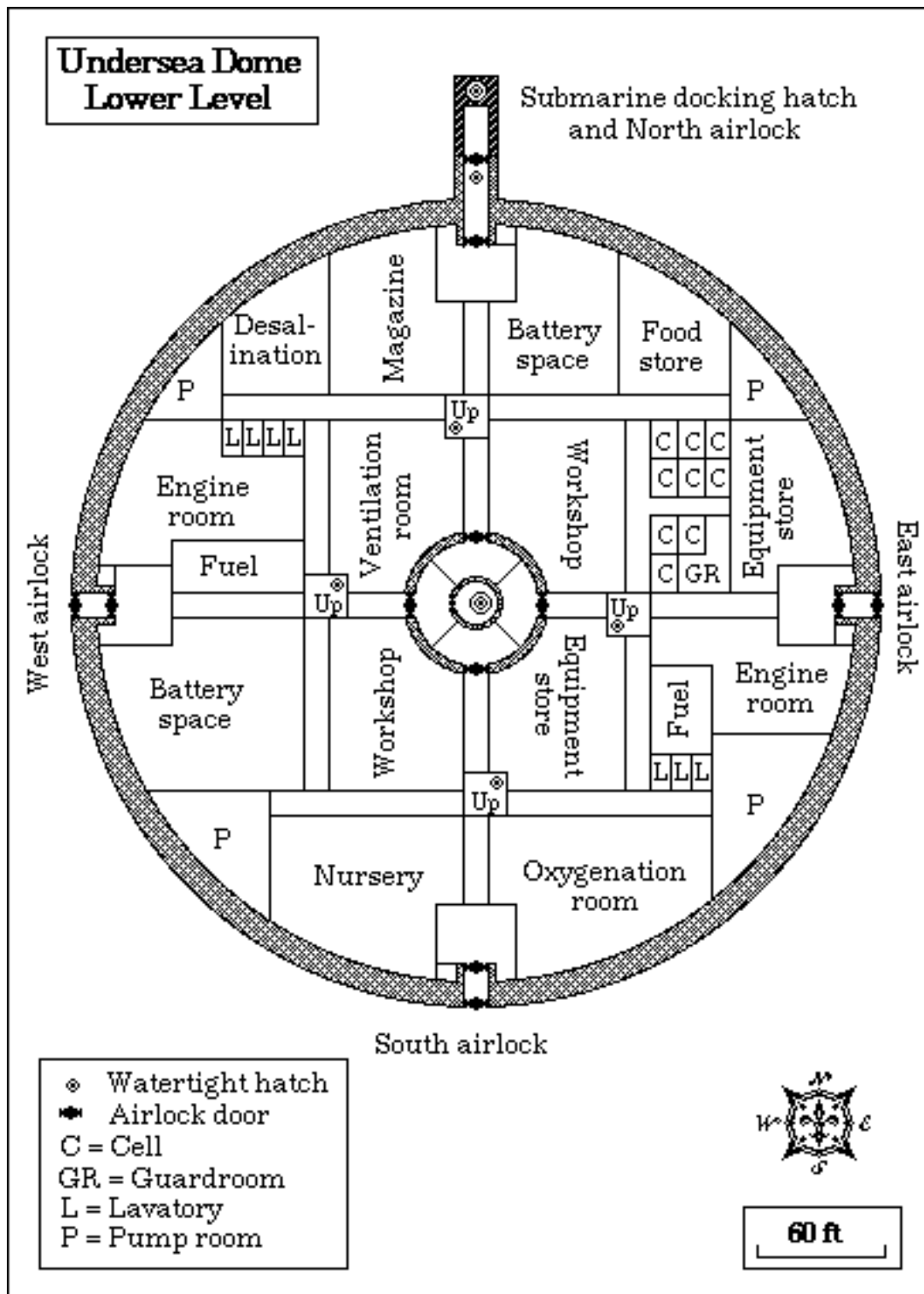
There is electric lighting throughout the dome. Heating is provided via radiators, for without artificial warmth the dome would quickly cool to the ambient temperature of the sea. The sound of machinery and the smell of oil is pervasive. At several points there are watertight doors which, though normally left open, can be quickly secured in the event of an emergency. All hatches between upper and lower levels are also watertight.



Lower Level Description

- **Airlocks:** In order to exit and enter the dome safely divers (and deep ones) must pass through one of the four large airlocks which access the sea directly. Airlocks may be opened from both outside and inside the dome, but a safety mechanism prevents both inner and outer doors being open together accidentally (the mechanism could be circumvented by Mechanical Repair). Each airlock opens into a compartment sealed from the rest of the dome by a watertight door to protect it from accidental flooding. Each compartment has a control room with

a heavy glass porthole through which the interior of the airlock can be seen and the controls for pumping and flooding the airlock can be operated; an emergency manual pump can be operated from within an airlock to drain it, this operation taking around twenty minutes compared with less than two minutes for the powered pumps. Each compartment has its own set of valves and pumps for cycling water and air through its airlock; several sets of self-contained diving gear are also stored in the compartments.



• **Battery Spaces:** The batteries within the dome are an emergency back-up for the generating machinery. In the event that air can no longer be drawn through Treloaan Mine (see Ventilation Rooms), the oxygenation plant is as yet incapable of

generating sufficient quantities of 'artificial' air to allow the operation of the engines that produce electricity and drive the dome's machinery. The vast arrays of batteries needed to meet the dome's needs are kept here. Their charge is frequently

renewed by the conventional generators to preclude the possibility of a major failure finding them inadequate to the demands that would be put upon them.

- **Cells:** Rodger believes in enforcing discipline amongst his lackeys and confinement to the cells is just one of the methods he uses. If the situation demands it, intruders and other opponents of Rodger's whom he needs to confine in a secure and secret place can be kept prisoner in the dome's cells.

- **Desalination Plant:** To provide fresh water for the dome's occupants, Rodger's engineers have designed and installed modern machinery for making sea-water drinkable.

- **Engine Rooms:** So long as plentiful supplies of fresh air can be drawn into the dome through Treloooan Mine (see Ventilation Rooms), it is most economical to use conventional machinery to generate electricity and provide motive power for the dome's pumps and other mechanically-driven equipment. The engine rooms are equipped with modern power-generating machinery able to provide the energy needed to keep the undersea settlement alive and functioning.

- **Equipment Stores:** All of the spare tools, equipment and parts likely to be required by the dome's inhabitants, plant and machinery are kept in these stores.

- **Food Stores:** Although the ultimate objective of Rodger's experiment is to achieve total self-sufficiency from the sea for the denizens of the dome, this has yet to be achieved satisfactorily and it is necessary for food to be brought in from the land, either from the railway station at Bude or else aboard the coastal steamer *Hugo* (see below). A wide variety of canned and fresh foods is maintained in the stores.

- **Fuel Stores:** The diesel fuel needed to drive the dome's machinery is stored in tanks here.

- **Magazine:** As well as shells, torpedoes and mines to arm his submarine, explosives are kept in the dome to assist Rodger's plans for exploiting the resources of the ocean.

- **Nursery:** The nursery is being used in so far largely unsuccessful experiments to grow surface plants without the benefit of sunlight. Powerful arc lamps are being used to provide artificial sunlight to the racks of carefully-tended, but sorry-looking vegetables and fruits.

- **Oxygenation Room:** As Rodger hopes that one day his undersea settlement will be entirely free of the surface world for its food and water needs, so he intends that it shall also generate its own air. The oxygenation room contains advanced equipment for separating oxygen from water and removing excess carbon dioxide from the dome's atmosphere. As yet, however, the oxygenation plant is incapable of providing enough breathable air for the full complement of the dome to survive indefinitely without the fans operating through Treloooan Mine.

- **Pump Rooms:** The dome is not completely water-tight (it was never expected that it would be) and powerful pumps are maintained to drain the everyday seepage of sea-water that inevitably occurs. There are extensive bilges beneath the lower level to catch this seepage.

- **Submarine Docking Hatch:** An advanced docking system has been devised to allow Rodger's submarine to seal directly onto the dome and permit dry passage between the two. Normally, except when on a particular assignment (training or otherwise) the submarine will be docked at the dome; when external maintenance work has to be done it will use the cave beneath Treloooan Manor or, occasionally, Treloooan harbour, the latter usually under the cover of darkness. Occasionally, however, the submarine has to remain longer at Treloooan and when this happens everything is done to prevent outsiders catching a glimpse of the boat.

- **Ventilation Rooms:** As long as the dome remains safely linked to the galleries of Treloooan Mine, fresh air can be circulated by the simple expedient of using fans to force it through the workings and into the undersea settlement. Fans are located both at the surface of the mine and within the dome itself.

- **Workshops:** The dome is heavily-dependent on its technology to keep functioning properly and the extensive workshops are vital to the maintenance and repair of its vast array of machinery and equipment.

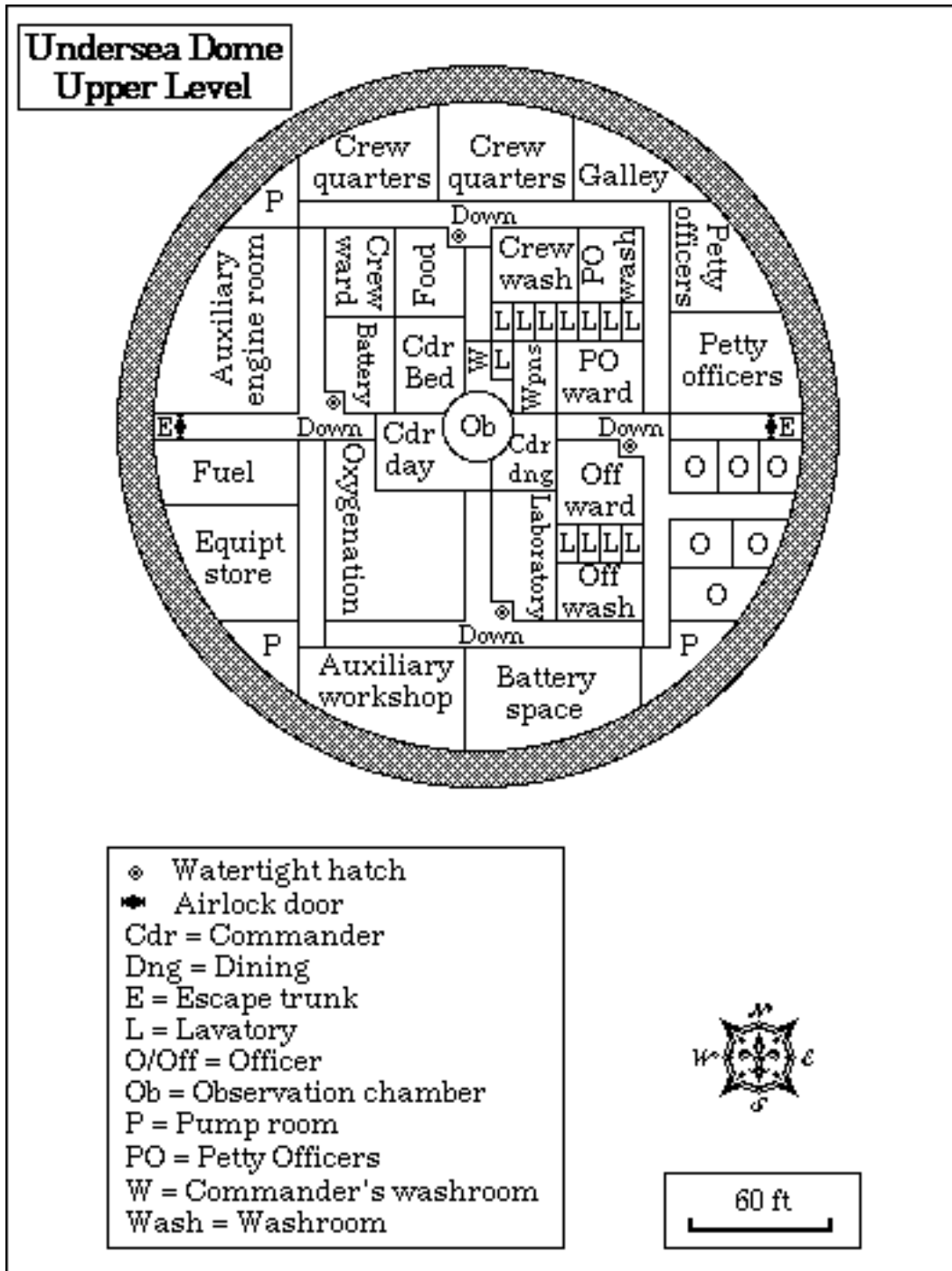
Upper Level Description

- **Auxiliary Engine Room:** The auxiliary engine room provides power for the upper level and, in the event of an emergency involving the closing down of the main

generators, can also supply reduced power to the remainder of the dome.

• **Auxiliary Workshop:** This workshop is principally to be used in the eventuality of the lower level becoming unusable. In

normal day-to-day operations it is used as necessary to relieve pressure on the facilities of the other workshops.



• **Battery Spaces:** See description above. The upper level battery spaces are intended partly as back-ups to the larger ones on the lower level and also to supply power to the upper level in the event that

the lower part of the dome is flooded or otherwise unusable.

• **Crew Quarters:** The crew is divided into 'port' and 'starboard' watches and each has a separate mess where they eat and sleep. There are also separate common

rooms and washrooms with showers, wash-basins and lavatories.

- **Equipment Store:** This duplicates in lesser quantity the equipment kept on the lower level for the maintenance and repair of the dome and its machinery.

- **Escape Trunks:** In a major emergency it may be that the airlocks will prove unusable or inaccessible because of serious flooding. As a last resort, escape trunks are provided for anyone trapped on the upper level. Simple breathing sets and life-jackets are stored near the escape trunks.

- **Food Store:** This store is used on a day-to-day basis for feeding the crew of the dome. It is also replenished on a daily basis from the main store on the lower level. In an emergency the food in this store will supply the dome for several weeks.

- **Fuel Store:** See description above. Like the battery spaces on this level, the fuel store acts as both back-up to the main supply and as an emergency cache for the upper level's machinery.

- **Galley:** This is the main kitchen for the preparation of food for the residents of the undersea settlement.

- **Laboratory:** Here Rodger and his technicians conduct a wide variety of experiments into extending the ability of humans to live and work on the seabed.

- **Observation Chamber:** An observation chamber has been provided from which Rodger can survey the dome; the poor visibility conditions usually mean that little can be seen beyond the dome itself. The chamber has both a lower level and an upper level, although the latter is no more than a gallery running round the inner circumference of the 'window' area; this is reached via a spiral stair-well in the centre of the lower level. Rodger uses the lower level as a library-cum-study. On the lower level there is also a cabinet which is Rodger's access to his gate network; the cabinet is otherwise empty.

- **Officer's Quarters:** Each of the senior officers of the dome and the submarine has a separate cabin. The cabins of the commanders of the dome and the submarine have separate day cabins attached. The junior officers share double cabins. There is an officers' wardroom and an officers' washroom with showers, wash-basins and lavatories.

- **Oxygenation Room:** See description above. This is a plant maintained in the event that the lower level system becomes

unavailable through flooding or other damage.

- **Petty Officer Quarters:** The petty officers' quarters fall between the crews' quarters and the officers' quarters in quality. Senior petty officers have their own cabins or, at worst, double cabins. Junior petty officers share a common mess. There is a separate mess for the senior petty officers, but wash-room facilities are common.

- **Pump Rooms:** These back-up the lower level pump rooms and can keep the upper level of the dome dry in the eventuality of catastrophic flooding of the lower level.

- **Rodger's Quarters:** Rodger's quarters in the dome are appropriate to his power and status as the leader of a major conspiracy. The commander's quarters comprise a day-cabin, a dining-cabin, a sleeping-cabin and bathroom facilities. The observation chamber is accessed from the day cabin. The weapons' store opens off the dining-cabin. The following discoveries may be made in the day-cabin:

- # The painting *Distant Visions* as described in *Ruins of Golthoth*.

- # Two jade statuettes approximately 18 inches high stand either end of a shelf to the left of the desk. These are of unpleasant, humanoid creatures with fish-like heads, webbed feet and hands and ridged backs. Success with Cthulhu Mythos will recognize deep ones; special success realizes that the figurines represent Father Dagon and Mother Hydra. In either case, check SAN for an 0/1 loss.

- # Rodger maintains a complete record of all those who work for him in his Mythos plots. This is maintained as a card-index in a cabinet in the day-cabin. There are several hundred cards forming this record and diligent investigators might utilize this information to pursue all of the individuals named, although this will require much work on your part as only the most important of those active in these investigations are included. Details on each card include the individual's name, address, role in Rodger's various organizations, particular skills and Mythos abilities. Amongst those listed are:

- Peter Aslet, manager of Jones-Underwood
- Paul Komorowski, assistant/secretary to Professor Cuthbert Dinsmoor
- John Pengilly, chandler at Treloan village

- Amos Tullidge, Rodger's man-servant and bodyguard
- Dr Nathaniel Wardle, Director of the Gravensteed Asylum
- The officers and crew of the dome and the *Karakal*
- Rodger's contacts in the Government of Guatemala.

Add names to this list as you see fit to suit the needs of your own campaign

• **Weapons Store:** Weapons suited to both submarine and surface environments are kept here. For underwater work there are harpoon guns similar to those that Rodger has devised for the deep ones (see below), but suited specifically for human hands. 'Normal' weapons include all varieties of firearms: pistols, rifles, shotguns, submachine-guns and machine-guns:

Weapons Store	Shots/round	Damage
20xWebley .38 revolvers	2	1D10
2xColt Model 95 6mm machine-guns	Burst (belt)	2D4+2
4xLewis .303 machine-guns	Burst (47)	2D6+3
6xBergmann MP18 9mm submachine-guns	Burst (32)	1D10
100xMauser 98 7.92mm rifles	1/2	2D6+3
120x'Mills Bomb' grenades	1/2	3D6*

* three yard radius (see rulebook)

The weapons' store also contains plentiful supplies of ammunition for all of the firearms that can be found there.

The Crew

Rodger's crew in the undersea settlement numbers around thirty at the moment, but he plans to expand it. Its members have been recruited from the many dubious characters who have been drawn into his conspiracies for one reason or another. Organization within the dome is structured militarily, with crewmen, non-commissioned and warrant officers, and officers in a disciplined hierarchy. Ranks

have been adapted from 'standard' naval nomenclature, with Rodger standing at the apex of the pyramid with the title of Captain.

Most of the crew of the dome are engineers and mechanics of one sort or another, for maintenance and repair is the main activity carried on within the submarine settlement. Other crew-members are divers, cooks and medical staff. As yet there are no women in the dome; when necessary, the crew seek female company in Treloooan village.

Keeper Papers #5: Rodger Baskerville's Officers

Commander Wolfgang Korten	Commander, submarine
Commander Edward Neal	Commander, dome
Lieutenant Raoul Martinez	Navigator and Torpedo Officer, submarine
Lieutenant Norman Bracken	First Officer, dome
Lieutenant Vladimir Cherokov	Chief Engineer, dome
Lieutenant Henry O'Connor	Engineer, submarine
Lieutenant Paul Swinson	Quartermaster
Lieutenant Luis Condés	Diving officer
Dr Max Priller	Surgeon

Brief background details for each of the officers is given here; all of the officers

know of Rodger's plan to kidnap King George. Under the appropriate

circumstances, the investigators can gain information from questioning the individual concerned; guidelines are given for the circumstances under which each officer might be induced to talk.

- **Commander Wolfgang Korten:** Korten was a German U-boat commander who achieved some fame during the Great War for his exploits in sinking Allied warships and merchant vessels; any good history of submarine warfare during the war will contain at least a reference to his achievements. Disillusioned by Germany's defeat, Korten was deliberately sought out by Rodger, through his contacts as Leonard Northedge, as a commander for the *Karakal*. Once he was sure that Korten was the man he wanted, Rodger used the facilities of Gravensteed Asylum to complete the corruption of the ex-submariner to the service of the Mythos. Korten has developed a fierce loyalty to Rodger and will not betray his secrets under any circumstances.

- **Commander Edward Neal:** Neal was cashiered from the US Navy just before the American entry into the Great War for selling Navy supplies to crooked dealers. He left the United States and ended up working for one of Leonard Northedge's businesses, where he proved a natural recruit for Rodger's plans. Despite his willingness to go along with Rodger's schemes, Neal is essentially an opportunist and, if he can make a safe profit out of welshing on Rodger then he will do so.

- **Lieutenant Raoul Martinez:** Martinez is a Guatemalan whom Rodger recruited into his conspiracy many years hence. His loyal service to Rodger has been rewarded by his position aboard the *Karakal*. Martinez is irretrievably lost to the Mythos and will die before turning against it or Rodger.

- **Lieutenant Norman Bracken:** Bracken is a Briton who drifted into Rodger's Mythos orbit in the normal course of events. Bracken is loyal to Rodger as far as his self-interest is concerned, but will not hesitate to betray him to save his own skin.

- **Lieutenant Vladimir Cherokov:** Cherokov is an ex-officer of the Imperial Russian Navy who fled Russia after a scandal involving diabolism and rumours of vampirism. Cherokov is no vampire, but he has an obsessive interest in the occult and it was almost inevitable that he and Rodger would meet. Cherokov will betray Rodger if

he thinks it necessary to secure his own escape from punishment or retribution, but his fear of the Mythos will preserve his loyalty to it.

- **Lieutenant Henry O'Connor:** O'Connor is an Irish nationalist. During the Great War he served in the Royal Navy as a petty officer aboard submarines. He has joined Rodger's service to strike a blow against what he sees as continued British imperialism in Ireland. Although like all of Rodger's minions he has been corrupted by the Mythos, amongst the officers he is the one in whom it is most shallowly-rooted and he has the most residual SAN. Successful Psychoanalysis may well be able to salvage O'Connor.

- **Lieutenant Paul Swinson:** Swinson is an American adventurer who has joined Rodger largely through his acquaintance with Edward Neal. Like Neal, Swinson will sell-out Rodger if he thinks the situation advantageous.

- **Lieutenant Luis Condés:** Like Martinez, Condés was recruited by Rodger in Guatemala. He has previously served in the Guatemalan Navy, but everything he has learned about submarines he has learned aboard the *Karakal*. Condés is afraid of Rodger and will remain loyal to him so long as he fears his master's vengeance.

- **Dr Max Priller:** Priller is an expatriate Austrian doctor whom Rodger met in Guatemala. Even before their meeting Priller had a growing awareness of and interest in the Mythos and he was keen to join Rodger's service. Priller will die to preserve Rodger's secrets.

The Submarine

Following the end of the Great War, Rodger arranged for Jones-Underwood to acquire from the Royal Navy plans for a 'V' class submarine, ostensibly to gain experience in how to build such craft with a view to developing a design for sale to foreign navies, but actually to act as a model for the construction of a boat that could operate from his undersea settlement. The submarine was built by Jones-Underwood under a contract emanating from Guatemala, but contrived through Rodger's continuing connections with that country. Once completed the boat was handed over to what was, apparently, a crew of that country's nascent navy, whereupon it sailed for its home port. Of course, the submarine

sailed no further than the site of the undersea dome off Bude.

As in the case of the company which operates Treloooan Mine, Rodger has chosen a name for his submarine that is associated with the Dreamlands, in this case *Karakal*, the Dreamlands' fire god. As the submarine has had no public existence for three years, however, this name may not come to the investigators' attention for some time. When it does, as in the case of Rinar Mining successful use of Dream Lore will recognize the name for what it is.

The Submarine *Karakal*

Surface displacement:	360 tons
Submerged displacement:	480 tons
Dimensions:	145x16x12 feet
Crew:	4+13
Machinery:	2x880 hp diesel engines 2x380 hp electric motors
Speed (surface):	13 knots
Speed (submerged):	9 knots
Range (surface):	2,800 nm
Range (submerged):	30 nm
Diving depth:	200 feet
Torpedo tubes:	2x18 inch bow
Torpedoes:	4 (+2 in tubes)
Gun:	1x2 pr

The most significant difference between the *Karakal* and the 'V' class submarines is the addition of a special device on the keel to allow the boat to make a water-tight docking-seal with Rodger's undersea dome. This device comprises a cylindrical chamber, about six feet high, which can be hydraulically lowered to project about three feet beneath the keel of the submarine. The chamber has two hatches, one leading into the submarine, the other giving access outside. Both open upwards. The chamber has two thick, circular glass windows, approximately a foot-and-a-half across, one positioned facing forwards, the other in the lower hatch facing downwards. Through these an occupant can see to guide the submarine over the entry to the undersea dome, communicating steering commands to the control room via a voice-powered telephone; there is an externally mounted underwater searchlight on the chamber that can be used by the occupant to

illuminate gloomy conditions. Once over the dome's hatch, negative buoyancy is used to make a firm seal, the submarine settles on the sea bed and a dry passage between the submarine and the dome can be accomplished.

The approximate cost of a Great War 'V' class submarine was £76,000. The submarine is to be a vital adjunct to Rodger's developing plan to kidnap King George V.

The Deep Ones

How far the deep ones as such feature directly in this investigation is, to some extent, left to your discretion. If the investigators are a persistent nuisance to Rodger he will certainly call on his amphibious allies to help deal with them, and in this case they will certainly harass the investigators around Treloooan village or if they venture onto the sea.

The deep ones may be encountered in five possible locations: in the tunnels of Treloooan Mine; at Treloooan Manor; at the village itself; in the undersea dome; investigators diving or even just using a boat to reconnoitre in the vicinity of the dome may also meet the aquatic monsters. The following notes are guidelines on how the deep ones may be encountered in various circumstances.

Deep Ones in the Mine

Rodger has not actively encouraged the deep ones to occupy Treloooan Mine, but he knows that they make use of both flooded and dry sections beneath the sea-bed that are not utilized in support of the dome. Unless they are actively seeking the investigators under instructions from Rodger, the deep ones will not be encountered in the higher levels or in the tunnels used to access the dome. Elsewhere, however, there is a 20% chance per hour that signs of deep ones will be found. These may vary from spoor to individuals, at your discretion. Normally deep ones in the mine will try to avoid bumping into humans, but if the investigators approach too near to the areas they use extensively the deep ones will seek to discourage them. To begin with the investigators will be plagued by rock-falls as the scaly amphibians trip their traps; some of these rock-falls may be followed by deluges of water, and it is really up to you to decide how dangerous you want to make these incidents. In the last analysis, the deep ones will actively

oppose the investigators, ambushing them in a wide cavern where sea-water laps against the shore of a small beach. The fishy attackers will emerge from concealment in shadows and under water; allow at least one deep one per investigator and, if you feel it necessary, increase the odds against the intrepid explorers.

Deep Ones at the Manor

Treloosan Manor is a likely place for the investigators to meet deep ones for they are active in the tunnels of the mine and may also be encountered in the sea-cave used by the *Karakal*. Situations will be similar to those described for the mine.

If the situation warrants, deep ones can be found in the cellar of the manor and also, if appropriate, in the manor itself.

Deep Ones at the Village

Naturally the deep ones are never found out and about around Treloosan village during the hours of daylight, but from time to time they may be met there at night. These occasions are in addition to those when the villagers conduct ceremonies in honour of Cthulhu. Additionally, there is a crypt beneath Treloosan Church which connects with a watery tunnel leading to the sea; the deep ones often use this tunnel as a means of reaching the village.

- The Reverend Damerell will not tell visitors to the church about the crypt, but if persuaded to assist the investigators he will reveal its existence and purpose. Otherwise, investigators succeeding with an Idea while looking about the church may wonder where the locked door behind the curtain in the sacristy leads (it certainly does not give access to the tower or to outside; if asked, Damerell will say that it is a cupboard, but Psychology will show that he is lying). Locksmith will open the lock: a worn narrow stone staircase leads down into the darkness; a damp, musty smell redolent in equal parts of decay, antiquity and the ocean wafts upward on a current of cold air.

The crypt is a vaulted chamber constructed originally as a tomb for the priests of Treloosan and many lie beneath the ground where their names are etched in the flagged stone floor or in niches in the wall. Spot Hidden is necessary to identify the flagstone that conceals the entrance to the sea-tunnel. Once spotted this swings easily upwards, suggesting frequent use, to

reveal steep, slippery steps descending some twenty feet to black water; if tasted this water is salty. The steps lead beneath the surface no matter what the state of the tide and the tunnel is some ten feet deep even at low-tide. Within thirty feet the water-level has met the roof and passage will be impossible without diving-gear.

If they don't know it already, investigators who succeed with Cthulhu Mythos will recognize evidence of deep one activity in the construction of the tunnel (0/1 SAN).

Depending on time and circumstances, it is left to your discretion whether the investigators encounter deep ones in the crypt or the tunnel.

- If the investigators are sneaking covertly around the village after dusk, hoping to discover its dark secrets, each of the listed skills in conjunction with Cthulhu Mythos will, as you choose, note indications of the presence of deep ones (0/1 SAN):

- # Listen will hear to seaward faint, eery calls, something between a barking and a croaking; Biology will fail to identify any known creature likely to be encountered around the coasts of Cornwall.

- # Luck allows the investigators to spot at least one strangely-hunched figure hopping or scuttling in the shadows, disappearing almost at once round the corner of a building or over the side of the harbour-wall. As far as possible, deep ones encountered in such circumstances will seek to evade the investigators rather than confront them.

- # Spot Hidden followed by Track finds either damp paw-prints by the side of a building or imprints of similar feet in the sand of the beach; Biology will confirm that the webbed spoor are of no familiar animal.

Deep Ones in the Dome

If Rodger has reason to believe that the investigators are now a threat to him and his plans he will have arranged that at least a score of deep ones help guard the dome. For the most part the frog-like bipeds will be tasked with mounting a watch in the waters around the undersea settlement's air-locks They have established a small outpost within two hundred yards of the dome for this purpose, but three or four might also be found within the dome itself. Rodger's instructions will be to try and capture intruders for interrogation, but the

deep ones will be happy to interpret this as meaning that only one person need be taken alive. Outside the dome, deep one sentries will follow tactics similar to those described for their fellows encountered at sea.

Deep Ones at Sea

At sea the deep ones are in their natural element. The investigators may encounter them in two circumstances: either aboard a vessel or else while diving on or around the undersea dome.

If the investigators are using a boat or ship to search for the dome and if Rodger knows of their interest he will at first ask his deep one allies to intervene (later he may use the *Karakal* to deal with the intruders). Deep ones will find it difficult to board a ship steaming at speed, but if it is at anchor or moving relatively slowly they will have no problem; similarly, they will find it quite a simple task to board a boat, even if moving fairly rapidly (plenty of opportunity here to frighten the investigators with the sight of powerful webbed hands hauling monstrous creatures over gunwales). As around the dome, they will seek to take at least one prisoner alive, but will not hesitate to kill others. To assist dragging captives beneath the waves, the deep ones have devised primitive breathing devices which are sufficient to just about sustain life in air-breathers for up to a quarter-of-an-hour.

In the sea the investigators will meet deep ones as required by the circumstances of their passage through the scenario. If outnumbered the investigators are likely to be quickly overwhelmed, and even equal odds will prove tasking: deep ones do not have to Dive successfully before using another of their skills and they can take maximum advantage of terrain with which they are fully familiar.

The Early Clues

The investigators will have information from *The Return of the Hound* that will help introduce them to Rodger's wider plots. Each of these clues is elaborated here, with further details concerning what the investigators may learn by following them up.

Meldon's Garage

Source: The receipt in Somerville's car.

Whether Meldon's Garage is telephoned or visited in pursuit of more information concerning the receipt for repairs to Somerville's Humber, Jack Meldon will be co-operative in response to Fast Talk on the telephone or Credit Rating in person. Over the 'phone, Meldon's voice has a distinctive Cornish burr. In person he is of nondescript appearance and heavily oil-stained. In response to inquiries about the Chummy, the mechanic will, if he is asked the appropriate questions, reveal the following:

- Yes, he remembers the car well; in fact, he sold it to Mr Tullidge in the first place.
- Somerville? The name means nothing to him. Tullidge was the fellow who bought the car. Paid cash, too.
- He is pretty sure that Tullidge works directly for Leonard Northedge, the boss of Jones-Underwood Shipbuilders. At least, he has seen Tullidge driving Northedge's Rolls-Royce Silver Ghost around Padstow on a couple of occasions.

Jones-Underwood

Source: The envelope in Somerville's store.

Dark Seas' Papers #2: *West Britain Daily News*, Thursday, 5th March, 1914

JONES-UNDERWOOD UNDER NEW OWNERSHIP

Men working at ship-builders Jones-Underwood were understandably relieved to learn yesterday that their company has been bought as a going concern by Mr Leonard Northedge, a London industrialist who, we understand, has several overseas interests.

All of Padstow had been concerned at the fate of Jones-Underwood, for it was widely understood that the company was in financial difficulties. It is reported that Mr Northedge will ensure that his new company's future is assured and has plans to invest £30,000 in equipping the yard with new machinery.

The shipbuilding company of Jones-Underwood is an important employer in the

Padstow area and its doings are of interest to the local press in the south-west of England. Consequently, the investigators will be able to find several references to the firm in the *West Britain Daily News* Dark Seas' Papers #3 and #4). Each of these may be researched with a successful Library Use.

Dark Seas' Papers #3: *West Britain Daily News*, Wednesday, 3rd August, 1921

SUBMARINE CONTRACT FOR JONES-UNDERWOOD

We understand that the Padstow ship-building company of Jones-Underwood has recently received a contract from the Government of Guatemala to build an experimental submarine for that country's Navy. The order comes following the success of submarine warfare in the Great War and will be the first such vessel to be acquired by a Central American country. No-one at Jones-Underwood would confirm the report; we believe that this follows a Guatemalan request not to publicize the purchase of the submarine unduly.

If he learns of the submarine project, an American investigator who can achieve a special success with Knowledge will recollect the puny stature of the Guatemalan Navy and be more than surprised to learn that it has acquired a submarine, of which he can recall no memory.

Around Padstow the investigators will hear nothing adverse concerning the company. As employers in 1920s' Britain go, Jones-Underwood is probably a cut above average and it treats its work-force fairly well. There are specific rumours and items of gossip concerning the firm that can be picked up by judicious activities (making friends, buying drinks and listening carefully) in local pubs amongst the yards' workers and those who work for local businesses that cater for the needs of the ship-yard. Rumours and gossip are enumerated below; each item should require a successful Listen plus any communication skill on the part of the investigator concerned:

- The submarine built by the yard for the Guatemalan Navy was called *Coracle*,

or something that sounds like that. Any investigator who succeeds with Speak Spanish will fail to recognize this as a corruption of any sort of name that a Spanish-speaking navy would be likely to christen a submarine with. If an investigator succeeds with both Idea and Dream Lore he is entitled to make a connection with the Dreamlands' fire god.

- Further still on the subject of the Guatemalan submarine, no other craft of this type has since been ordered or built, in spite of early hopes trumpeted by the management. The workers found the submarine a difficult job as they had had no previous experience in building such a vessel. They are sure that the submarine contract was a loss-maker for the company.

- The third point of interest about the submarine as far as the dockyard workers are concerned is the special lock on her keel. Of course, this was supposed to be kept secret and only trusted workmen were allowed to work on it, but inevitably the secret leaked out. As far as anyone the investigators talk to is concerned, the lock was designed to allow divers to exit and enter the submarine while submerged or, if on the surface, from below the waterline. This has obvious implications for espionage and sabotage operations, although investigators who can make a special success with Knowledge will recognize this as something of a 'first'.

- Finally on the topic of the submarine, the crew that came to collect her were a motley lot at best. Several were obviously Spanish ('dagoes' in the vernacular), but the captain was a German (a 'Hun', 'Boche' or 'Jerry') and there were also a number of Britons and an American ('Yank') or two.

- From about 1920 until the end of last year (1924) the yard had a contract to build large steel sections for Guatemala.

Apparently these were to be part of elaborate coast defences to guard Navy bases. The sections were shipped to Central America aboard the *SS Neptune*, a small freighter owned by Jones-Underwood. If asked, any worker will know that none of these steel sections incorporated armour plating. This is the only work of this type that Jones-Underwood has undertaken. From descriptions of the steel sections that can be elicited with successful Fast Talk, investigators with military experience in an appropriate field (artillery or navy) who can succeed with Knowledge will fail

to see how the prefabricated units could have been incorporated into any effective coast defence battery; a special success with Knowledge will give this information to other investigators.

- The *Hugo* will not be in Padstow when the investigators are, but the *SS Neptune* will be docked in the harbour, on legitimate business delivering steel-plate to Jones-Underwood. These notes are meant as guidelines for you in deciding what, if anything, the investigators can learn concerning the *Neptune* and the *Hugo*.

An investigator with an engineering or nautical background will consider the heavy-duty crane aboard the *Neptune* an unusual fitting, but by no means an immediate cause for suspicion of itself. Successful Operate Heavy Machinery by such an investigator will suggest that the installation probably makes the *Neptune* top-heavy and not the most comfortable of vessels to ride a heavy sea in; Knowledge will indicate that there can be few ports where she would need such a crane to load or unload cargo.

The captain and crew of the *Neptune* are all part of Rodger's network of conspiracy, but the commitment and involvement of individuals varies somewhat. The skipper is close-mouthed and secretive and will immediately report any inquiries made by strangers concerning his ship, its cargoes and voyages. However, any other crew-member who can be isolated and plied with strong liquor can, with Luck and Fast Talk, be persuaded to be more loquacious than he should be. From this crewman the following may be found out:

(i) The prefabricated 'coast defences' for Guatemala never got there, but where they were delivered - *Aha! Tha'sh a shecret*. Considerable further effort will be needed to discover that the sections were lowered into the sea *shomewhere near Bude*. The sailor also knows that Northedge has *shomepin' big* planned soon, but not what this is. You may decide that these last two pieces of information make things too easy for the investigators; in this case, interrupt the interrogation by some of the crewman's fellow-sailors turning up to 'rescue' their comrade before he can reveal too much. Unscrupulous investigators may use more reprehensible methods to learn this information.

(ii) As far as the *Hugo* is concerned, almost anyone connected with the harbour

knows the coaster as a regular visitor to Padstow, where she often collects food and equipment for delivery to ports on either side of the Bristol Channel and occasionally into the English Channel and across to Ireland as well. Fast Talk with an employee of Jones-Underwood is necessary to learn that both heavy-duty batteries and compressed-air bottles regularly feature amongst the *Hugo's* cargo manifest.

- Leonard Northedge, the owner of Jones-Underwood, makes only occasional visits to the ship-yard. When he does, he spends most of his time closeted in the office of Peter Aslet, the manager of the yard. If he stays overnight in Padstow, he takes rooms at a local hotel.

- The company's manager, Peter Aslet, was put into Jones-Underwood to run the ship-yard by Leonard Northedge soon after he bought the business. He is neither particularly liked nor disliked - as hard as he has to be without being vindictive and remaining aloof from the rest of the workforce, as might be expected.

Leonard Northedge

Source: Any inquiry into Jones-Underwood/Meldon's Garage/Joshua Somerville's cheques.

Once they have come across the name of Leonard Northedge, the investigators will certainly want to find out more about the industrialist. The most accessible source is the *West Britain Daily News* and typical reports are reproduced as Dark Seas' Papers #4 and #5, which can be found with a successful Library Use. The article from the *Illustrated London News* magazine (Dark Seas' Papers #6) may be found with Luck in a local library. As well as the extract provided, the magazine has a rare photograph of the industrialist. The photograph is interesting for a number of reasons:

In the background of the photograph there are three other men. On closer inspection one of these can be identified as very like Amos Tullidge in appearance. The caption to the photograph names only Northedge; the other two men will be of no interest to the investigators.

By examining carefully the appearance of Leonard Northedge, certain similarities might be discerned with Joshua Somerville. To note these similarities, an investigator not only must have seen

Somerville but also must achieve a special success with Idea.

Uncovering details of Northedge's life before he came to England will prove well nigh impossible unless the investigators are prepared to go to London.

Dark Seas' Papers #4: *West Britain Daily News*, Saturday, 24th January, 1921

**LEONARD NORTHEDGE:
RECLUSIVE BENEFACTOR**

Since taking over the ship-building business of Jones-Underwood just before the outbreak of the War with Germany, Leonard Northedge has proven something of an enigma to the people of Padstow. It is almost certain that without Mr Northedge's investment in the company, Jones-Underwood would have been forced into liquidation before salvation appeared in the form of Admiralty contracts following the start of the Great War, resulting in much hardship to the ship-wrights thereby rendered unemployed. However, in spite of the heavy investment that the industrialist has made in the firm and the expansion it enjoyed during the War, Mr Northedge seems content to leave the running of the business to his manager, Mr Peter Aslet. Indeed, Mr Northedge's visits to Padstow are so few that, were it not for the capital that he has invested in Jones-Underwood - over £70,000 by one account - our readers might suppose that he has little or no interest in the success or failure of his company.

Alternatively, the investigators might employ the services of a London private detective (£5 a day, plus expenses) who can be instructed to find the details of Northedge's background. For the investigators, knowledge which can be learnt is itemized below; as far as a private detective is concerned, you may assume that he can discover all of the facts in a period of time equal to 1D4+5 days, with expenses amounting to £25+5D10 (if you think this is a little too easy for the investigators, use appropriate skill rolls based on the values for the detective's abilities). Frank Marker is provided as this character. He is tough

and resourceful and provides you with a Deus ex machina for getting the investigators out of deep trouble from which there appears to be no other exit. In extremis, Marker can turn up to save the day.

With successful Library Use researchers can be satisfied that no trace can be found in generally available records of any business interest that Leonard Northedge had in Britain before 1914. As far as can be determined, he had no investments in British colonies or dominions either.

Through Credit Rating it can be ascertained that Northedge's most important investment in Britain is Jones-Underwood. The only other business which he currently owns, and that through Jones-Underwood, is Rinar Mining, a Cornish tin-mining company operating near Bude. Northedge's other investments are extensive, but as minority share-holdings in much larger companies. Nearly all these investments appear to have been made during the Great War.

Dark Seas' Papers #5: *West Britain Daily News*, Friday, 9th June, 1922

**MR NORTHEDGE VISITS JONES-
UNDERWOOD**

Wealthy industrialist Mr Leonard Northedge, the owner of local shipbuilders' Jones-Underwood paid a brief visit to the shipyard today while travelling between London and his holiday home near Bude in Cornwall. Mr Northedge was keen to view progress on construction of the submarine ordered by the Guatemalan Navy.

Again using Library Use, it can be established that Northedge came to Britain in 1914 from Guatemala. There is no record of the industrialist in the files of Somerset House, the principal repository for filing details of births, deaths and marriages in Britain.

Using Credit Rating or Debate in conjunction with a bribe of at least £10 (each £1 offered adds 2% to the briber's ability with the appropriate skill; a private detective will bribe £10), a minor official at the Guatemalan Embassy will confirm that

Leonard Northedge has several influential friends in Guatemala, including a number of powerful people in the Government. To discover who some of these people may be requires a successful Fast Talk for each of those now listed:

- Francisco Enriquez, Minister for the Navy
- Hernando de Silva, Deputy Finance Minister
- Alonzo Delgadillo, Commandant of Police
- Pedro Bernaldez, District Governor

Dark Seas' Papers #6: *The Illustrated London News*, September 1920

LATIN AMERICAN SUCCESS FUELS BRITISH INVESTMENT

Mr Leonard Northedge, a businessman with increasing interests in a number of British industries, is backing his investments with profits made from successful ventures in Latin America. Until 1914, indeed, Mr Northedge's business interests were exclusively overseas and he was himself resident in Latin America. It was only just prior to the outbreak of the Great War that Mr Northedge decided to move to England and invest in British firms, bringing capital and expertise that was to prove invaluable in helping England to victory.

Dark Seas' Papers #7: Treloosan

- The village lies approximately seven miles south-west of Bude, on the north coast of Cornwall.
- Treloosan's population at the last census is given as 334.
- The village is known principally as a fishing harbour, although its fleet is long past its heyday and still predominantly a sailing fleet, which seriously disadvantages it in competition with modern steam and diesel trawlers.
- There is nothing to suggest that Treloosan has any attraction as a holiday resort. There are no advertisements for hotels or guest houses in or near the village.

The Guatemalan connection cannot be explored further without journeying to the Central American republic and encountering

many difficulties and dangers, something far too time-consuming for the investigators and beyond the scope of this investigation.

Treloosan

Without more extensive research as described in *The Later Clues*, only sketchy details can be learnt about the village of Treloosan. From readily available sources, the investigators can ascertain the basic facts given in *Dark Seas' Papers #7*.

The Later Clues

Once their suspicions have been aroused, the investigators will almost certainly begin looking for further information concerning events in the neighbourhood of Bude. Such information can be derived from a variety of sources:

Dark Seas' Papers #8: *West Britain Daily News*, Tuesday, 17th August, 1925

FISHING SMACK LOST OFF BUDE

The Padstow fishing smack *Phoebe* is feared lost with all hands following the discovery of wreckage by a Newquay boat, the *Marian*. The *Marian* was sailing south-west of Bude when she encountered floating spars, splintered planking, netting, barrels and other flotsam. Recovering a number of items, the crew was able to establish that the wreckage came from the *Phoebe*, but despite an extensive search no trace of survivors or bodies was found. Although all coastal shipping has been asked to keep a vigilant watch for survivors, there is little hope for the crew of the *Phoebe*.

The tragedy has both the coast guard and local fishermen puzzled, for conditions at sea off the North Cornish coast have been excellent since the *Phoebe* set sail last Tuesday.

- **Newspapers:** Back issues of contemporary newspapers can be inspected in the offices of the relevant journals. Alternatively, local libraries will keep copies of the most recent editions; larger libraries in the bigger towns and cities (Bodmin, Falmouth, St Austell, Truro, Penzance) will have more extensive

collections. Access to a newspaper's own library will be granted to any investigator who can succeed with Credit Rating or Fast Talk (journalists may add +25% to either skill); libraries may be used by anyone. Items in current newspapers will be noticed automatically if the investigators indicate that they will be reading them carefully for reports of possible significance to them; otherwise Luck will note them. Relevant reports are given as Dark Seas' Papers #8-#10.

The loss of the *Phoebe* is typical of a number of losses of similar vessels that have taken place in this area of sea from 1920 to 1925. If the investigators pursue further research into which and how many boats have gone missing with the loss of all hands within 30 miles of Bude, with successful Library Use they can compile the list provided as Dark Seas' Papers #11. Perhaps the most interesting of recent losses is the yacht *Saphir*, owned by wealthy French businessman Félix Ranvier. On board the *Saphir* was Ranvier's daughter, Louise. Further details concerning Louise can be found in *The Living Bones*.

Dark Seas' Papers #9: West Britain Daily News, Wednesday, 5th September, 1923

SUBMARINE LIGHTS REPORTED NEAR BUDE

Fishermen returning to Barnstaple and Padstow in the past week have told of strange lights seen beneath the sea south of Bude. They report that they have been sailing at night approximately ten miles south-west of the town when they have encountered areas of ocean illuminated by an eerie glow from beneath the surface.

The sightings have caused unease amongst the superstitious folk along this stretch of the coast, but the phenomena almost certainly have a rational explanation and are probably a localized example of submarine phosphorescence.

All of the vessels in this list, with the exceptions of the *Blackthorn*, *James Brown*, *Irene*, *Brean Down*, *Bulldog* and *Southern Maid* had stumbled across at least a part of the secret of the undersea dome: their nets had snagged the dome, they had come across the *Karakal* on the surface, they had

encountered the *Neptune* lowering material to the sea-bed, etc. To preserve security, the missing vessels were seized and sunk, either by Deep Ones or by the *Karakal*, and their crews murdered or driven insane and recruited to the cause of the Mythos.

Dark Seas' Papers #10: West Britain Daily News, Tuesday, 18th April, 1922

UNDERSEA DISTURBANCE 'NATURAL'

Strange rumbles heard beneath the sea south of Bude have been described by experts as most likely of natural origin, probably the result of a minor earthquake or similar seismic disturbance. They have given assurances that such events are quite common and need give no cause for alarm.

The rumbles were first reported by Captain Jonathon Hamling, master of the coastal steamer *St Ervan*, after docking at Bristol. Captain Hamling said that his vessel was steaming a north-east course about twelve miles south-west of Bude when a dull reverberation was heard from the sea-bed. The noise persisted for several minutes and was accompanied by a disturbance in the water a quarter-of-a-mile from Captain Hamling's ship, although the safety of the *St Ervan* was never threatened.

Two days later, the crew of the Barnstaple smack *Anemone* told of a similar incident encountered in approximately the same position, but some twenty-four hours after the phenomenon reported by Captain Hamling.

- **Books:** Each of the extracts from books provided as Dark Seas' Papers #12-#13 can be found with Library Use in any of the libraries referred to above; Luck is needed to come across the books in libraries in smaller towns. If you wish, you may include a number of the titles amongst the volumes in the library at Baskerville Hall.

- **Historical Records:** Interesting and relevant details concerning the history of the area can be explored through the Cornwall County Library in Truro, which will probably necessitate a journey to the

cathedral city. Another source for such information is the museum of the Royal

Institution of Cornwall, also in Truro.

Dark Seas' Papers #11: Shipping Losses with All Hands off Bude, 1920-1925

Date	Vessel	Type/Tonnage	Last Known Position*	Sea Conditions
15/11/20	Margaret	Fishing smack	SW of Sharpnose Points	Moderate
9/3/21	Angelus	Steam trawler	NW of Boscastle	Calm
24/5/21	Blackthorn#	Coaster (400 tons)	NW of Bude	Storm
11/8/22	James Brown#	Coaster (650 tons)	Off Hartland Point	Strong gale
16/10/22	Irene#	Fishing smack	SW of Bude	Moderate/rough
12/2/23	Brean Down@	Coaster (300 tons)	Off Dizzard Point	Moderate gale
25/6/23	Andrew	Fishing smack	N of Boscastle	Dead calm
21/8/23	Yorkshire Lass@	Steam trawler	NW of Boscastle	Moderate
17/1/24	Amethyst@	Fishing smack	Off Treloan	Moderate/calm
24/6/24	Lavender	Fishing smack	Off Bude	Moderate
27/10/24	Bulldog#	Tug	N of Tintagel Head	Gale
13/3/25	Mary Anne	Fishing smack	N of Pentire Point	Moderate
1/6/25	Southern Maid#	Fishing smack	W of Bude	Weakening gale
9/8/25	Saphir@	Yacht	Bude	Calm
14/8/25	Phoebe@	Fishing smack	SW of Bude	Moderate/calm

* Last sighted by other shipping or from shore

Bodies recovered within a week

@ No bodies recovered

Dark Seas' Papers #14: From the 14th Century *Book of Mysteries*

It is known that some of the monsters, endeavouring to contaminate others with that abominable blemish (that so, to their own wretched solace, they may have the more fellows in suffering), do by carnal intercourse with women in stews and other secret places seek to plant their seed in fertile ground for the issue of such unions, though born of daughters of Eve, in time do metamorphose into likenesses of the awful creatures and return to the sea from whence their seed sprang.

So it is known also that the inhabitants of remote and lonely villages along the shores of distant counties are plagued by these monsters, for secrecy is their protection against the swords and spears of righteous men who would justly slay them upon discovery. Reports have been privily received from throughout the realm that activities of the monsters have been rumoured as far afield as Cornwall and Northumberland and also from distant Wales.

Dark Seas' Papers #12: *No Kindly Light : An Account of Cornish Wrecks and Wreckers* , by Lewis Rynes, R.A. Sanford & Sons Ltd, London 1920

The custom of 'wrecking' was widespread in Cornwall until the closing half of the century just passed, but, in spite of the beliefs engendered by popular fiction, it was predominantly a custom founded on Providence rather than on intent. The typical Cornish wrecker was not an evil plotter conspiring to lure hapless ships onto sharp-toothed rocks by means of false lights, but rather a creature of opportunity who saw it as his birth-right that he should be able to claim as his own whatever should be washed onto the shore by the storms that battered his windswept county.

Still, though he may have been an opportunist, the wrecker could still show as little pity towards the pathetic survivor of shipwrecks as if he had been responsible for tricking his vessel to ruin in the first place. In 1753 George Borlase wrote of 'the monstrous barbarity practised by these savages [i.e., wreckers] upon the poor sufferers. I have seen many a poor man, half dead, cast ashore and crawling out of the reach of the waves, fallen upon and in a manner stripped naked by those villains....' Equally, a wrecker was frequently more than ready to face down authority in pursuit of his 'right' to loot the cargo of a stranded ship and to reduce its component timbers to matchwood, and often even armed guards were unable to prevent the wrecker going about his business.

Although evidence for the existence of the popular conception of wreckers beloved by novelists remains elusive, there are rumours and tales concerning certain parts of the county that suggest that such evil characters did once ply the foul business of falsely steering proud ships to doom and destruction. Areas long noted for the lawless character of their inhabitants included that lying between St Michael's Mount and the Lizard, and the lonely stretch of coast between Boscastle and Bude.

Dark Seas' Papers #13: *Mines and Mining in the West of England*, by Robert Hardwicke, Turnbull & Howarth, London 1914

Typical of the boom in tin-mining that took place in the Nineteenth Century was Treloosan Mine, some ten miles south-west of Bude. The workings exploited a rich vein of tin found beneath the cliffs to the south of Treloosan village. As the recovery of ore was pressed to its limits, galleries were driven seawards and a number of tunnels extended for some miles beneath the floor of the ocean.

The development of Treloosan Mine was marked by rapid expansion and equally rapid decline. As more tunnels were driven in the quest for tin, so the cost of operation gradually rose as the yield from the ore fell. In common with many owners, the directors of the Treloosan Mine kept the business going well beyond the point at which it was still worthwhile, hoping to stumble across a new vein of rich ore. As in most similar cases, they were to be disappointed and the mine finally failed in 1895, almost certainly never to re-open.

Dark Seas' Papers #15: From the 15th Century *Chronicle of Hartland Abbey*

And I, Brother Thomas Dene, of Hartland Abbey, record herein those notable things that happened whilst journeying from Truro, which I was witness thereof, or of which I heard testimony from people well worthy of belief. And in case these things which should be remembered perish with time and vanish from the memory of those who are to come after us, I, seeing so many evils and the whole world, so it be, placed within the grasp of Beelzebub, have put into writing truthfully all the things that I have seen and heard that the race of Adam might take heed of the warning that I thereby sound.

Whilst on the road from Towan Blystra to Clobelly I betook myself to the village of Trevalga, there to rest my weary bones awhile and take counsel with the priest of St Petroc's Church, Father Cadon, a goodly man. It was there that he told me of the spawn of Satan that defile that part of the coast, a brood of demons from the very depths of the ocean itself. At his words my response was at first to doubt, but knowing the priest for a worthy man of God I could but believe, for I saw the fear in his eyes as he spoke. And the very next night with my own eyes I beheld the monstrous abominations hopping and crawling from the sea, their voices croaking to one another like the call of frogs.....

Dark Seas' Papers #17: *A Guide to North Cornwall*, Price, Hiscocks & Co, London 1924

Bude lies on the north-coast of Cornwall, about three miles from the border with Devon. With a population of about 3,000 that trebles in the holiday season during the summer, the town is a popular holiday resort. It is divided by the River Start. The best (or, at least, most expensive) hotel is The Grenville, which stands a few yards from the eastern bank of the Start. The London & South-Western Railway is, by the company's own account, just over 228 miles by train from Waterloo, a journey of a little over five-hours for a first class return fare of £3.3s.6d.

Approximately twenty-three miles by road west along the coast lie the ruins of Tintagel, associated in legend with King Arthur and the Knights of the Round Table; at Slaughter bridge near Camelford (Tennyson's Camelot) the armies of Arthur and Mordred are supposed to have met in 542 in the battle that saw Mordred slain and Arthur mortally wounded. Dozmary Pool on Bodmin Moor, south of Tintagel, is identified as the lake into which Excalibur was cast by Sir Percival.

	Hotel Prices		
	Grenville	Norfolk	Globe
Single room	5/6	3/6	3/-
Double room	10/-	6/-	4/6
Breakfast	3/-	2/9	2/-
Luncheon	3/6	2/9	3/-
Tea	1/6	1/3	1/-
Dinner	6/-	2/6	4/6
Boarding, per day	15/-	-	13/6
Boarding, per week	105/-	-	94/6

Dark Seas' Papers #16: From the 16th Century *Dialogue concerning Witches* by George Gifford

I, Peter Arundell, clerk to Sir Robert Pownall in the vyllaige of Penhalt, do herebye give testimonie to those awful thyngs that I wytnessed with myne owne eyes. The wythes ague that curst the vyllaige lasted fulle many years, Hugh Trewalder being the fyrste to suffer from the dread dysease which was to carry off many of the goode folke of Penhalt. The plague tooke the forme at fyrste of a haggarde appearance, then soone their haire woulde begin to falle owt in a moste awful fashyn and their skyn woulde wrynkle lyke the fleshe of lyzardes and oon or too dayes thereafter their skyn woulde peelee as if frome the heate of the sonne and the skyn thus showne woulde be glossye and lyke to the scayles of fyshhe. In sleepe the eyes of the afflycted woulde not close. Soone the ille ones woulde be seized wythe the urge to flynge themselves into the sea and those who coulde not be restrayned woulde so do, there to drowne moste pyteouslie, but those that were so prevented did soone shrivelle and dye, the veye fleshe melting frome their bones in Deathe. And there dyed of this foule dystemper in those years betweene 1542 and 1549 some thirty-fyve people, both Men and Wymen, bye the curse of wythes. This is the truthe as I have seene it and I so sweare before God.

Each of the extracts provided as Dark Seas' Papers #14-#16 can be found in the archives of one or the other (your choice) with Library Use. You should note that both the *Book of Mysteries* and the *Chronicle of Hartland Abbey* are written in Latin and require successful Read Latin to understand. If none of the investigators reads Latin, Luck will provide either a ready-made English translation or else a helpful and knowledgeable librarian/curator.

Research in the library or museum will discover that Towan Blystra is the original name of New Quay, the latter only coming into usage in the 16th Century.

Again, research will confirm that Penhalt is a small village about four miles north-east of Treloan.

• **Gazetteers and Guidebooks:**

Commercially available guides to most parts of the country can be bought through virtually any bookshop for half-a-crown (2s.6d.) or less. No skill use is required to get hold of one of these; Dark Seas' Papers #17 summarizes typical facts that can be derived from typical guidebooks.

Treloan Mine Operations

Quite simply, Treloan Mine does not recover tin. Its only function is to service

Rodger's undersea settlement, but in order to do this behind an effective security barrier the mine has to be ostensibly viable. This requires fraud on quite a large and complex scale and a detailed investigation of the mine will reveal many suspicious circumstances.

There are a number of legitimate inquiries that the investigators can make that may arouse their suspicions about operations at Treloan Mine:

- The oil that fuels Rodger's undersea dome and all the other stores that supply its needs come via two routes. The first method is on board the *Hugo*, a small coastal steamer owned by Jones-Underwood (ownership of the vessel may be easily discovered in Padstow); the second route is by road from Bude. Rodger has deliberately arranged these two methods of supply to divert attention from the massive amount of supplies that is being passed through Treloan Mine. The *Hugo* is also used to bring in shipments of tin ore, concealed in packing cases, which is transported to the mine and then sent out legitimately, ostensibly as the product of the mining operation.

- If the mine is placed under observation for a reasonable period, say for a couple of days (this will not be difficult as

there are several vantage points from which it can be viewed, although the investigators will have to take care not to be spotted - a chance to use their Camouflage and Hide skills), the general impression that will be gained is one of torpidity and it should be obvious that this is not the busy, bustling scene that should be expected. Successful Listen will hear the continuous thrum of the powerful fans driving air to the undersea dome, a noise that does not cease even when the miners leave to return to Treloosan after their day's 'work'. Continuing observation through the night will show that the fans operate round the clock; these are tended by engineers from the dome, so if the investigators count miners arriving at and leaving the mine, they might wonder who is moving about and keeping the lights burning through the night.

- The records' office at Cornwall County Hall in Truro has records on all mining activities in the county. If the investigators want details on the operations of the Rinar Mining Company, they can find them here so long as they succeed with Credit Rating. Dark Seas' Papers #18 lists the information they can learn.

Dark Seas' Papers #18: Cornwall County Hall Records Office: Rinar Mining Company

- The company has employees totalling fifteen, including surface workers.
- Its annual output since it started producing tin has an average value of around £6,000; this is just enough to show a small operating profit, but takes no account of the cost that must have gone into re-opening the mine.
- The company is shown as a wholly-owned subsidiary of Jones-Underwood, a Padstow ship-building firm.

Treloosan Manor

The history of the ownership of Treloosan Manor can be uncovered through local newspaper and library research. The latter will provide details on the Squires of Treloosan, who held the Manor until 1895. The former can be culled for reports on changes in ownership since then. Success with both Credit Rating or Fast Talk (journalists at +25% to either) *and* Library

Use is necessary to ascertain the details provided as Dark Seas' Papers #19.

Mrs Frances Coke-Brockman currently resides just outside Dartmouth, on the south coast of Devon. If the investigators want to speak with Mrs Coke-Brockman about Treloosan Manor they will first have to find her. A number of possibilities are open to them, as described below; if all else fails, a successful Idea will suggest one of these methods to the investigators:

- **Doctors:** There are several general practitioners in the area of Treloosan.

Mrs Coke-Brockman's doctor while she was at Treloosan Manor was Dr Alan Inglis of nearby Boscastle. Dr Inglis still practises medicine in Boscastle and if the investigators are determined enough to call on every doctor within five miles of Treloosan they will strike lucky sooner or later. Alternatively, they may learn Dr Inglis's name from local sources (see below). Dr Inglis will agree to see anyone 'respectable' (another doctor, a lawyer, a university professor, anyone with a letter of introduction from Sir Henry Baskerville, etc).

Dark Seas' Papers #19: Ownership of Treloosan Manor

1694	William Trevithick, noted as a loyal and true subject of King William III, is recorded as the Squire of Treloosan and his residence as Treloosan Manor
1895	Trevithick family loses Treloosan Manor in the financial collapse of Treloosan Mine
1895-1915	Treloosan Manor passes through several owners
1915	Treloosan Manor acquired by Mrs Frances Coke-Brockman, the widow of an officer in the colonial civil service
1919	Leonard Northedge, a businessman, buys Treloosan Manor as a holiday home

If an investigator can succeed with Credit Rating (+25% to the skill of a doctor; -10% to that of a parapsychologist - Dr Inglis is deeply suspicious of 'quackery'), Dr Inglis will talk freely about non-

confidential matters to do with Mrs Coke-Brockman, but he will only mention the nightmares that disturbed her just before she left Treloooan Manor to a fellow doctor or a specialist in mental illness, both of whom must succeed with an appropriate skill roll (Treat Disease or Psychoanalysis) to be told this. If asked where she now lives, he will say that as far as he is aware she moved to South Devon, but exactly where he is unsure.

- **Lawyers:** There is only one significant legal firm near Treloooan, Fowler & Pender in Bude. As might reasonably be expected, this firm handled all of Mrs Coke-Brockman's legal business while she was living in Cornwall. As in the case of Dr Inglis, either of the partners will see anyone 'respectable' and respond favourably to successful Credit Rating (+25% to a fellow lawyer's skill). They have a record of Mrs Coke-Brockman's current address and will divulge it freely to a successful investigator.

- **Local inquiries:** In making inquiries locally, the investigators will run up against the wall of Treloooan's suspicion of strangers. Also, not very many of the villagers have any idea or memory of or interest in where Mrs Coke-Brockman has moved to.

Susan Tresidder worked as a maid for Mrs Coke-Brockman. Either a friendly contact in Treloooan or a special success with Fast Talk is necessary to learn this fact. If Susan can be spoken with thereafter, Fast Talk or a small bribe (say 10/- or, at most £1) should persuade her to tell the investigator that her former employer has moved to 'near Dartmouth' (she has no reason to conceal this information). See 'Friendly' Villagers below for further information concerning Susan.

Post-master Nathaniel Pengilly was responsible for forwarding to her new home mail addressed to Mrs Coke-Brockman at Treloooan Manor. As well as being part of Rodger's conspiracy, Nathaniel is conscious of the importance of his position and will not reveal confidential information to curious strangers (he has no such compunctions revealing such information to Rodger) unless an investigator with both a proper reason and a successful use of Credit Rating can speak with him. Even in this case, Nathaniel will report the incident through the 'chain of command' to Rodger.

Mrs Coke-Brockman is an hospitable old lady in her early seventies. She will happily talk with any investigator who can succeed with Credit Rating, Debate or Oratory. Her observations are provided as Dark Seas' Papers #20.

Treloooan Village

At some point the investigators are almost certain to go to Treloooan. There are several things that they can find out in the village that will advance their inquiries, but they will also increase the peril in which they find themselves. The ramifications of contact with the inhabitants of Treloooan village are almost limitless. Beyond interactions with the villagers of Treloooan, there are also bits and pieces of information that can be gathered by observation and 'innocent' research, all of which will help reinforce the investigators' perception of something unpleasant happening in this otherwise sleepy village. The bulleted paragraphs below attempt to delineate the most likely developments and the possibilities inherent in relations with the villagers.

- **'Unfriendly' Villagers:** There are between 320 and 350 villagers in Treloooan and the vast majority of these are intimately involved in the evil of the Mythos, even if they are not entirely aware of all the implications of this involvement. As a consequence the village is steeped in conspiracy: conspiracy to keep secret their alien ceremonies in honour of Cthulhu; conspiracy to conceal the strange disappearances attendant upon transformation of individual villagers into deep one trigons; conspiracy to protect the secret of 'Leonard Northedge's' activities at Treloooan Mine; conspiracy to conceal murders and other crimes that have been committed to preserve the conspiracy itself from discovery.

Naturally, this leads strangers to be regarded suspiciously; the last thing that the villagers want is trippers or other visitors finding Treloooan a friendly, welcoming place well worth coming to. Consequently, all interactions with unfriendly villagers attract adverse skill modifiers of -10 to -25%, the precise deduction being left to your discretion according to the circumstances in which a particular skill is used.

Investigators hoping for a room at the local inn will be told bluntly that none is

available; further inquiries will find that there is no one in Treloosan who provides even 'bed and breakfast' for the occasional holiday-maker. If they want to stay overnight in the area, they will have to try their luck at one of the nearby farms.

Throughout their time in Treloosan, the investigators should be constantly aware that they are being watched, even when there seems to be no one about. Almost everything they do is bound to be reported back to Rodger eventually. The

investigators should also sense the hostility towards them in the atmosphere; this is especially noticeable in the local pub where the air of antipathy will be thick enough to cut even if no outward display of aversion occurs.

As the investigators spend more time in Treloosan, the hostility will be enhanced by fear, especially if the strangers seem to be making progress towards uncovering the village's dark secret.

Dark Seas' Papers #20: Mrs Coke-Brockman's Remarks

Well, of course - Oh, would you like more tea. If you would, Emily. Thank you so much - I would *never* have moved except for the most terrible dreams I began to have. Oh, *much* too awful to describe, but believe me I have never experienced such nightmares before or since.

Then there were strange things happening as well - Please, *do* have another biscuit; they are Mrs Jones's own recipe and simply delicious - at night, in and around the cellar: unearthly whistling noises, *most* peculiar wet footmarks in the hall and all over the place in the cellar, and so forth. Of course, every night I sat up with my late husband's pistol ready to let whoever the scoundrels were know that I would not put up with their nonsense, everything would be quiet and I would drift off to sleep in my chair and have another of those *dreadful* nightmares.

Well, quite naturally, at first I suspected Mr Northedge was trying to frighten me into selling the Manor; after all, *he* was the only person who had any interest in making me want to move, but then I could not very well blame him for my unpleasant dreams, could I? I still harbour my suspicions that he was behind the nocturnal disturbances, but, of course, the *servants* were sure that the house was haunted. I did my best to tell them that it was rather strange that the spirits would have waited until four years after I had moved to the Manor to begin haunting the place, but they just would *not* listen to me. Within a fortnight they had all left me, except for dear Emily, and Mrs Jones was beginning to become *distinctly* nervous.

Well, if it had just been the goings-on in the cellar, I would not have minded too much on my own account, but I am rather afraid that the nightmares were beginning to get me down - Of *course* you may have another biscuit. Go on, take two, I *insist*. - My doctor, the old *fool*, had no idea what was wrong and could only suggest that it might be something in the atmosphere of the house, but like the servants he could not offer an explanation as to why it would have taken four years for the effect to manifest itself.

I was *very* reluctant to do so, but when Mr Northedge's lawyers approached me with a *rather* better offer I am afraid that I decided to accept it. If I had been twenty years younger, *nothing* would have induced me to leave until I had got to the bottom of things, but the weakness of old age is to yearn for tranquillity and I am sorry to say that this is what I opted for.

I *do* hope that I have been of some help to you. Oh no, not at all. It really was a pleasure for an old woman like me to have such interesting visitors. Now, because I have been so kind to you, you must promise to let me know *everything* you find out, I insist. I would simply *love* to know what was behind the goings-on at the Manor.

The villagers will attempt to drive the investigators away: they will be grossly overcharged for anything they want to buy in the village, their cars will be vandalized (but not disabled), stones will be thrown at them by unseen assailants, a runaway cart will clatter over the cobbles towards them, etc. In the most extreme case, the investigators will be physically threatened and, in the end, attacked by several of the villagers; if their secret looks as if it has been penetrated, the villagers will be ready to murder the investigators and dispose of their bodies.

Not all of the villagers are directly privy to the fact of the undersea settlement's existence, but virtually all are aware that something strange is happening beneath the sea and that this is connected with Northedge's activities at the mine, the *Karakal* and the *Hugo*.

- **'Friendly' Villagers:** There are no friendly villagers in Treloooan in the sense of those who will anxiously seek out the investigators as allies in an attempt to throw off the Mythos yoke. Those villagers who have not been corrupted by the ways of the Mythos have long since been either driven insane by exposure to deep ones and star-spawn or simply done away with. However, there are a number of villagers who can be persuaded to aid the investigators to a greater or lesser extent. The circumstances under which this may occur are summarized below.

In most cases, the individuals concerned will only be susceptible to any of the investigators' blandishments if they can be presented with irrefutable proof of their own involvement in the Mythos and if the investigators can thereafter succeed with Persuade to convince them that their only chance of getting out from under is to assist them. You should note that for the great majority of villagers negative modifiers should apply to such Persuade efforts: if Persuade fails the villager will go along with the investigators only to lead them into a trap at the first opportunity.

Joseph Damerell, the local Anglican priest, retains vestiges of Christian faith and conscience. Psychology used in conversation with the priest will indicate the inner turmoil within him, but not its cause: his manner is nervous and hesitant with strangers and he has difficulty looking them in the eye. If an investigator

can succeed with Persuade, Damerell can be persuaded to help him and his friends.

Susan Tresidder, 40-year old spinster daughter of fisherman Ben Tresidder, great-great granddaughter of wrecker Frederick Tresidder and once housemaid to Mrs Coke-Brockman at Treloooan Manor (see above), has remained unmarried as an excuse for avoiding the horror that grips her at the thought of mating with a deep one. This horror is sufficient to make her the least reliable of the villagers for Rodger's purposes, for she has grown to loathe the Mythos. She only remains in Treloooan because she knows what would happen to her if she tried to flee; however, a life-time of dissembling to cover her fear and detestation of the deep ones has helped her develop an almost perfect skill at avoiding being noticed and a cloak of deception concerning her hostility towards the Mythos. Susan is the only villager who is likely to volunteer to help the investigators unprompted, but she will only do so once she becomes aware of their purpose in the village. This awareness may be abstracted by a Luck roll using the luckiest investigator's ability, reflecting how easily Susan comes to realize that the investigators might be her ticket away from Treloooan.

Despite his size and muscles Garrett Dampney, the blacksmith, is a coward and the one thing he fears above all is that he will be arrested and jailed, or perhaps even hanged, for his part in the conspiracy at Treloooan village. Dampney wants a way out and if he thinks the investigators can offer it he will seize it. However, before Dampney will help them, he must be sure that his own safety is assured. Talking to the blacksmith will allow an investigator to use Psychology, success with which will indicate Dampney's fear and desperation. If approached during the day, Dampney will be monosyllabic and uncommunicative, for he is afraid of being seen in conversation with dangerous strangers, although Psychology may still be used effectively. If the investigators can talk with him at night, Dampney will respond favourably to either Fast Talk or Persuade.

You may choose up to four other villagers as potentially 'friendly', from amongst the fishermen and their families. Each of these villagers must be persuaded to help the investigators as described above

and will attract negative Persuade modifiers.

- **Church Records:** Even without eliciting the aid of the Reverend Joseph Demerell, the investigators can learn much from St John's Church. There are two sources of information: the church records themselves, available to any inquirer who has not already aroused suspicion about his motives, and the visible evidence of the tombstones in the graveyard. St John's has records stretching back to before the English Reformation (roughly 1530-1550) and normally only an investigator who has not given cause for suspicion and who can succeed with History or Archaeology will be allowed to inspect these (they are considered to be very valuable and are not available for everyday reference). Facts from the records can be learned with successful Library Use, and in the case of the earlier records success with Read Latin is also required. Information from the gravestones is available to anyone who can succeed with History with a positive modifier of +40%.

The following may be learned from the records:

- # A number of incidents recorded by the contemporary priests similar to those described in the extract from the *Dialogue concerning Witches* (Dark Seas' Papers #16) seem to have occurred around Treloosan. These all took place before 1700 and pre-date the total acquiescence of the village to the power of the Mythos. Combing the records will also substantiate what can be learnt from reading the gravestones.

From the gravestones investigators can infer:

- # A relatively high incidence of deaths in the age-group 25 to 35 years, many shown as 'drowned'. There is no significant difference between the sexes, either to deaths or the cause shown, where it is shown. A successful Idea will view the occurrences as suspicious in themselves; Cthulhu Mythos will recall the average age at which deep one/human hybrids transform into deep ones.

- **The Innsmouth Look:** If the investigators are sufficiently alert, successful Cthulhu Mythos will recognize the Innsmouth Look apparent to a greater or lesser extent in several of the village's inhabitants. Those noticed, though relatively few in numbers (less than a dozen over the course of a day), are proportionally

significant given the size of the village's population and known facts concerning incubation and transformation periods.

- **The Coaster:** Arrange things so that when the investigators first visit Treloosan the *Hugo* is alongside the quay discharging cargo, its home port (Padstow) in rust-streaked letters beneath its name on the stern. Even the dullest of investigators should be able to recognize fuel-drums amongst the articles being loaded aboard a lorry with the words 'Rinar Mining Co' painted on its side. There is obviously more cargo on the quayside than the lorry can carry in one load, much more than the level of activity at the mine (see below) can possibly require. Fast Talk used on an unalerted villager will ascertain that the steamer brings a similar cargo to Treloosan every month at around the current date. An Idea might lead an investigator to connect the name of the steamer with that of the infamous Sir Hugo Baskerville. To find tin ore amongst the current shipment, the investigators must successfully breach one of the large packing cases standing amongst the other supplies on the quay.

Inquiries resulting from a successful use of Credit Rating at the L&SWR station at Bude will ascertain that every month two freight wagons with supplies for Treloosan Mine arrives. The supplies include food and other necessities, but principally fuel. Rinar Mining's lorry has to make several trips to carry everything to the mine. If the investigators think to establish when the freight wagons arrive (an Idea will suggest this), they will discover that it is roughly two weeks after/before the *Hugo* makes its call at Treloosan.

- **The Submarine:** When the investigators first come to Treloosan, the *Karakal* should normally be located in the sea-cave at Treloosan Manor and only under exceptional circumstances should you place the submarine at Treloosan at the same time as the investigators. Nevertheless, there are a number of clues in Treloosan that hint at the submarine's activities.

- # Successful Luck followed by Listen while in *The Anchorage* will overhear one of the fishermen mention the word 'submarine', clearly in the context of a craft of this type. As soon as he has said this, he and his companions will realize that the investigator is within earshot and will drop the subject. If asked directly, they will say that they were talking about submarine

wrecks interfering with their fishing-gear. If a 'friendly' villager (see above) is questioned about the matter, he will mention the occasional visits of the Royal Navy submarine to Treloosan; if asked more detailed questions about this boat, he will refer to the strangeness of the crew, such as the fact that he is sure the captain is a foreigner, etc.

The small store at the foot of the eastern quay is secured by a padlock that can be opened with Mechanical Repair (submarine skipper Wolfgang Kortzen and chandler John Pengilly have keys). The store is used to keep a variety of tools and equipment for servicing the *Karakal*. Most of these would be of equal use for a surface vessel, but the three heavy duty batteries should be suggestive to an investigator with naval experience. Also in the store are spare prisms for the submarine's periscope, a broken propeller from a torpedo and two compressed air cylinders.

• **The Deep Ones:** If the investigators can contrive things so that they can remain unsuspected in the vicinity of the village overnight, allow them to witness a joint villager-deep one ceremony in celebration of Great Cthulhu himself. This ceremony will be conducted at midnight on a small beach to the west of Treloosan and will involve the villagers assembling with burning torches on the foreshore, first to summon the deep ones to join them and then, together with the amphibious monsters, to raise hosannas in honour of the Great Old One; optionally, you may allow a star-spawn of Cthulhu to be called to participate in the ritual, depending upon how much of a scare you want to throw into your investigators (if any investigators have been captured by the villagers, the star-spawn will definitely feature in the ceremony and the prisoners will be offered to it in sacrifice). The star-spawn will not actually come onto the beach, but remain thirty or forty yards offshore, the deep ones and villagers making obeisance in tribute to its service of their awful god. (Using her ability to pass unnoticed, Susan Tresidder will hang back as the villagers pass in procession to the beach, managing to sneak off in the dark before her remaining sanity is threatened by events during the ceremony. Observant investigators may notice the shadowy figure slipping away from the rear of the procession.)

If the investigators eschew an overnight vigil, but carry out a thorough reconnaissance of the area in daylight, an examination of the beach in question will, with successful Cthulhu Mythos followed by the skills listed, show clear indications of Mythos activity: Track will identify deep one spoor, while Spot Hidden will note the traces of cult sigils drawn in the sand.

Dark Seas' Papers #21: *West Britain News*, Thursday, 17th April, 1817

WRECKERS ON TRIAL AT BUDE ASSIZES

Arraigned at Bude Assizes and charged with Murder, Battery and Theft following the wreck of the Brig *Belinda* off Treloosan in April were Frederick Tresidder, James Berry and Samuel Ivins of Treloosan Village. The Master and Crew of the *Belinda* who survived the wreck of their Vessel were most foully slain by Wreckers lusting for the loot aboard the grounded Brig.

A detachment of Dragoons arrived from Bude in the company of an Agent of the Brig's owners some twelve hours after the *Belinda* was wrecked and apprehended Tresidder, Berry and Ivins aboard the stranded Vessel. All three attacked the Dragoons in an attempt to avoid arrest, but were apprehended after a fierce struggle in which a Sergeant and three Troopers were wounded, one of the latter with a grievous injury to which he may yet succumb. A body found aboard the Brig had been killed by sword-thrust and both Tresidder's and Berry's weapons and clothing were observed to be marked with blood before their struggle with the Dragoons commenced. This has been deemed conclusive evidence of their murder of the poor unfortunate Sailor.

Local History

Aspects of local history can be researched from a variety of sources and you should place no difficulties in the way of the investigators unearthing the newspaper reports provided as Dark Seas' Papers #21-#22, beyond the requisite Library Use rolls. They can most likely be found in the larger local library and museum archives, although if you wish you may provide them as extracts from books such as *No Kindly*

Light (see above). The *West Britain News* is now the *West Britain Daily News* and it has its own archives; these may be found in its main office in Plymouth.

Dark Seas' Papers #22: *West Britain News*, Thursday, 24th April, 1817

WRECKERS TO HANG

James Berry and Frederick Tresidder were found Guilty of the Murder of John Marjoribanks, Sailor aboard the Brig *Belinda* wrecked off Treloan in April. Both were also found Guilty of Battery and Theft. Samuel Ivins was found Guilty of Battery and Theft.

Judge Thomas Garland sentenced Berry and Tresidder to Death. Ivins was sentenced to Transportation for the term of his Natural Life.

Entering the Undersea Dome

The ultimate objective of the investigators should be to penetrate and destroy Rodger's submarine lair and there are a number of methods through which the investigators might gain entry to the dome, some voluntary and some involuntary.

- They may penetrate through the tunnel network of Treloan Mine, either from the mine itself or from Treloan Manor. This might well be the way in which the investigators learn of the dome in the first place, reaching the seabed entryway via an exploration of the subterranean passages of the mine.

- They may use Rodger's submarine to seal onto the docking hatch, a means requiring them to either steal or take-over the submarine once aboard it. Only investigators who have experience of operating submarines may successfully navigate and dive *Karakal*, although so long as it remains on the surface any investigator with enough knowledge to operate a similarly sized surface vessel can sail the submarine. To successfully dock the *Karakal* with the dome, the investigators must either have observed the operation in progress or else persuade a crew-member to explain how this is done.

- Using their own diving gear from a vessel above the dome, they may enter through one of the several airlocks from the sea-bed.

- If made captive by Rodger's agents, they may find themselves taken to the undersea settlement as captives. The exact mode of their transport will depend on the circumstances of their capture and may be via the submarine or the mine.

Learning about the Dome

As far as Rodger's undersea settlement is concerned, until they actually enter it the investigators are more likely to infer its existence rather than to be able to prove this as a fact. Such a deduction should be logically derived from the various strands that they will collect throughout the investigation. Of course, some investigators may simply stumble across the dome via Treloan Mine or by being captured.

In Treloan Mine

The map of Treloan Mine shows the above-ground lay-out. Although the gate across the track leading to the mine is normally kept closed, there has been little serious attempt to mount a proper security operation. Nevertheless, the investigators should not expect to be able to wander around the workings unchallenged during the day.

In order to make their way underground the investigators will have to operate the winding gear to lower the cage; this requires an ability to understand and work the machinery. An investigator without any experience of mine equipment must succeed with Mechanical Repair x2 to figure out how any piece of 'unusual' machinery works and either Operate Heavy Machinery or Mechanical Repair x1/2 to get it to function properly. A failure with a skill when attempting to operate a piece of equipment may cause it to malfunction part-way through its operation, which might prove fatal in certain circumstances.

While the cage is normally operated from the surface, with signals sent to the operator via a buzzer, it is possible for it to be raised and lowered from within the cage; however, it will only work if the machinery at the surface is functioning and should this be switched off, the cage will stop. The surface controls will override those in the cage and it is impossible to circumvent this. If the cable which raises and lowers the cage breaks, a gravity-brake acts to prevent it crashing to the bottom of the shaft.

Where the investigators penetrate beyond 'safe' areas in the underground workings, skills and abilities which will help them to avoid sudden dangers are Luck, Geology and Spot Hidden. Successful Track will indicate whether a tunnel has been used at all recently. Geology will suggest that little or no actual mining has been carried on at the mine for many years.

The Submarine

The only place where the *Karakal* lies alongside on the surface with anything approaching regularity is Treloan harbour and normally it will only do so at night and when there are no strangers in the village. Even so, such visits are rare and restricted to occasions when the submarine requires major servicing that cannot be carried out in the cave beneath the Manor; occasionally such work may necessitate the *Karakal* remaining alongside the quay at Treloan through one or more days, but when this occurs every effort is made to ensure that it is not spotted by visitors. As far as the few villagers of doubtful loyalty to Rodger and the Mythos are concerned, the *Karakal* is passed off as a Royal Navy submarine, a cover tale which the average villager has little reason to doubt, even if he might wonder about the exact nationality of some of its crew.

Diving

Keeper Papers #6 provides valuable background information on the state of diving technology in the 1920s; additional details beyond the historical framework of the investigation are for your reference.

Even with 1990s equipment, diving is not something to be undertaken by a neophyte. Training is essential to learn how to use diving gear, to understand the physiological limits imposed by depth and the need to depressurize, and the alienness of the undersea environment. If your investigators have the Diving skill, you may allow them to use it. However, if they have no experience you should do your best to discourage their attempting this method of investigating the dome. Each dive will require a skill roll to avoid problems; where the investigators are tangling with Rodger's minions and deep ones, they must succeed with Diving each combat round in order to be entitled to utilize a weapon skill. Diving suits can be assumed to offer two points of armour protection, but once

this has been breached a diver will quickly drown long before he can be brought to the surface.

Inside the Dome

While inside the dome, few of the crew will be armed. Officers normally carry side-arms (pistols), but other ranks will only be given weapons for guard duty (to watch over prisoners) or if intruders are known or suspected to be about.

Although the undersea settlement uses artificial light throughout, the present crew still operates a 'normal' day, with only a skeleton watch supervising machinery during the night. Rodger's ultimate plan calls for work to be carried on round the clock, but this will only become normal practice when the dome is fully manned.

While moving around within the dome, the likelihood of the investigators being discovered depends on a range of variables, including the time of day, their quietness and luck. If captured and confined in the cells, the investigators must find their own way out: there are no gates or secret doors here, but the locks on the cells will respond to Mechanical Repair attempts to pick them.

Currently held prisoner in the cells and awaiting their fate are the surviving crew of the fishing smack *Phoebe* (see Dark Seas' Papers #8). If the investigators can release these five men, they will prove stalwart allies. All five know that when they were first brought to the dome, also held captive there were the surviving crew and a passenger from the French yacht *Saphir*, boarded by deep ones after she anchored too close for comfort to the *Karakal's* lair. Thanks to an overheard conversation between members of the dome's crew, they know that the sailors were murdered and that the passenger, a young woman, was sent to *the looney-bin* (the words used in the exchange) on *the Captain's orders*; apparently, 'the Captain' believed that the girl could prove useful to him. In brief snatches of conversation (in broken English) with the young woman, the fishermen learned that her name was Louise Ranvier (which they pronounce *Ronvee-ey*).

There are a number of methods that the investigators can use to damage or destroy the dome.

Keeper Papers #6: Under the Sea to the 1920s

Although Jacques Cousteau did not perfect the aqualung until 1943, the Rouquaroyal equipment described by Jules Verne in 'Twenty Thousand Leagues Under the Sea' in 1869 was in actuality an effective semi-independent diving gear invented by the Frenchmen Benoit Rouquaroyal and Lieutenant Alphonse Denayrouze in 1865. The Rouquaroyal-Denayrouze *aérophore* consisted of an air reservoir, carried on the diver's back, into which air was forced through a pipe from the surface. The reservoir was equipped with a regulator to release air into a mouthpiece at the hydrostatic pressure appropriate to the depth at which the diver was operating. The equipment's semi-independent nature came from the fact that the diver could remove the surface pump-line and move about freely on the bottom for short periods on the air contained in the reservoir. Greek sponge-fishers were reported using the gear for several hours operation and at depths of 150 feet. Dr Alphonse Gal, an MD who studied man under water, conducted physiological experiments on himself at depths greater than eighty feet. In 1875 Denayrouze produced a fully independent version of the compressed-air *aérophore*.

The next major advance in free-diving came with the independent manually-valved compressed-air lung invented by another Frenchman, Commandant Yves le Prieur, in 1924. This was refined by 1933 and consisted of a chest-mounted compressed air bottle from which an air pipe led to a full-face mask. Divers hand-valved and could remain submerged for around twenty minutes at twenty-five feet and ten minutes at forty feet, but they were restricted to walking on the bottom and still could not swim freely.

Using more traditional helmet-and-suit diving gear with an air pipe leading to an air compressor at the surface, the maximum safe limit for divers breathing compressed air is around 300 feet (because of the consequences of Dalton's law of partial pressures and the toxic effects of breathing pure oxygen at greater than two atmospheres' pressure), with fatalities likely at greater depths. 608 feet was reached by Victor Campos in Mexico in an armoured suit in 1918. The German company of Neufeldt & Kühnke made pressure-proof diving armour (articulated legs and claw-equipped arms) which was effective to 700 feet and extensively used in salvage operations on the *SS Egypt* at a depth of 420 feet over seven years from 1928. While the idea was originally put forward as early as 1919 by Massachusetts' Professor Elihu Thomson, the first experiments with helium-oxygen mixtures took place in the USA in 1924/25 (in landlocked Pittsburgh!). In December 1937 Max Gene Nohl set a record that was to last ten years of 420 feet in Lake Michigan breathing a helium-oxygen mixture in a helmet-and-suit rig.

A variety of submersible devices allow greater depths to be achieved, but only a few are free-swimming rather than suspended by a cable from a mother ship. As early as 1865 a steel sphere with an exterior lamp was lowered to 245 feet and thirty years later the main improvements were associated with electric lights, telephones and manipulative claws rather than greater depths. In 1908 a sponge-picking submarine with mechanical 'arms', wheels, a searchlight and a telephone was tested at a depth of 325 feet, but it did not prove a success - investigators may prefer a version not designed to roll along the bottom of the ocean like an arthritic skateboard. Italian Roberto Galeazzi's 'butoscopic turret' - a one-man steel canister with twelve viewing ports - reached 700 feet in 1930. In the same year Americans Dr William Beebe and Otis Barton went as deep as 1,400 feet off Bermuda in a bathysphere and 2,170 feet two years later.

- The simplest method of effecting major damage is simply to flood the interior by opening the airlocks to the sea. To be certain of flooding the dome completely, the investigators must ensure that watertight hatches and doors between upper and lower levels and between the inner and outer domes are jammed open or otherwise damaged so that they cannot be closed. If the investigators can also manage

to flood Treloan Mine in the process, they will have set Rodger's plans back for years, if not indefinitely. However, with the co-operation of the deep ones and with the necessary investment of time, money and effort, the dome could be re-sealed and pumped dry.

- A more effective method of scuppering Rodger's plans for exploiting the undersea environment would be to blow up the dome.

There are sufficient explosives in the magazine, if not to blow the dome to smithereens, at least to shatter its structure so that a complete rebuilding will be necessary. If the investigators can wire the magazine for detonation, they can be sure that the resulting explosion will devastate the dome, and probably damage and flood Treloan Mine as well; if the *Karakal* is docked at the dome, the submarine will be seriously damaged too. To prepare the magazine to explode, the investigators must succeed with both Mechanical Repair (to make an appropriate timing and trigger device from equipment available in the workshops, equipment stores and magazine itself) and Electrical Repair (to set the wires and detonators properly). Of course, if an investigator is prepared to make the ultimate sacrifice, the magazine can be detonated quite satisfactorily by direct physical means.

- If the investigators can fire torpedoes from the *Karakal* against the dome, these will be almost as effective as exploding the magazine. To use the submarine's torpedoes, the investigators must either have the necessary experience, or persuade a member of the crew to assist them. Alternatively, a member of the crew of the *Phoebe* may have served aboard a Royal Navy submarine during the Great War and have the necessary knowledge; whether this is so and who the crew member is is left to your discretion.

- A fourth option for the investigators would be to reveal the dome to the authorities, but to do this they will need convincing proof of its existence to avoid being dismissed as cranks (successful Credit Rating is needed to approach the relevant Important Persons in the first place). The Admiralty will be most interested in the dome.

Non-Player Character Statistics

Details of non-player characters in *Dark Seas, Dark Dreams* are gathered here for convenience.

The Crew of the *Phoebe*

	John Penberthy	Ambrose Treneer	'Jack' Dawe	Ted Penter	Martin Ivey
STR	15	12	14	12	16
CON	9	12	11	16	14
SIZ	12	15	16	13	15
INT	9	15	12	13	14
POW	9	15	13	11	10
DEX	13	12	10	14	15
HP	11	14	14	*15	15
Damage +	1D4	1D4	1D4	1D4	1D4
Attack %:					
Fist	70	65	75	60	80
Club	50	70	45	55	60
Knife	75	60	35	55	50
Pistol	20	35	25	35	45
Rifle	30	25	45	10	50

* Ted Penter has lost 4 hit points due to wounds suffered in the struggle when the *Phoebe* was taken by the *Karakal*

Move: 8

Weapon Notes: None of the crew of the *Phoebe* has a weapon, but if they can be armed they have the abilities shown.

Typical Skills: Climb 65%, Dodge 55%, Jump 55%, Mechanical Repair 65%, Sailing 75%, Swim 45%

Deep Ones

	1	2	3	4	5	6	7	8	9	10
STR	14	19	14	16	14	11	17	7	18	8
CON	11	11	10	8	8	9	11	11	14	9
SIZ	13	13	20	13	17	18	20	17	16	14
INT	12	15	16	16	15	14	13	11	9	11
POW	12	10	16	8	6	13	8	12	11	12
DEX	7	11	12	10	12	7	4	6	11	8
HP	12	12	15	11	13	14	16	14	15	12
Damage +	1D4	1D4	1D6	1D4	1D4	1D4	1D6	-	1D6	-
Claw	70%	75%	50%	45%	85%	55%	75%	55%	50%	75%
Trident	40%	50%	45%	45%	55%	55%	35%	55%	45%	55%
H/gun	65%	80%	35%	40%	75%	45%	60%	45%	35%	65%

Armour: 1 point skin Move: 8/10 SAN Loss: 0/1D6

Weapon Notes: With Rodger Baskerville's aid the deep ones off the Cornish coast have been equipped with harpoon-guns, firing barbed bolts propelled by immensely powerful springs. The harpoon-guns have a range of fifteen yards in air and five yards in water and do damage of 2D4+2. They have a rate of fire of one bolt every third combat round, i.e. it takes two combat rounds to cock the weapon and then load a bolt. Base skill with a harpoon-gun is 15%, plus the user's DEX in percentiles.

Rodger's Crewmen

	1	2	3	4	5	6	7	8	9	10
STR	15	17	14	11	13	12	14	16	15	13
CON	12	16	11	16	12	13	9	15	11	13
SIZ	15	13	12	13	16	13	13	14	15	16
INT	12	13	12	11	14	13	11	13	14	12
POW	9	14	13	11	8	14	15	11	10	13
DEX	12	11	10	13	9	14	16	6	12	15
HP	14	15	12	15	14	13	11	15	13	15
Damage +	1D4	1D4	1D4	-	1D4	1D4	1D4	1D4	1D4	1D4
Attack %	50	45	65	70	55	45	65	45	60	70

SAN: Crewmen will have varying levels of SAN. The most tainted will be completely insane, but for others assign 5+1D20 SAN.

Move: 8

Weapon Notes: Normally Rodger's crewmen will be unarmed, whether in the dome, aboard the *Karakal* or at Treloosan Manor or in the village. Guards will be armed with rifles, while officers and petty officers will usually carry pistols. In the event of intruders being suspected, all crewmen will be armed, senior officers with submachine-guns. Attack percentages given above may be used for all weapons used by a character, but reduce by one-half for automatic weapons.

Typical Skills: Climb 60%, Dodge 50%, Jump 60%, Listen 60%, Mechanical Repair 55%, Sneak 50%, Swim 65%, Throw 50%

Skill Notes: There are several divers amongst the dome's crew. Each of these has the Diving skill to an ability of 50+1D20%. To accomplish a dive successfully, a character must roll his Diving skill or encounter trouble; in the event of trouble or combat, a character must again succeed with Diving to allow him to exercise whatever other skill is required to get out of trouble and each time that he wants to use a weapon or combat skill.

General Notes: Use these characteristics if you need crewmen from the *Hugo* or the *Neptune*.

Treloosan Villagers

	1	2	3	4	5	6	7	8	9	10
STR	15	7	10	11	9	12	11	9	10	11
CON	8	6	9	16	9	12	9	15	11	13
SIZ	15	11	10	16	13	13	12	14	15	16
INT	11	16	10	10	9	13	15	16	14	12
POW	7	13	12	10	10	14	15	9	10	9
DEX	9	12	10	12	10	12	12	5	12	16
HP	12	9	10	16	11	13	11	15	13	15
Damage +	1D4	-	-	1D4	-	1D4	-	-	1D4	1D4
Attack %	40	35	55	65	45	30	35	60	75	70

SAN: Individual villagers will have varying levels of SAN. The most tainted will be completely insane, but for others assign 5+2D20 SAN.

Move: 8

Weapon Notes: Individual villagers will have a variety of weapons, with firearms being few and most likely single- and double-barrelled shotguns. Typical weapons are clubs of various sorts, axes, hatchets, agricultural-type tools (scythes, sickles, etc), all types of knives and the occasional long-blade (cutlass, sword, etc). At most, one in six villagers should have a gun of some description. Attack percentages given above are for guidance only and you should adjust them as you see fit for the weapons that you equip your villagers with.

Typical Skills: Climb 50%, Dodge 45%, Hide 50%, Jump 60%, Listen 60%, Mechanical Repair 35%, Sneak 40%, Sailing 60%, Swim 55%

Joseph Damerell: Anglican Vicar at Treloosan

STR	11	CON	14	SIZ	13
INT	14	POW	12	DEX	11
APP	12	EDU	14	SAN	25
HP	14	MP	12		

Weapons:

20g shotgun* 60% 2/1D6/1D3

* Damerell enjoys the field sport of shooting

Skills: Credit Rating 55%, Cthulhu Mythos 15%, Debate 60%, Deliver Sermon 65%, Library Use 70%, Ride Bicycle 85%

STR	14	CON	12	SIZ	14
INT	14	POW	15	DEX	15
APP	13	EDU	13	SAN	75
HP	13	MP	15		

Weapons:

Fist 85% 1D3+1D4

Cosh* 75% 1D8+1D4

.38 revolver 65% 1D10

12g shotgun 70% 4/2/1D6

* Knock-out damage only as described in *Cthulhu by Gaslight*

Skills: Bargain 60%, Credit Rating 45%, Debate 65%, Dodge 70%, Drive Automobile 75%, Fast Talk 80%, Hide 80%, Law 60%, Library Use 65%, Listen 70%, Sneak 75%, Spot Hidden 85%

Star-Spawn of Cthulhu

STR	90	CON	65	SIZ	120
INT	23	POW	21	DEX	12
HP	93	MP	21		
SAN loss			1D6/1D20		

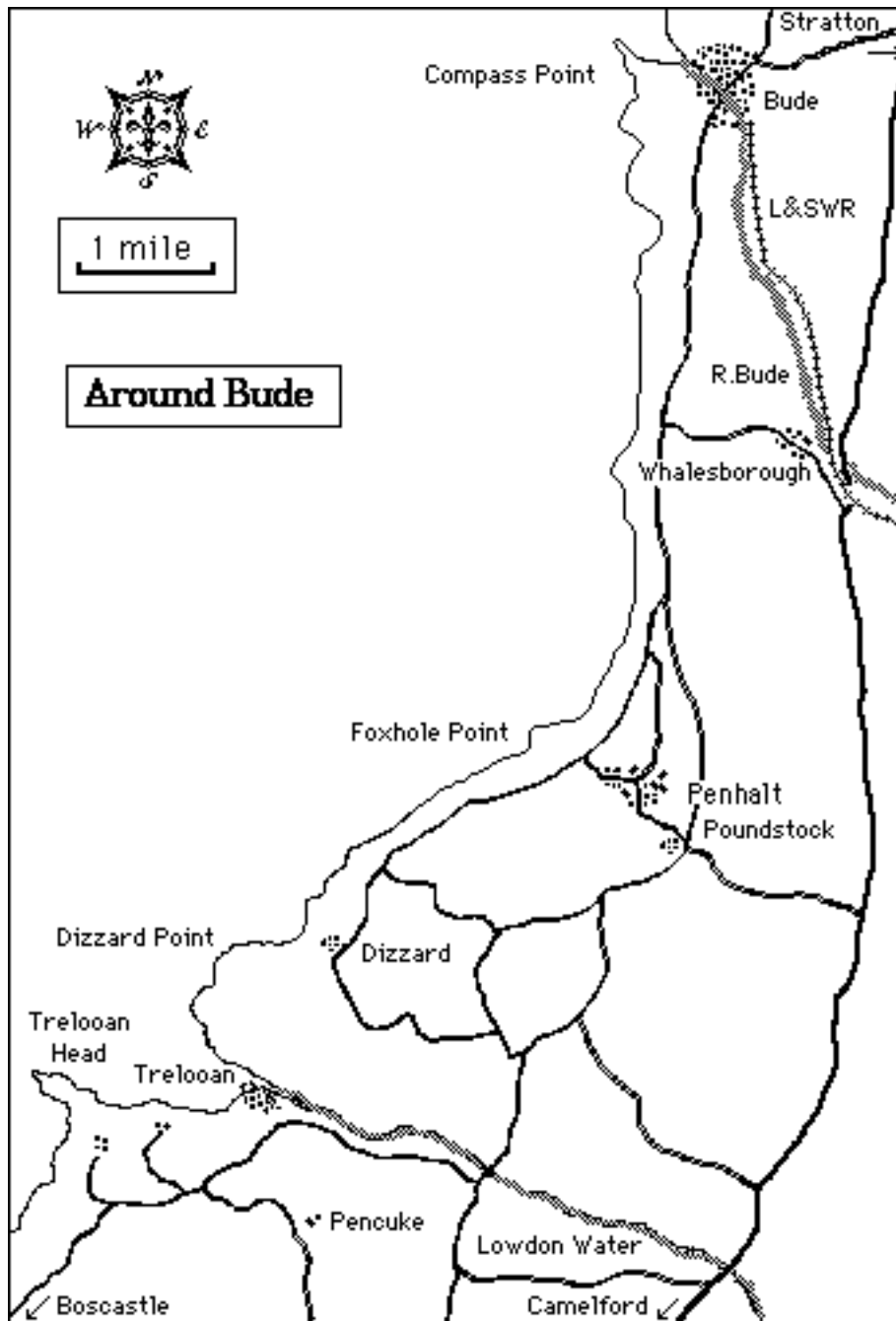
Armour: 10-point skin; regenerates three hit points per melee round.

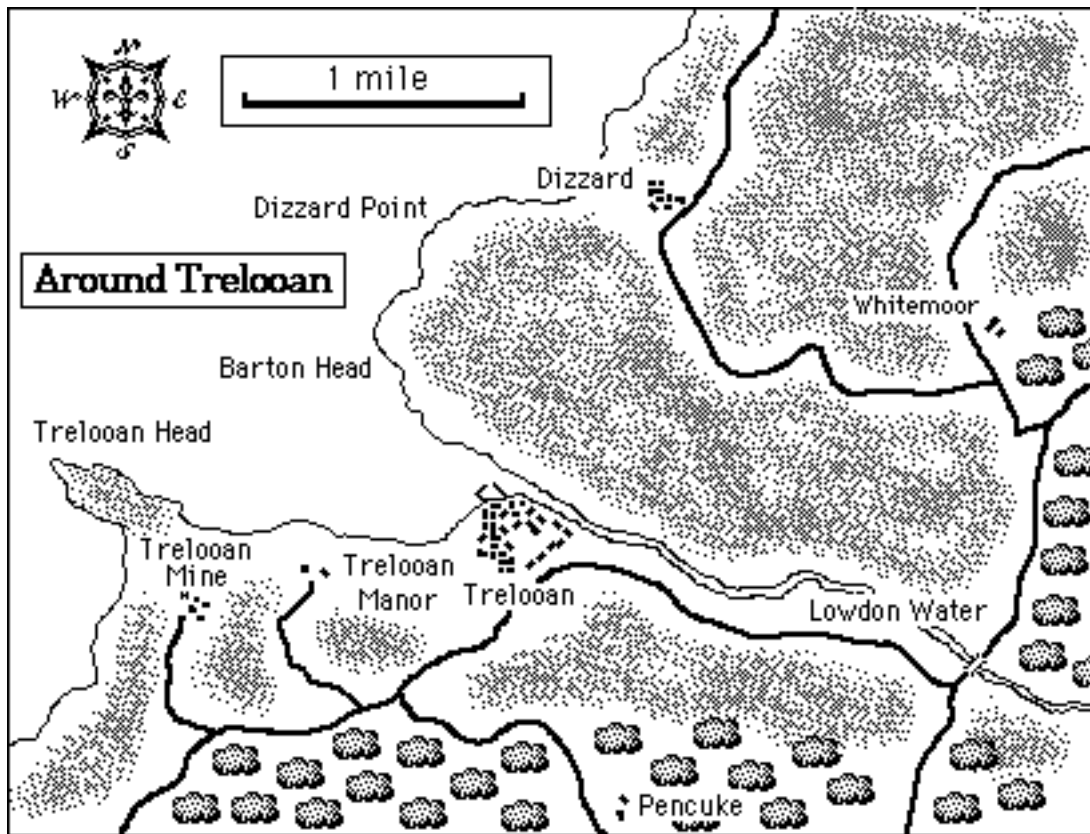
Weapons:

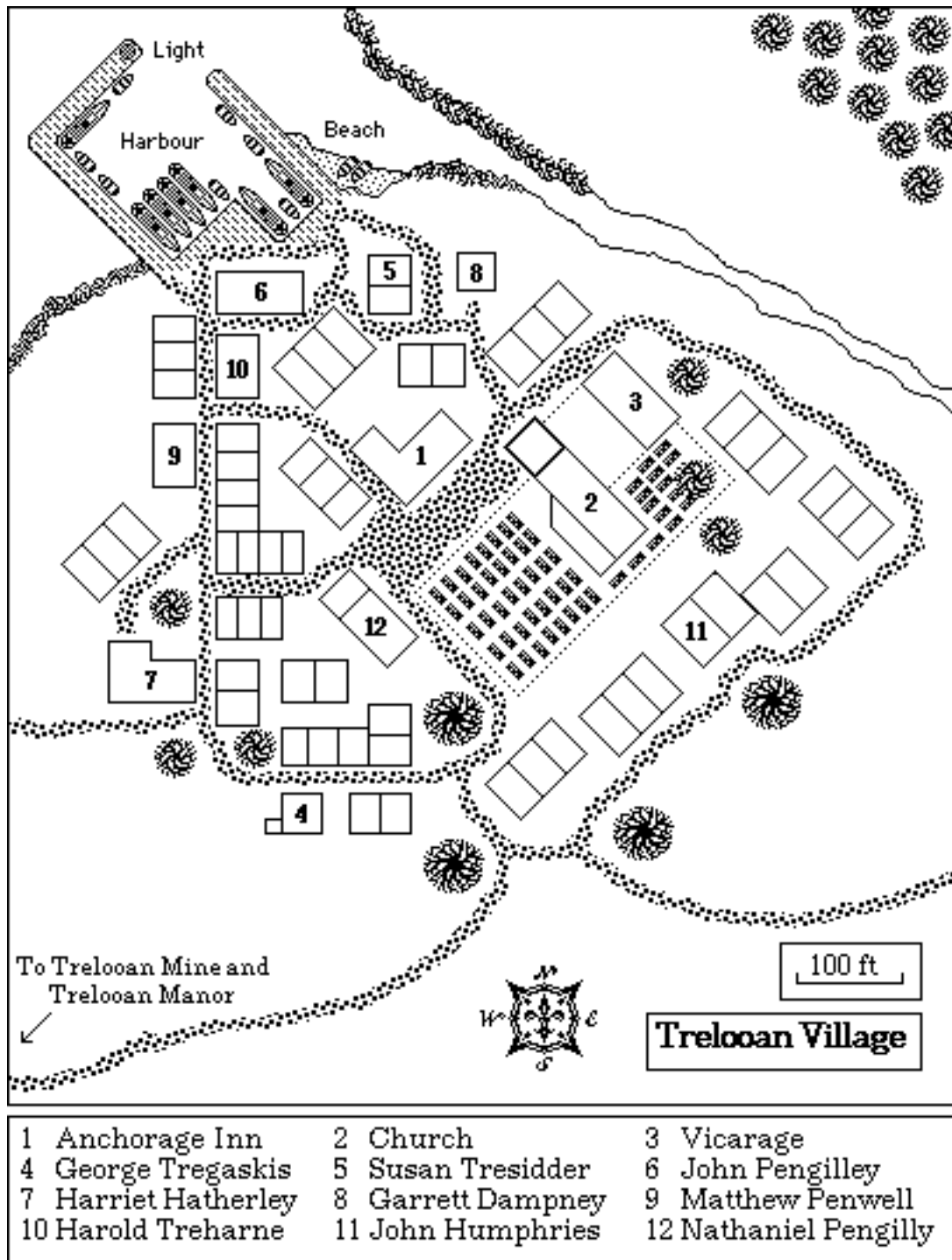
Tentacles	80%	11D3
Claw	80%	11D6

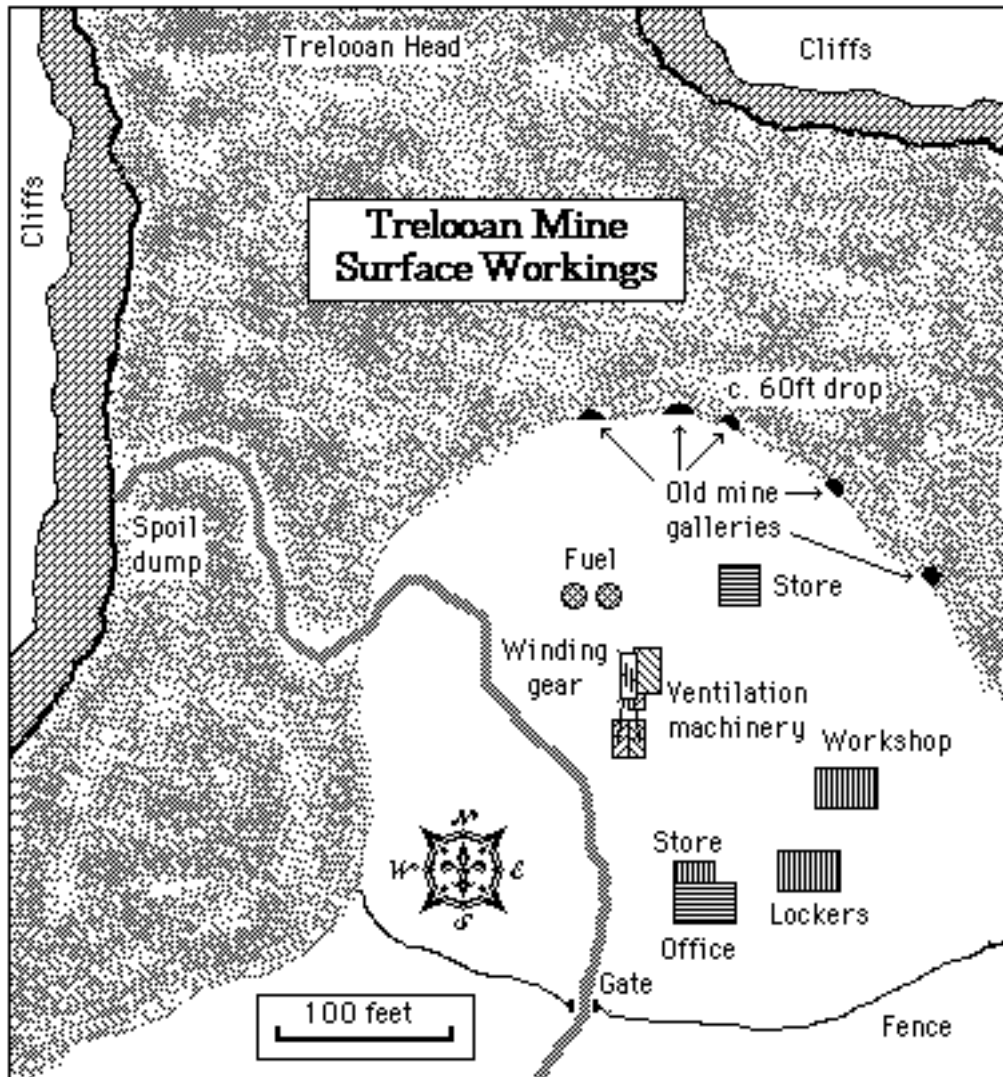
Spells: Contact Cthulhu, Contact Deep Ones, Contact Elder Thing, Grasp of Cthulhu, Mental Suggestion, Wave of Oblivion

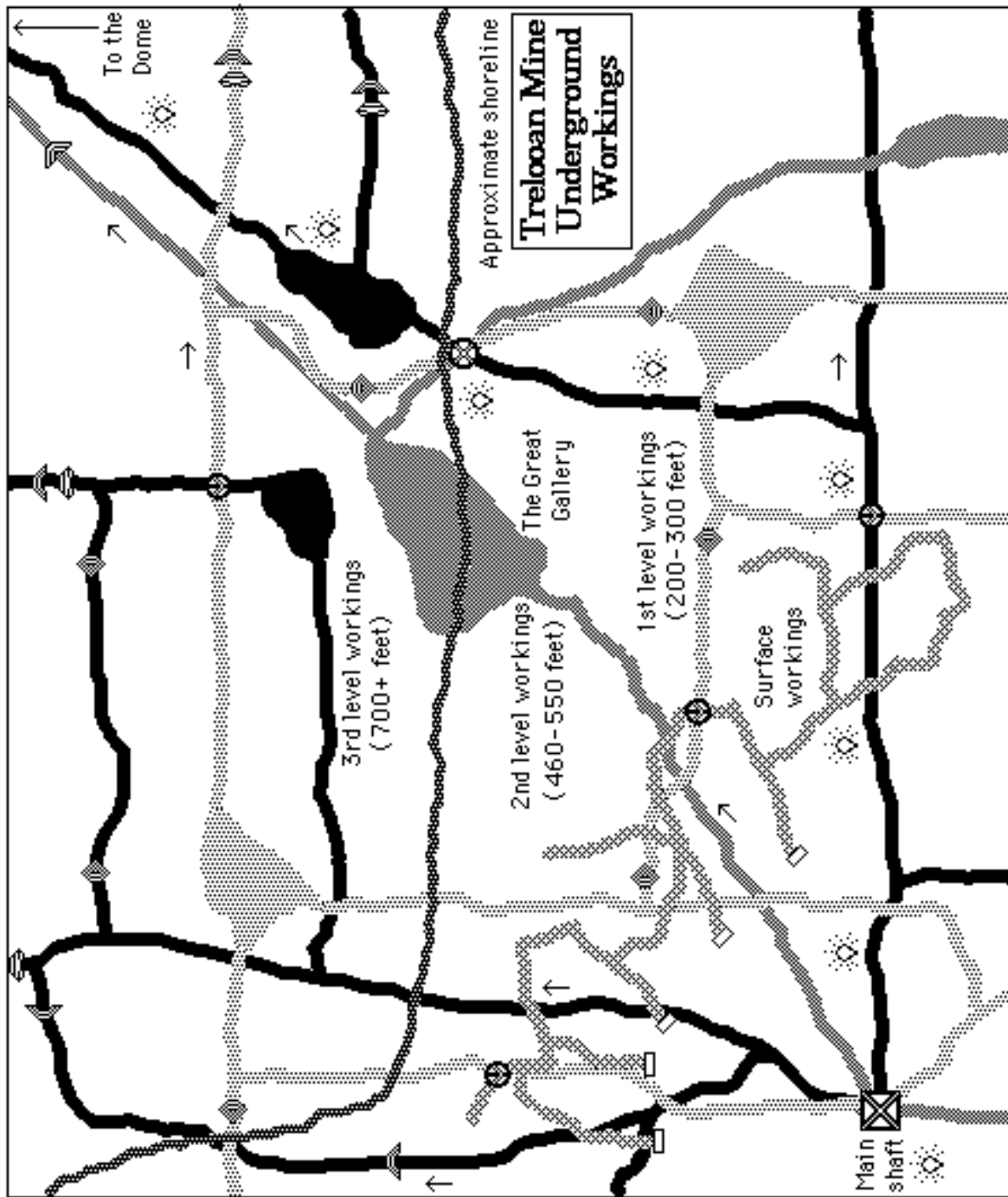
Dark Seas, Dark Dreams: Handouts and Maps

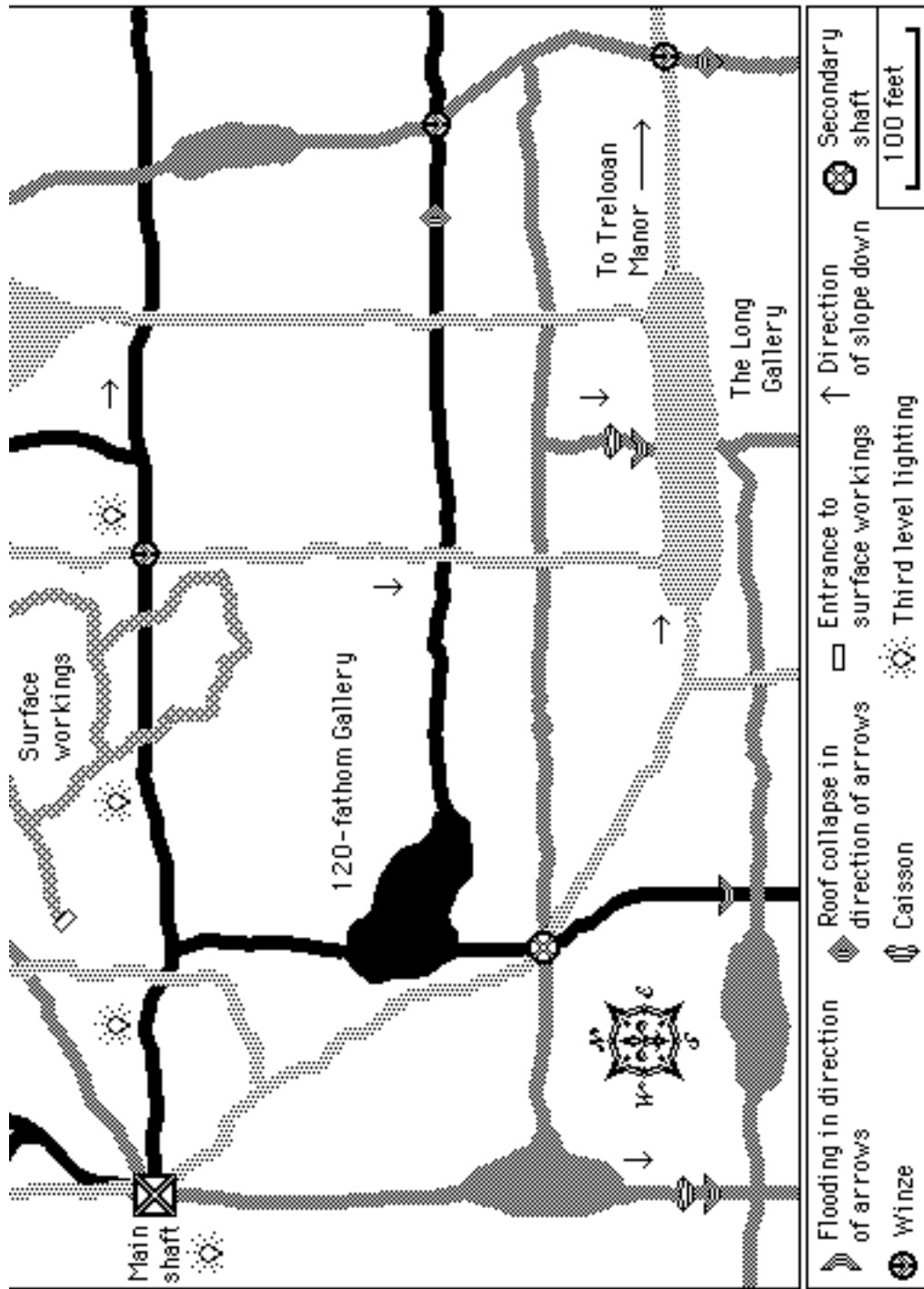


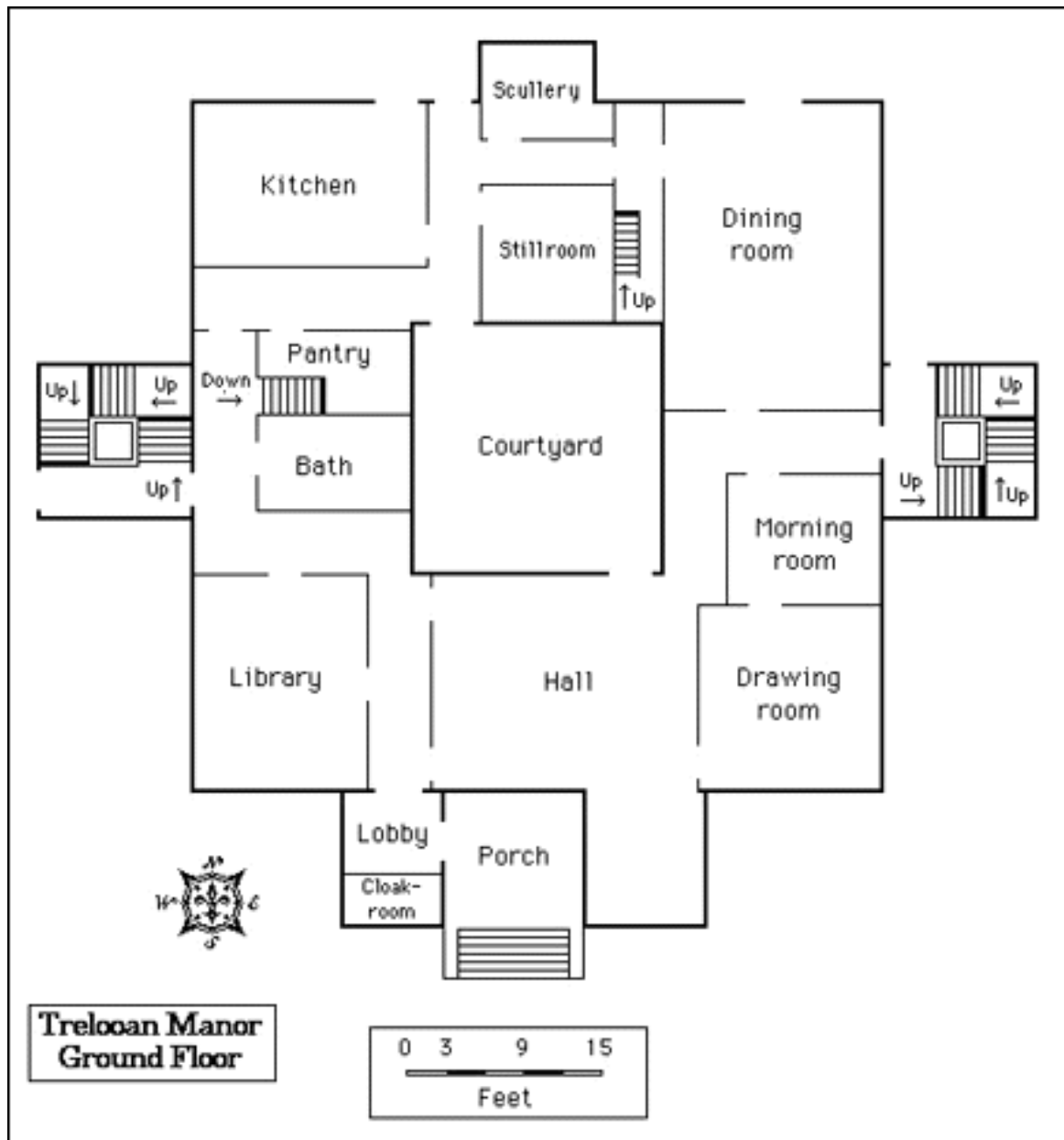


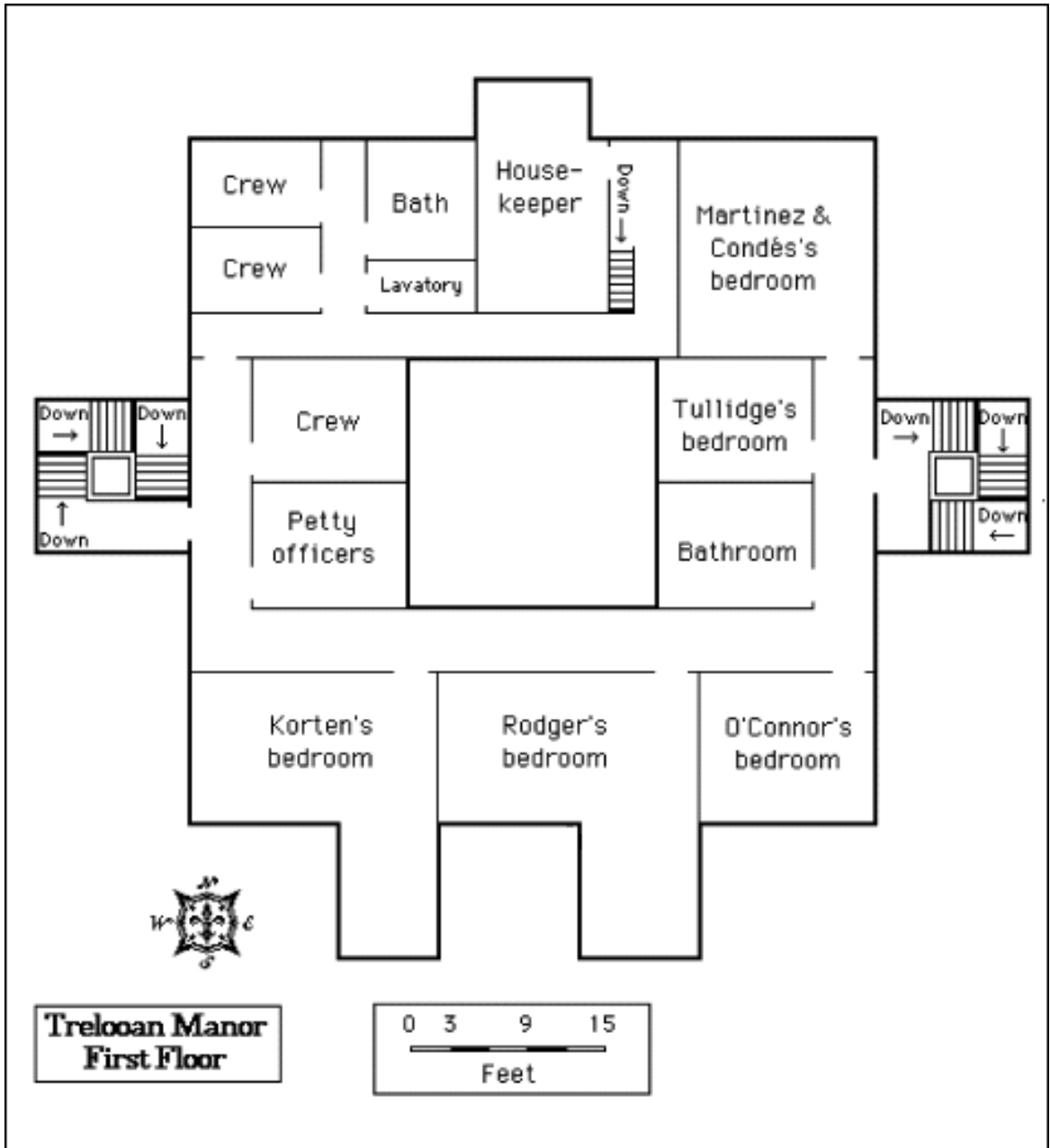


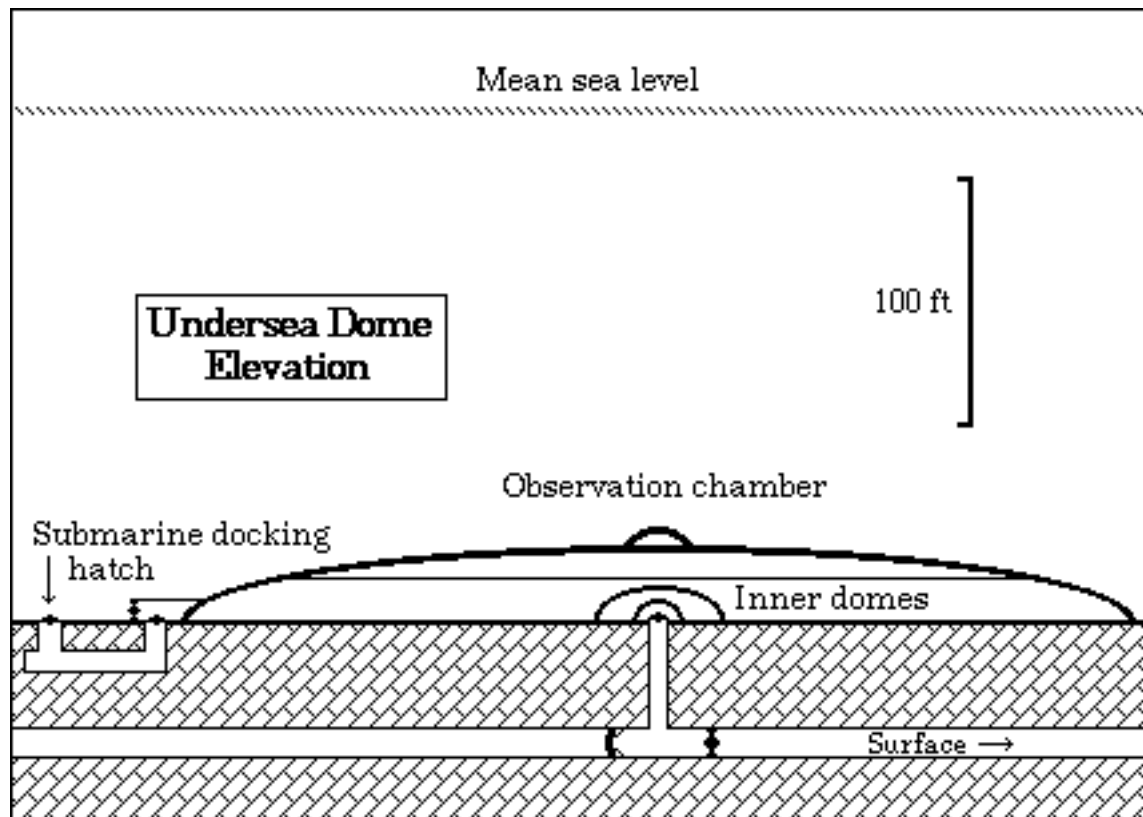
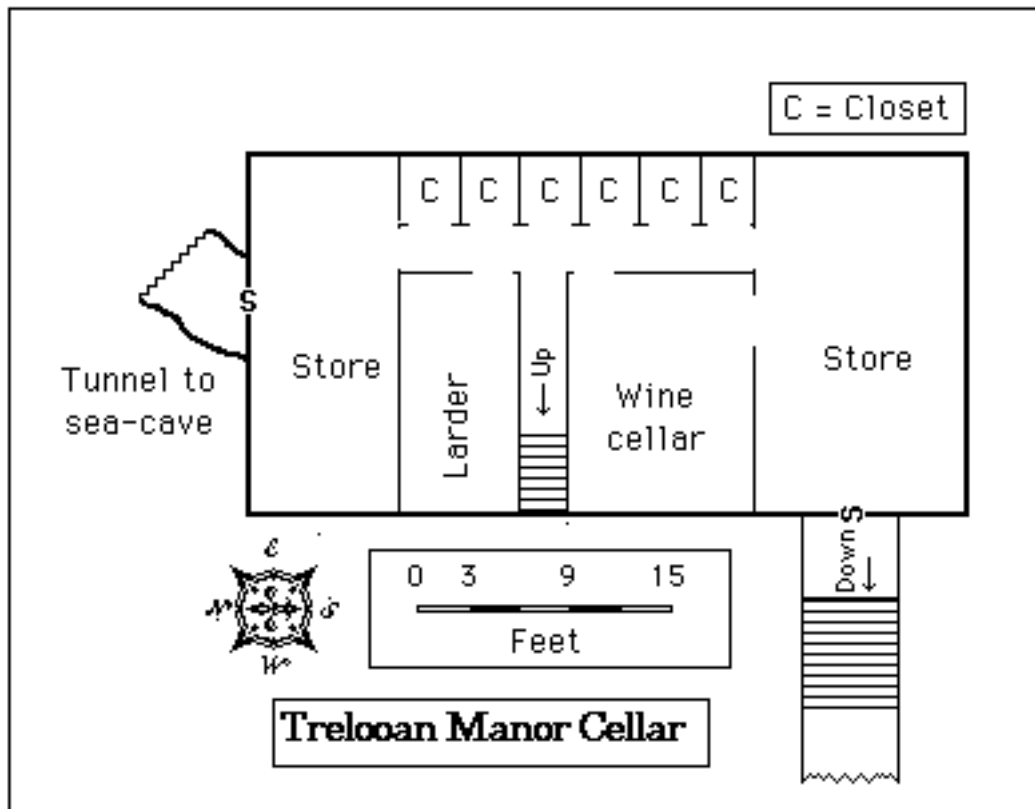


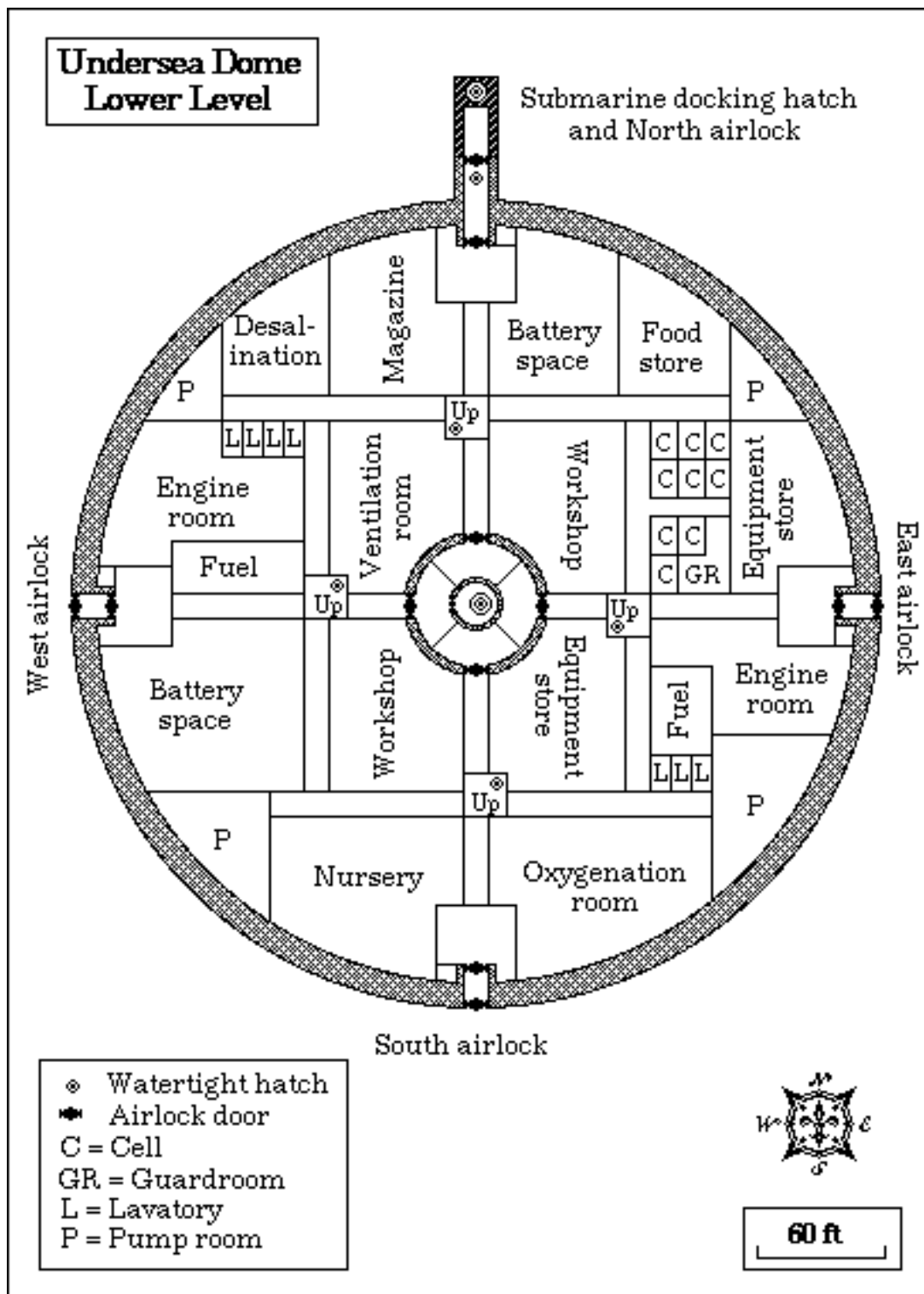


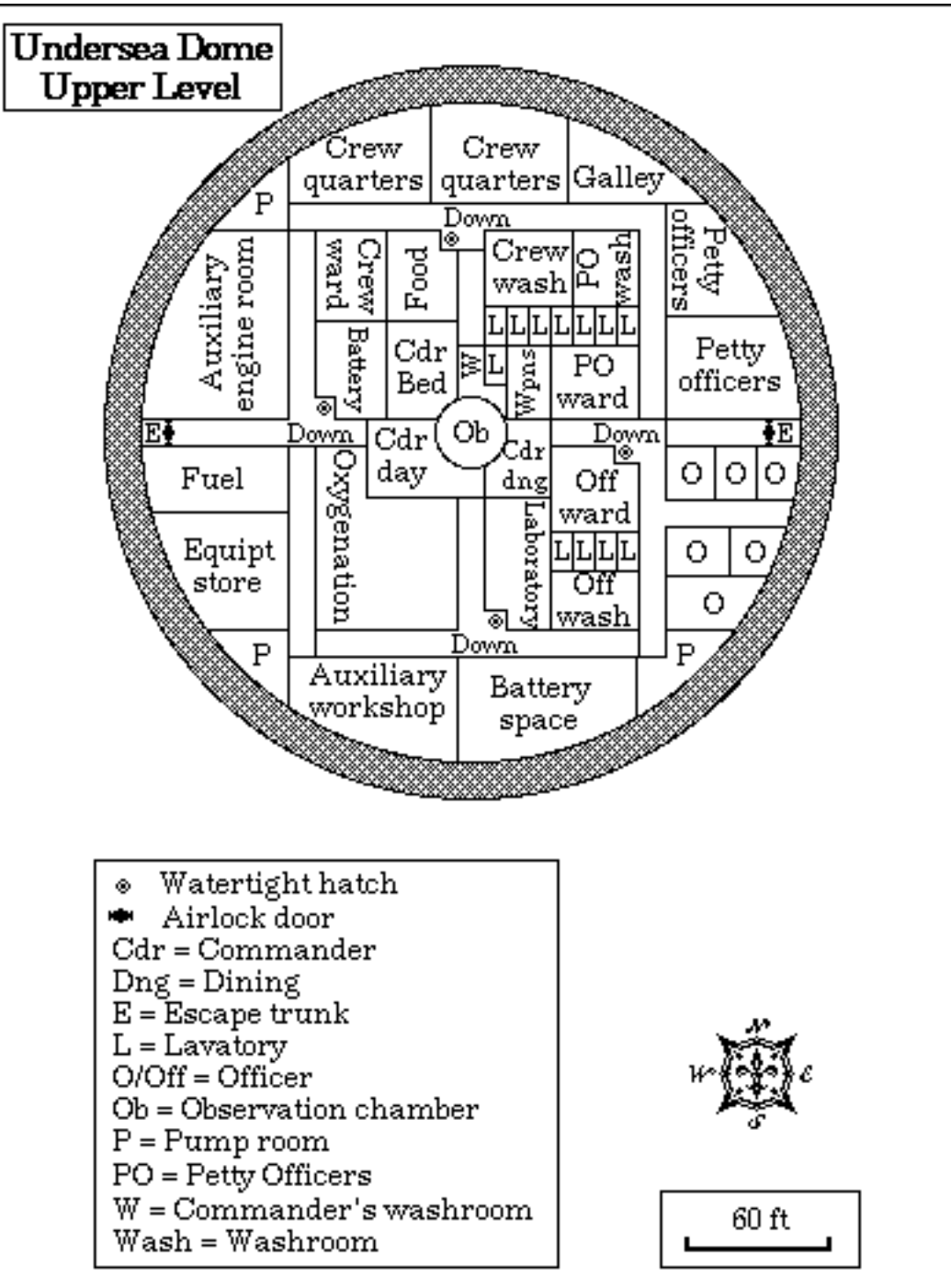












Dark Seas' Papers #11: Shipping Losses with All Hands off Bude, 1920-1925

Date	Vessel	Type/Tonnage	Last Known Position*	Sea Conditions
15/11/20	Margaret	Fishing smack	SW of Sharpnose Points	Moderate
9/3/21	Angelus	Steam trawler	NW of Boscastle	Calm
24/5/21	Blackthorn#	Coaster (400 tons)	NW of Bude	Storm
11/8/22	James Brown#	Coaster (650 tons)	Off Hartland Point	Strong gale
16/10/22	Irene#	Fishing smack	SW of Bude	Moderate/rough
12/2/23	Brean Down@	Coaster (300 tons)	Off Dizzard Point	Moderate gale
25/6/23	Andrew	Fishing smack	N of Boscastle	Dead calm
21/8/23	Yorkshire Lass@	Steam trawler	NW of Boscastle	Moderate
17/1/24	Amethyst@	Fishing smack	Off Treloan	Moderate/calm
24/6/24	Lavender	Fishing smack	Off Bude	Moderate
27/10/24	Bulldog#	Tug	N of Tintagel Head	Gale
13/3/25	Mary Anne	Fishing smack	N of Pentire Point	Moderate
1/6/25	Southern Maid#	Fishing smack	W of Bude	Weakening gale
9/8/25	Saphir@	Yacht	Bude	Calm
14/8/25	Phoebe@	Fishing smack	SW of Bude	Moderate/calm

* Last sighted by other shipping or from shore

Bodies recovered within a week

@ No bodies recovered

Dark Seas' Papers #14: From the 14th Century *Book of Mysteries*

It is known that some of the monsters, endeavouring to contaminate others with that abominable blemish (that so, to their own wretched solace, they may have the more fellows in suffering), do by carnal intercourse with women in stews and other secret places seek to plant their seed in fertile ground for the issue of such unions, though born of daughters of Eve, in time do metamorphose into likenesses of the awful creatures and return to the sea from whence their seed sprang.

So it is known also that the inhabitants of remote and lonely villages along the shores of distant counties are plagued by these monsters, for secrecy is their protection against the swords and spears of righteous men who would justly slay them upon discovery. Reports have been privily received from throughout the realm that activities of the monsters have been rumoured as far afield as Cornwall and Northumberland and also from distant Wales.

Dark Seas' Papers #12: *No Kindly Light : An Account of Cornish Wrecks and Wreckers* , by Lewis Rynes, R.A. Sanford & Sons Ltd, London 1920

The custom of 'wrecking' was widespread in Cornwall until the closing half of the century just passed, but, in spite of the beliefs engendered by popular fiction, it was predominantly a custom founded on Providence rather than on intent. The typical Cornish wrecker was not an evil plotter conspiring to lure hapless ships onto sharp-toothed rocks by means of false lights, but rather a creature of opportunity who saw it as his birth-right that he should be able to claim as his own whatever should be washed onto the shore by the storms that battered his windswept county.

Still, though he may have been an opportunist, the wrecker could still show as little pity towards the pathetic survivor of shipwrecks as if he had been responsible for tricking his vessel to ruin in the first place. In 1753 George Borlase wrote of 'the monstrous barbarity practised by these savages [i.e., wreckers] upon the poor sufferers. I have seen many a poor man, half dead, cast ashore and crawling out of the reach of the waves, fallen upon and in a manner stripped naked by those villains....' Equally, a wrecker was frequently more than ready to face down authority in pursuit of his 'right' to loot the cargo of a stranded ship and to reduce its component timbers to matchwood, and often even armed guards were unable to prevent the wrecker going about his business.

Although evidence for the existence of the popular conception of wreckers beloved by novelists remains elusive, there are rumours and tales concerning certain parts of the county that suggest that such evil characters did once ply the foul business of falsely steering proud ships to doom and destruction. Areas long noted for the lawless character of their inhabitants included that lying between St Michael's Mount and the Lizard, and the lonely stretch of coast between Boscastle and Bude.

Dark Seas' Papers #13: *Mines and Mining in the West of England*, by Robert Hardwicke, Turnbull & Howarth, London 1914

Typical of the boom in tin-mining that took place in the Nineteenth Century was Treloooan Mine, some ten miles south-west of Bude. The workings exploited a rich vein of tin found beneath the cliffs to the south of Treloooan village. As the recovery of ore was pressed to its limits, galleries were driven seawards and a number of tunnels extended for some miles beneath the floor of the ocean.

The development of Treloooan Mine was marked by rapid expansion and equally rapid decline. As more tunnels were driven in the quest for tin, so the cost of operation gradually rose as the yield from the ore fell. In common with many owners, the directors of the Treloooan Mine kept the business going well beyond the point at which it was still worthwhile, hoping to stumble across a new vein of rich ore. As in most similar cases, they were to be disappointed and the mine finally failed in 1895, almost certainly never to re-open.

Dark Seas' Papers #15: From the 15th Century *Chronicle of Hartland Abbey*

And I, Brother Thomas Dene, of Hartland Abbey, record herein those notable things that happened whilst journeying from Truro, which I was witness thereof, or of which I heard testimony from people well worthy of belief. And in case these things which should be remembered perish with time and vanish from the memory of those who are to come after us, I, seeing so many evils and the whole world, so it be, placed within the grasp of Beelzebub, have put into writing truthfully all the things that I have seen and heard that the race of Adam might take heed of the warning that I thereby sound.

Whilst on the road from Towan Blystra to Clobelly I betook myself to the village of Trevalga, there to rest my weary bones awhile and take counsel with the priest of St Petroc's Church, Father Cadon, a goodly man. It was there that he told me of the spawn of Satan that defile that part of the coast, a brood of demons from the very depths of the ocean itself. At his words my response was at first to doubt, but knowing the priest for a worthy man of God I could but believe, for I saw the fear in his eyes as he spoke. And the very next night with my own eyes I beheld the monstrous abominations hopping and crawling from the sea, their voices croaking to one another like the call of frogs.....

Dark Seas' Papers #17: *A Guide to North Cornwall*, Price, Hiscocks & Co, London 1924

Bude lies on the north-coast of Cornwall, about three miles from the border with Devon. With a population of about 3,000 that trebles in the holiday season during the summer, the town is a popular holiday resort. It is divided by the River Start. The best (or, at least, most expensive) hotel is The Grenville, which stands a few yards from the eastern bank of the Start. The London & South-Western Railway is, by the company's own account, just over 228 miles by train from Waterloo, a journey of a little over five-hours for a first class return fare of £3.3s.6d.

Approximately twenty-three miles by road west along the coast lie the ruins of Tintagel, associated in legend with King Arthur and the Knights of the Round Table; at Slaughter bridge near Camelford (Tennyson's Camelot) the armies of Arthur and Mordred are supposed to have met in 542 in the battle that saw Mordred slain and Arthur mortally wounded. Dozmary Pool on Bodmin Moor, south of Tintagel, is identified as the lake into which Excalibur was cast by Sir Percival.

	Hotel Prices		
	Grenville	Norfolk	Globe
Single room	5/6	3/6	3/-
Double room	10/-	6/-	4/6
Breakfast	3/-	2/9	2/-
Luncheon	3/6	2/9	3/-
Tea	1/6	1/3	1/-
Dinner	6/-	2/6	4/6
Boarding, per day	15/-	-	13/6
Boarding, per week	105/-	-	94/6

Dark Seas' Papers #20: Mrs Coke-Brockman's Remarks

Well, of course - Oh, would you like more tea. If you would, Emily. Thank you *so* much - I would *never* have moved except for the most terrible dreams I began to have. Oh, *much* too awful to describe, but believe me I have never experienced such nightmares before or since.

Then there were strange things happening as well - Please, *do* have another biscuit; they are Mrs Jones's own recipe and simply delicious - at night, in and around the cellar: unearthly whistling noises, *most* peculiar wet footmarks in the hall and all over the place in the cellar, and so forth. Of course, every night I sat up with my late husband's pistol ready to let whoever the scoundrels were know that I would not put up with their nonsense, *everything* would be quiet and I would drift off to sleep in my chair and have another of those *dreadful* nightmares.

Well, quite naturally, at first I suspected Mr Northedge was trying to frighten me into selling the Manor; after all, *he* was the only person who had any interest in making me want to move, but then I could not very well blame him for my unpleasant dreams, could I? I still harbour my suspicions that he was behind the nocturnal disturbances, but, of course, the *servants* were sure that the house was haunted. I did my best to tell them that it was rather strange that the spirits would have waited until four years after I had moved to the Manor to begin haunting the place, but they just would *not* listen to me. Within a fortnight they had all left me, except for dear Emily, and Mrs Jones was beginning to become *distinctly* nervous.

Well, if it had just been the goings-on in the cellar, I would not have minded too much on my own account, but I am rather afraid that the nightmares were beginning to get me down - Of *course* you may have another biscuit. Go on, take two, I *insist*. - My doctor, the old *fool*, had no idea what was wrong and could only suggest that it might be something in the atmosphere of the house, but like the servants he could not offer an explanation as to why it would have taken four years for the effect to manifest itself.

I was *very* reluctant to do so, but when Mr Northedge's lawyers approached me with a *rather* better offer I am afraid that I decided to accept it. If I had been twenty years younger, *nothing* would have induced me to leave until I had got to the bottom of things, but the weakness of old age is to yearn for tranquillity and I am sorry to say that this is what I opted for.

I *do* hope that I have been of some help to you. Oh no, not at all. It really was a pleasure for an old woman like me to have such interesting visitors. Now, because I have been so kind to you, you must promise to let me know *everything* you find out, I insist. I would simply *love* to know what was behind the goings-on at the Manor.

Dark Seas' Papers #16: From the 16th Century *Dialogue concerning Witches* by George Gifford

I, Peter Arundell, clerk to Sir Robert Pownall in the vyllaige of Penhalt, do herebye give testimonie to those awful thyngs that I wytnessed with myne owne eyes. The wythes ague that curst the vyllaige lasted fulle many years, Hugh Trewalder being the fyrste to suffer from the dread dysease which was to carry off many of the goode folke of Penhalt. The plague tooke the forme at fyrste of a haggarde appearance, then soone their haire woulde begin to falle owt in a moste awful fashyn and their skyn woulde wrynkle lyke the fleshe of lizards and oon or too dayes thereafter their skyn woulde peelee as if frome the heate of the sonne and the skyn thus showne woulde be glossye and lyke to the scayles of fyshhe. In sleepe the eyes of the afflycted woulde not close. Soone the ille ones woulde be seized wythe the urge to flynge themselves into the sea and those who could not be restrayned woulde so do, there to drowne moste pyteouslie, but those that were so prevented did soone shrivelle and dye, the veye fleshe melting frome their bones in Deathe. And there dyed of this foule dystemper in those years betweene 1542 and 1549 some thirty-fyve people, both Men and Wymen, bye the curse of wythes. This is the truthe as I have seene it and I so swaere before God.

Dark Seas' Papers #3: *West Britain Daily News*, Wednesday, 3rd August, 1921

SUBMARINE CONTRACT FOR JONES-UNDERWOOD

We understand that the Padstow ship-building company of Jones-Underwood has recently received a contract from the Government of Guatemala to build an experimental submarine for that country's Navy. The order comes following the success of submarine warfare in the Great War and will be the first such vessel to be acquired by a Central American country. No-one at Jones-Underwood would confirm the report; we believe that this follows a Guatemalan request not to publicize the purchase of the submarine unduly.

Dark Seas' Papers #2: *West Britain Daily*

JONES-UNDERWOOD UNDER NEW OWNERSHIP

Men working at ship-builders Jones-Underwood were understandably relieved to learn yesterday that their company has been bought as a going concern by Mr Leonard Northedge, a London industrialist who, we understand, has several overseas interests.

All of Padstow had been concerned at the fate of Jones-Underwood, for it was widely understood that the company was in financial difficulties. It is reported that Mr Northedge will ensure that his new company's future is assured and has plans to invest £30,000 in equipping the yard with new machinery.

Dark Seas' Papers #4: *West Britain Daily News*, Saturday, 24th January, 1921

**LEONARD NORTHEDGE:
RECLUSIVE BENEFACTOR**

Since taking over the ship-building business of Jones-Underwood just before the outbreak of the War with Germany, Leonard Northedge has proven something of an enigma to the people of Padstow. It is almost certain that without Mr Northedge's investment in the company, Jones-Underwood would have been forced into liquidation before salvation appeared in the form of Admiralty contracts following the start of the Great War, resulting in much hardship to the ship-wrights thereby rendered unemployed. However, in spite of the heavy investment that the industrialist has made in the firm and the expansion it enjoyed during the War, Mr Northedge seems content to leave the running of the business to his manager, Mr Peter Aslet. Indeed, Mr Northedge's visits to Padstow are so few that, were it not for the capital that he has invested in Jones-Underwood - over £70,000 by one account - our readers might suppose that he has little or no interest in the success or failure of his company.

Dark Seas' Papers #1: *The Times*, Tuesday, 26th May, 1925

**HIS MAJESTY WILL SAIL 'BRITANNIA'
FROM CARDIFF**

It is understood that on completion of the Royal Visit to the Principality of Wales at the end of August, His Majesty the King will captain the royal yacht 'Britannia' from Cardiff to Cowes to take part in races off the Isle of Wight.

Dark Seas' Papers #5: *West Britain Daily*

**MR NORTHEDGE VISITS JONES-
UNDERWOOD**

Wealthy industrialist Mr Leonard Northedge, the owner of local shipbuilders' Jones-Underwood paid a brief visit to the shipyard today while travelling between London and his holiday home near Bude in Cornwall. Mr Northedge was keen to view progress on construction of the submarine ordered by the Guatemalan Navy.

Dark Seas' Papers #6: *The Illustrated London News*, September 1920

**LATIN AMERICAN SUCCESS FUELS
BRITISH INVESTMENT**

Mr Leonard Northedge, a businessman with increasing interests in a number of British industries, is backing his investments with profits made from successful ventures in Latin America. Until 1914, indeed, Mr Northedge's business interests were exclusively overseas and he was himself resident in Latin America. It was only just prior to the outbreak of the Great War that Mr Northedge decided to move to England and invest in British firms, bringing capital and expertise that was to prove invaluable in helping England to victory.

Dark Seas' Papers #7: Treloan

- The village lies approximately seven miles south-west of Bude, on the north coast of Cornwall.
- Treloan's population at the last census is given as 334.
- The village is known principally as a fishing harbour, although its fleet is long past its heyday and still predominantly a sailing fleet, which seriously disadvantages it in competition with modern steam and diesel trawlers.
- There is nothing to suggest that Treloan has any attraction as a holiday resort. There are no advertisements for hotels or guest houses in or near the village.

Dark Seas' Papers #8: West Britain Daily**FISHING SMACK LOST OFF BUDE**

The Padstow fishing smack *Phoebe* is feared lost with all hands following the discovery of wreckage by a Newquay boat, the *Marian*. The *Marian* was sailing south-west of Bude when she encountered floating spars, splintered planking, netting, barrels and other flotsam. Recovering a number of items, the crew was able to establish that the wreckage came from the *Phoebe*, but despite an extensive search no trace of survivors or bodies was found. Although all coastal shipping has been asked to keep a vigilant watch for survivors, there is little hope for the crew of the *Phoebe*.

The tragedy has both the coast guard and local fishermen puzzled, for conditions at sea off the North Cornish coast have been excellent since the *Phoebe* set sail last Tuesday.

Dark Seas' Papers #9: West Britain Daily News, Wednesday, 5th September, 1923**SUBMARINE LIGHTS REPORTED NEAR BUDE**

Fishermen returning to Barnstaple and Padstow in the past week have told of strange lights seen beneath the sea south of Bude. They report that they have been sailing at night approximately ten miles south-west of the town when they have encountered areas of ocean illuminated by an eerie glow from beneath the surface.

The sightings have caused unease amongst the superstitious folk along this stretch of the coast, but the phenomena almost certainly have a rational explanation and are probably a localized example of submarine phosphorescence.

Dark Seas' Papers #10: West Britain Daily**UNDERSEA DISTURBANCE 'NATURAL'**

Strange rumbles heard beneath the sea south of Bude have been described by experts as most likely of natural origin, probably the result of a minor earthquake or similar seismic disturbance. They have given assurances that such events are quite common and need give no cause for alarm.

The rumbles were first reported by Captain Jonathon Hamling, master of the coastal steamer *St Ervan*, after docking at Bristol. Captain Hamling said that his vessel was steaming a north-east course about twelve miles south-west of Bude when a dull reverberation was heard from the sea-bed. The noise persisted for several minutes and was accompanied by a disturbance in the water a quarter-of-a-mile from Captain Hamling's ship, although the safety of the *St Ervan* was never threatened.

Two days later, the crew of the Barnstaple smack *Anemone* told of a similar incident encountered in approximately the same position, but some twenty-four hours after the phenomenon reported by Captain Hamling.

Dark Seas' Papers #18: Cornwall County Hall Records Office: Rinar Mining Company

- The company has employees totalling fifteen, including surface workers.
- Its annual output since it started producing tin has an average value of around £6,000; this is just enough to show a small operating profit, but takes no account of the cost that must have gone into re-opening the mine.
- The company is shown as a wholly-owned subsidiary of Jones-Underwood, a Padstow ship-building firm.

Dark Seas' Papers #19: Ownership of Treloosan Manor

1694	William Trevithick, noted as a loyal and true subject of King William III, is recorded as the Squire of Treloosan and his residence as Treloosan Manor
1895	Trevithick family loses Treloosan Manor in the financial collapse of Treloosan Mine
1895-1915	Treloosan Manor passes through several owners
1915	Treloosan Manor acquired by Mrs Frances Coke-Brockman, the widow of an officer in the colonial civil service
1919	Leonard Northedge, a businessman, buys Treloosan Manor as a holiday home

Dark Seas' Papers #22: *West Britain News*, Thursday, 24th April, 1817

WRECKERS TO HANG

James Berry and Frederick Tresidder were found Guilty of the Murder of John Marjoribanks, Sailor aboard the Brig Belinda wrecked off Treloosan in April. Both were also found Guilty of Battery and Theft. Samuel Ivins was found Guilty of Battery and Theft.

Judge Thomas Garland sentenced Berry and Tresidder to Death. Ivins was sentenced to Transportation for the term of his Natural Life.

Dark Seas' Papers #21: *West Britain News*,

WRECKERS ON TRIAL AT BUDE ASSIZES

Arraigned at Bude Assizes and charged with Murder, Battery and Theft following the wreck of the Brig Belinda off Treloosan in April were Frederick Tresidder, James Berry and Samuel Ivins of Treloosan Village. The Master and Crew of the Belinda who survived the wreck of their Vessel were most foully slain by Wreckers lusting for the loot aboard the grounded Brig.

A detachment of Dragoons arrived from Bude in the company of an Agent of the Brig's owners some twelve hours after the Belinda was wrecked and apprehended Tresidder, Berry and Ivins aboard the stranded Vessel. All three attacked the Dragoons in an attempt to avoid arrest, but were apprehended after a fierce struggle in which a Sergeant and three Troopers were wounded, one of the latter with a grievous injury to which he may yet succumb. A body found aboard the Brig had been killed by sword-thrust and both Tresidder's and Berry's weapons and clothing were observed to be marked with blood before their struggle with the Dragoons commenced. This has been deemed conclusive evidence of their murder of the poor unfortunate Sailor.