

THE SUDDEN STORM



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BACKSTORY

“A slender column against the sky... Sometimes it looms colossal in the mirage of summer; in winter it lies blurred and ghostly at the edge of the chilly sea and pallid sky.”

-Celia Thaxter describing Boon Island light house in 1873

Alfie Lloyd, Boon Island lighthouse keeper, was told to be wary of the dangerous waters surrounding the island. What he didn't expect were the dangers lurking at the edge of his mind.

At night, his dreams showed him the terrors of an unknown place, a dark marsh filled with putrid water. Rotting carcasses of fish and sea creatures, unknown to man, carpeted the swampy expanse before him.

In his dreams a whisper on the wind drew Alfie ever nearer to a bright light in the distance. After months spent wearily following whispers in his dreams, he found himself in a pit staring at a stone monolith.

Covered in depictions of horrible creatures and markings he didn't recognize, Alfie stood entranced by the ball of light at the top of the monolith. It whispered to him in a language he did not know, but unfathomably understands. Enslaved by the alien words, Alfie dreamt no more. He had no need, for now he had orders from none other than the sacred Father, Dagon.

Instructed to cast a ritual to convert humans to Deep One Hybrids, Alfie busied himself gathering bones from nearby shipwrecks. Alfie has constructed a detailed ring of bones, forming concentric rings with lines of femurs, tibias, and fibulas segmenting the circles starting at its axis.

Beyond bones, Dagon's ritual required a human heart. Alfie used the fog bell to gain the attention of a lone sailor on a small boat. Luring him to the island, Alfie hit him over the head. After he bled out, Alfie uses a knife to cut his heart out before shoving him in the linen closet of the vacant side of the Double Dwelling.

This murderous task complete, Alfie faced his next conundrum; the ritual required other living people present on the island.

Realizing that a barren island of rock isn't the most tempting oasis, he drew up a misleading ad for a cabin rental on the island. While the island consists of barren rock with utilitarian buildings, Alfie has described Boon Island as a haven of relaxation, a refreshing break from the hustle-and-bustle of city life. Now, Alfie and Dagon wait and thanks to the investigators they won't wait long.

CHAPTER 1

At the beginning of this module it is assumed that all the investigators are traveling to Boon Island together.

A few reasons for this may be:

- Family vacation
- Friend's trip
- Hobby-related (I.e. Writer's Retreat, Oceanic Bird Club)

It's a warm August late-afternoon when the group arrives on Boon Island, seven miles off the coast of York, Maine. Stepping off their small motorboat and onto the boat house dock, there is no sign of the relaxing oasis the group expected to find. Their attention is drawn, however, to footsteps heard coming from behind the closed door of the boat house.

Alfie Lloyd peeks his head through the door and greets the group, a bit cautiously. Alfie is permanently insane, but Dagon's influence keeps him calm enough to complete his task. Playing Alfie as monotone and unforthcoming is an easy way to cover his break from reality. If an investigator asks, a successful **Psychology** roll reveals Alfie Lloyd as guarded and nervous. This could be explained by the symptomatic alienation of being a lighthouse keeper.

Introducing himself, Alfie helps the group grab their bags and food supplies and takes them to their house for the weekend.

Pointing out buildings along the way, Alfie says he needs to start his daily inspection before the sun sets. Alfie unlocks and steps into his side of the Double Dwelling, the side attached to the lighthouse.

At this point, the group has a few hours of free time before the sun starts to set and the storm is upon them. When the Keeper feels it is appropriate, the storm begins, and chaos ensues.

At this point, until the ritual is interrupted the investigators increasingly start to feel physical, mental, and emotional changes. Their bodies slowly transform, as if they are of Deep One heritage. Eyes start to feel pressure and bulge, and weird bumps start to turn into scales and barnacles. Eventually, webbed fingers and fin-like growths form on their backs, forearms, and scalps.

Mentally, the group grows more agitated, aggressive, and desperate to fulfill strange desires.

Have the party make **POW** rolls, on a failure the investigator(s) feel a change. The Keeper may choose to have each investigator feel different effects or all the same effect. Some suggestions:

- An investigator becomes insanely thirsty and as time progresses their skin begins to dry out. Towards the end their hair and teeth fall out and their skin becomes mushy, like a jellyfish. Consider a penalty die on strength-related rolls.

- An investigator's eyes start to feel pressure and are slowly bulging. Once their eyes become large and glassy, their nose starts to flatten into two thin slits, like a fish. Consider a penalty die on rolls related to sight.
- An investigator's skin itches as crusty growths form on their body. As the game progresses, the growths become barnacles and the investigator finds it increasingly hard to breathe. Towards the end, gills peel apart the skin on their neck. Consider a penalty die on dexterity-related rolls due to lack of breath.
- An investigator feels protrusions on their back and forearms. Eventually their fingers grow webs and the fin-like spines break through the skin. This should cause 2 HP damage due to the blood loss.

To keep track of rolls, it's suggested the Keeper use a 20-minute timer. Refer to the **Transformation** chart below to see what level of success is needed as the game progresses.

Transformation	Success Needed
After storm begins - before 1 st event	Standard Success
After 1 st event - Before 2 nd event	Standard Success
After 2 nd event - Before 3 rd event	Hard Success
After 3 rd event - End	Extreme Success

After each fail, each investigator should make a **Sanity** roll (**1d4/1d8**) as the horror of their impending transformation hits them.

CHAPTER 2

At this point, there are three events which occur, each involving Deep Ones. The Keeper should adjust the order of these events to suit the actions of the investigators, or to draw them to action if they are stuck or reluctant to act. The descriptions for each Deep One should be linked to a specific aquatic creature, such as an angler fish, lobster, squid and so on, for additional flavor. These Deep Ones, called forth by Dagon, attempt to sabotage any plans to escape the island and try to capture the investigators to help the ritual succeed. Any damage done to the investigators isn't with intent to kill, but an accidental death or two is not uncommon with the Deep Ones.

The first event happens when most or all the party is inside the Principal Keeper's house. As the rain starts to pour, they hear the breaking of glass from upstairs. A successful **Listen** roll suggests movement upstairs, maybe a seagull or other creature, but a failed roll suggests a harmless explanation. In fact, a Deep One has broken through the window of the master bedroom, intent on corralling the investigators until the ritual ends.

The second event is smoke coming from the boat house; a Deep One has set fire to the boat and dock. The boat is unsalvageable by the time the investigators arrive, but the group may be able to recover useful items from the boat house before it goes up in flames. The Keeper should decide how quickly or slowly the boat house burns, but there should only be enough time for each investigator to make one attempt to salvage useful items before the fire is out of control.

The third encounter occurs if the investigators attempt to enter the lighthouse. The last Deep One intends to stop anyone from making it to the top of the lighthouse. The Keeper should feel free to modify this encounter to have the Deep One already inside the lighthouse, attack the group from behind as they try to gain entry, or come at them from some strange direction. Such as climbing down the side of the lighthouse, for instance.

CHAPTER 3

Making it to the top of the lighthouse and out on to the parapet, the party catches a soaked Alfie in a horrifying act. Blood covers his mouth and throat as he devours a heart each bite pushing congealed blood out a ventricle. This heart belongs to the dead sailor in the linen closet of the vacant side of the double dwelling.

When Alfie sees the investigators, his gluttony becomes frantic as he tries to finish consuming his horrible meal. If he does finish eating the whole heart, the ritual will be complete, and the investigators fully transform into Deep Ones. Either Alfie must die, or the heart must be taken away and destroyed for the ritual to be stopped. An **Occult** roll might suggest this to an investigator.

Unless precautions are taken, the wind and rain on the parapet threatens to blow anyone over the edge to their certain death. To prevent this, **DEX** rolls may stop someone from falling over or **STR** rolls may stop someone from

Destroying or stopping the light in the lighthouse has no effect on the success or failure of the ritual. Surviving investigators will learn, however, it did cause a boat to crash into the island, killing all onboard; **Sanity** roll (**1d8/1d10**).

If the ritual is stopped, the effects are, for the most part, reversed. Where once fins, gills, and barnacles sprouted, now only scars remain. Lost hair and teeth certainly do not grow back.

MYTHOS MOMENTS

Chaos surrounds the investigators during this time. At the Keeper's discretion the Mythos may pick small moments to make the investigators question their sanity. The Keeper should get creative, and each moment should require a **Sanity** rolls (o/1d4).

Some examples:

- Catching their reflection in a window, an investigator sees a jarring reflection of themselves with a scaly maw with large pointed teeth.
- Stepping in a puddle, an investigator feels something tug firmly and their ankle, causing them to stumble. They catch site of a scaly hand as they regain their balance.

Further examples are suggested in the room descriptions under Buildings.

ELEMENTAL ASPECTS

If investigators leave the wooden walkways, the jagged rocks surrounding them are extra dangerous due to the rain. Travel across the rocks requires a **Dexterity** roll at penalty; failure means a fall, resulting in cut and bleeding hands or legs and the loss of 1 HP.

During the storm, even lanterns are almost useless outside. **Spot Hidden** and **Listen** rolls should be made at penalty outdoors, as well as physical rolls such as **Climb** and **Jump**.

BUILDINGS

All exterior doors of buildings are locked with exception of the Principal Keeper's house. The rooms and buildings are numbered and correspond to the maps (see pages 9 - 11).

1 - BOAT HOUSE

The boat house has a wooden dock extending into the waters surrounding the island. The boat house is a garage-like building containing various items, such as hammers, saws, a hatchet, etc.

2 - SUPPLY HOUSE

The supply house is a wood-framed building containing supply crates, some open and some closed. There are mainly miscellaneous items, such as paper, ink, matches, rags, etc. The food found here is saltines, sardines, lard, and vitamins. If investigators are looking for specific items, have them make **LUCK** rolls. The Keeper decides whether a standard, hard, extreme, or critical success is necessary.

3 - THE PRINCIPAL KEEPER'S HOUSE

The group has been given the Principal Keeper's house to stay in, as it is the largest residence and least likely to arouse suspicion. The house has two floors and is wood-framed.

The furniture throughout this house is mismatched and dated, but the house itself it built to successfully keep the blustering ocean winds at bay.

3A - Living Room

This is the area the party steps into from the outside. There is a couch in front of a fireplace with a coffee table in-between. A scraggly rug lays underneath with cinder burns from fires past. In one corner stands a kerosene heater. Near the couch is a small set of shelves with simple forms of entertainment; i.e. a deck of cards, checkerboard and pieces. Beyond the couch sits a dining room table and six chairs.

3B - Kitchen

The kitchen is an open space attached to the living room. Besides the expected cookware and dinnerware there is a bottle of whiskey and a half-empty salt shaker in the cabinet. A note scribbled on the whiskey bottle's label reads: "*Rev 20:13*"

This verse can be found in a bible in the office or remembered on a roll deemed appropriate by the Keeper.

3C - The Office

A hardwood desk with a leather office chair proudly commands most of the space in this room. Two bookshelves line the wall, with a variety of books on topics such as sailing, weather pattern, oceanic birds and poetry. Among them is a well-used bible. If investigators search for Revelations 20:13, they'll find "*And the sea gave up the dead who were in it, Death and Hades gave up the dead who were in them, and they were judged, each one of them, according to what they had done.*" This either foreshadows events to come or increases tension around the sinister transformations which have begun.

In the desk are some old lighthouse keepers' logs, along with instructions for the lighthouse, in case the lighthouse keeper is incapacitated.

These logs are from previous Boon Island lighthouse keepers and most are relatively short as the position never stays filled for long. If read through, investigators notice a pattern. Previous lighthouse keepers all complain of sleepless nights and terrifying dreams.

3D - Washroom

A clean chamber pot sits squatly on the floor, next to the window, and a stand with a washbowl and empty jug sits against a wall. By the door is a large washtub, alongside a cabinet with a few towels and general toiletries. An **Idea** roll sparks the memory of seeing a rain barrel outside if investigators wonder where to get water.

3E - Master Bedroom

A double bed takes up the majority of this room with a side table next to it. A wardrobe with a mirror built into one of its doors is on one side of the room and a small vanity table and chair on the other. Inside the wardrobe are a few pieces of men's clothing, left behind by previous lighthouse keepers. On top of the vanity is a tray with a comb, brush, and a small jewelry box containing a small and thin gold ring with a humble pearl atop it.

3F - Kid's Room

A set of bunk beds and a twin bed sit on either side of this room. A toy chest separates them, containing a baseball bat, a baseball, and a single badminton birdie.

3G - Linen Closet

Generations of mismatched linen occupy these shelves.

4 - THE DOUBLE DWELLING

The double dwelling is a split house intended for the lighthouse keeper's assistants. The keeper's house was too large for a single person, so Alfie took up residence in the side attached to the lighthouse. As Dagon took hold of Alfie's mind, he hasn't bothered filling the assistant position(s) and therefore the other side.

4A - ALFIE'S SIDE

4AA - Living Area

The couch has a worn spot depicting Alfie's clear preference. If someone sits down in this spot, they'll be facing an open window with a clear view of the boat house. This is a good spot for the second event (see page 4) to be noticed.

Mythos moment: Lightning flashes, revealing a scaly figure standing outside the window that is gone by the next flash; **Sanity** roll (1/1d4).

By the stairs to the second floor is a door leading to the vacant half of the dwelling.

4AB - Kitchen/Dining

Dirty dishes overflow two wash basins, and crumbs and grime coat the small table. Alfie appears to have been eating nothing but saltines with sardines and "butter" flavored lard for quite some time.

4AC - Master Bedroom

The stale smell of body odor and salty sweat hangs in the air of this room.

An unmade bed with yellowed sheets has a clear body-sized sweat stain on it, as if someone has been having fever dreams consistently.

The wardrobe in this room has a few stained work shirts and a small journal. This journal depicts his dreams mentioned in the Background; paraphrase the dreams as Alfie wouldn't have been in the best mental state while journaling.

4AD - Kid's Room

Dust covers this unused room. The toy chest stands empty and the bunk bed frame has bare mattresses on it. The dresser in the room is empty, except for a small silver cross on a chain.

4AE - Wash Room

A partly-full chamber pot sits in one corner and a stand with a washbowl with cloudy dirty water sits in another. The water in the washtub is an opaque light brown.

Mythos moment: If someone looks into the washtub, for a moment they see a tentacle roils the surface, suckers up; **Sanity** roll (1/1d4).

4AF - Linen Closet

Clean but musty linens line the shelves of this oft-unused closet.

4AG - Passageway

This small passage connects Alfie's side of the double dwelling to the only door to the lighthouse. This door is locked and barricaded from the other side.

4B - VACANT SIDE

The vacant side of the double dwelling is covered in dust, with protective tarps thrown over the furniture.

4BA - Living Area

In front of a tarped couch are piles of bones. A **Medicine** or **Archaeology** roll indicates the bones are from multiple bodies. Whoever separated them did so by type.

A **Spot Hidden** roll reveals a book tucked halfway under the couch. It's mostly written in a language unknown to man, with excerpts of English translation jotted down. The notes mention a ritual, and some of the requirements, such as the circle of Dagon, the heart of a seaman, and blessed children, equaling the number of investigators.

By the stairs to the second floor is a door connecting to Alfie's half of the dwelling.

4BB - Kitchen/Dining

The kitchen is empty of all the expected items, as Alfie has taken them over to his side.

4BC - Master Bedroom

A tarped bed and wardrobe are in this room. A **Spot Hidden** roll reveals a misplaced pocketknife under the wardrobe.

4BD - Kid's Room

The furniture in this room, a bunk bed and dresser, are tarped, but the toy chest is uncovered. The dresser and toy chest stand empty. Jacks are scattered over the floor in front of the toy chest.

4BE - Washroom

All this room contains is an old, crusted chamber pot and a rusted wash tub.

4BF – Linen Closet

In front of the linen closet are blood stains on the ground, noticeable with a successful **Spot Hidden** check. In this tiny closet is the standing corpse of the sailor Alfie succeeded in ambushing. If the door is opened, the opener must succeed on a **Dodge** roll or have the body topple over on them. A gaping hole in his chest reveals that his heart has been cut out, **Sanity** roll (1d4/1d8).

5 - LIGHTHOUSE

The lighthouse is made of granite ashlar with the exception of the wrought-iron supports designed to stop the vibration of the revolving light. The only way into the lighthouse is by getting past the barricade, which is a grueling and lengthy series of **Strength** rolls to break down the door and push passed the items blocking it. Another option is to crawl through Alfie's bedroom window to a lighthouse window across from it.

If the Keeper feels the investigators are having issues finding a way into the lighthouse, a successful **Idea** roll suggests the options listed above.

5A – Bottom Floor

The bottom floor of the lighthouse has one door connecting to Alfie's side of the double dwelling. Alfie has barricaded this door with crates, a kerosene tank, a few rocks that he's rolled in from the island, etc. There are a few crates of mechanical items, such as oils, rags, wrenches, etc.

168 stairs spiral to the top of the lighthouse. There are 14 windows, split evenly to the east and west sides of the tower from top to bottom.

5B – Top Floor

On the top floor of the lighthouse, there is the kerosene powered light and its necessary components. A small door leads to the parapet, an iron-railed deck that is a part of the support for the large lantern. A lens illustration (see page 12) is added to give an idea of what this would have looked like.

6 - OIL HOUSE

A large kerosene tank takes up most of the Oil House. A ladder is affixed to the wall on the west side to climb up to the large bell atop the building. This bell is used as a warning to ships during foggy weather or to respond to bell calls from passing ships.

STAT BLOCKS

Alfie Lloyd

STR 50 CON 45 SIZ 60 DEX 40 INT 65
APP 75 POW 50 EDU 65 SAN 0 HP 10
DB: 0 Build: 0 Move: 7 MP: 10 Luck: 70

Attacks per round: 1

Brawl 55% (27/11), damage 1D3

Utility Knife 55% (27/11), damage 1D4

Armor: none.

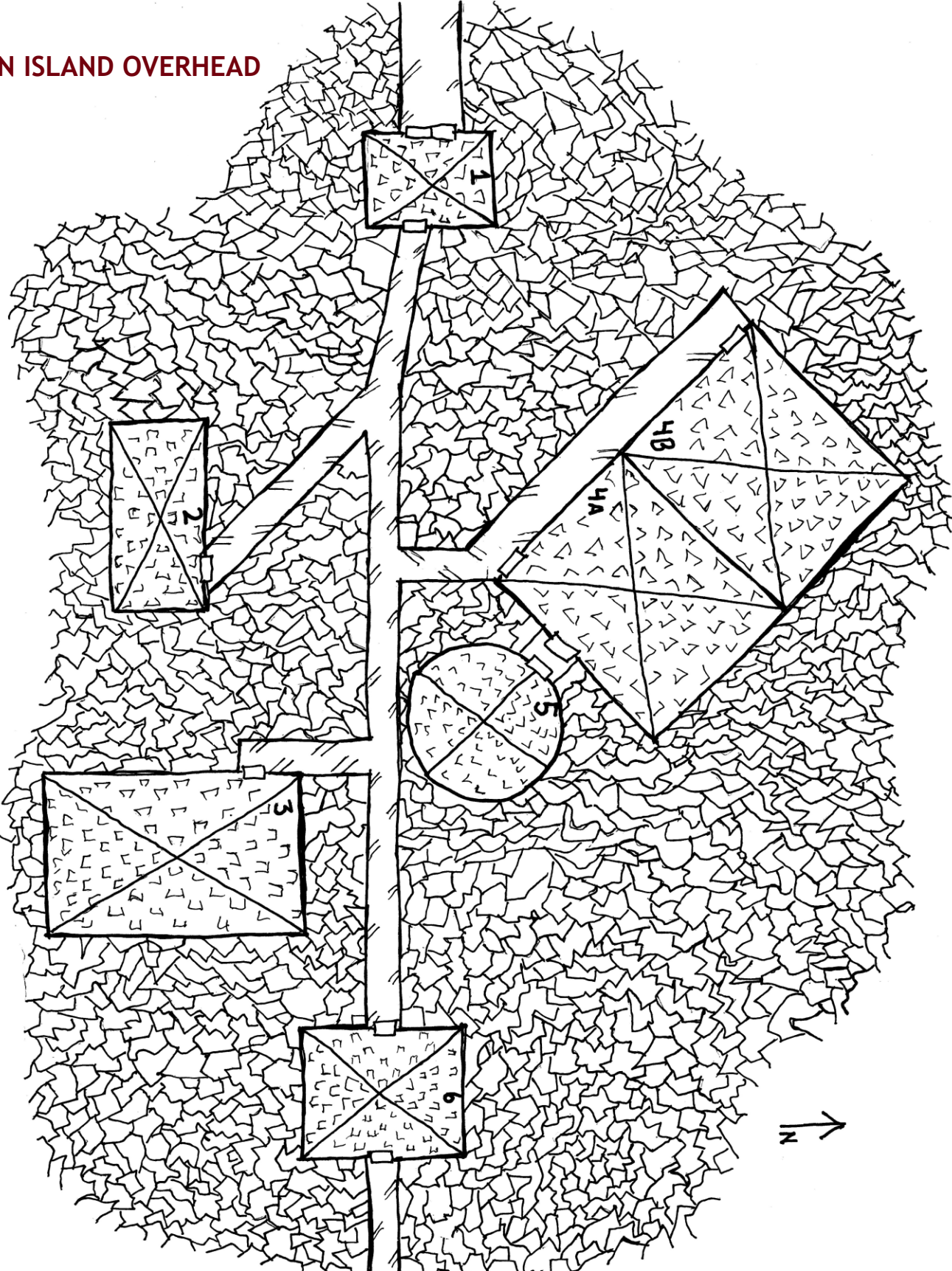
Skills: Climb 50%, Fast Talk 40%, Persuade 30%.

Deep One

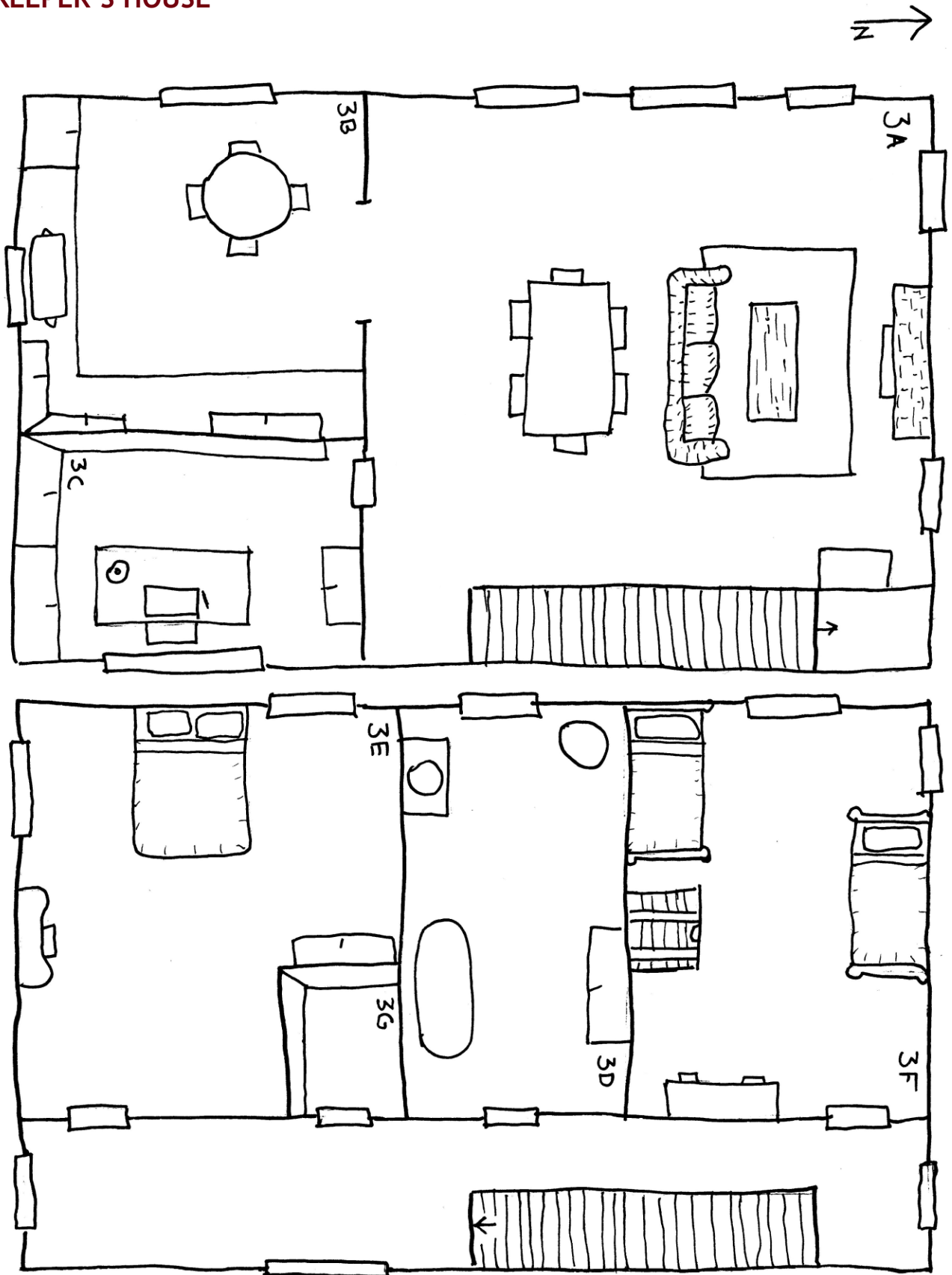
Refer to the Keeper Rulebook, page 288.

MAPS

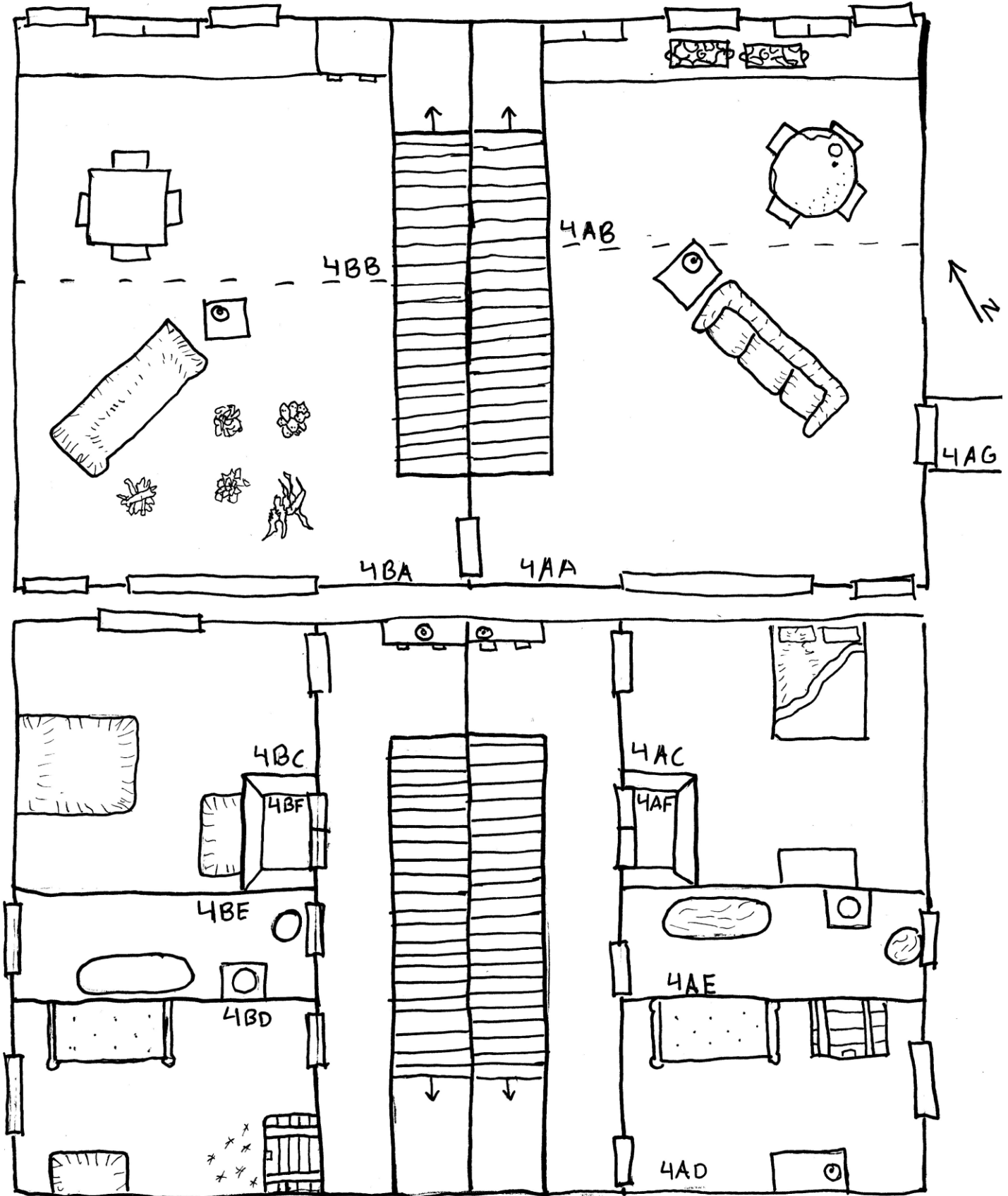
BOON ISLAND OVERHEAD



THE KEEPER'S HOUSE



THE DOUBLE-DWELLING



IMAGES

LENS ILLUSTRATION

