

CALL of CTHULHU[®]

FLOT'SAM & JET'SAM

ORGANIZED PLAY CAMPAIGN



PART TWO:
INHERITANCE



FLOTSAM AND JETSAM

INHERITANCE

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This supplement is best used with the *Call of Cthulhu* (7th Edition) roleplaying game, available separately.

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CLEAR CREDIT

Innsmouth history and setting information originated and revised by Mike Mason from *Escape From Innsmouth* (Chaosium, 1997), written by Kevin Ross with Scott Aniolowski, Fred Behrendt, Keith Herber, J. Todd Kingrea, Mark Morrison, and Mike Szymanski.

INHERITANCE

INTRODUCTION

Blood is thicker than water, even for deep ones. *Inheritance* handles the fallout from uncovering a blood connection to Father Dagon's children. Through a controversial will reading, one of the investigators discovers their lineage leads directly to one Emilie Nolanne—a deceased priestess of Mother Hydra. This revelation of deep one ancestry, which may lead to the character's ultimate transformation into a true deep one, means that finding a way to negate the curse becomes imperative.

Innsmouth's deep ones want the contents of the priestess' will and for any errant family members—including the hybrid investigator—to rejoin the family unit. Fortunately, Emilie Nolanne left the investigator an artifact, which may remove the stain of deep one ancestry. As the investigators and deep ones contend for possession of the artifact, a third party—an alchemist of dark rumor—appears with a counter-offer: he will remove the taint of deep one blood, in exchange for bloody sacrifices.

Inheritance is set in 1924, although it can be moved to any year before the Fall of Innsmouth by simply changing the date on the newspaper article that makes up **Handout: Inheritance #1**. Note that this scenario reveals that one of the investigators is descended from deep ones, establishing a (potentially) terrible fate for that individual as they eventually transform into an aquatic being.

Following the will reading, the scenario charts an attempt to ambush the investigators, either in the center of Innsmouth or along its coastal road. Should the investigators reach the East India Marine Merchants Bank in the center of Innsmouth, the Nolanne family tries to trap the investigators in the bank's vault, presenting them with an awful choice. Survival may require the use of Emilie Nolanne's artifact.

Note that while *Inheritance* is set in Innsmouth, the scenario is sharply focused upon a small number of locations, meaning that wider excursions around the town are unlikely (given the scope and possible time restrictions on play). Information about Innsmouth is provided as an overview to help the Keeper set the scene. While those owning the old *Escape From Innsmouth* campaign book (Chaosium, 1992, 1997) may use it as a supplementary resource for this scenario, that book is not required to enjoy *Inheritance*.

Selecting an Investigator

If you are running *Inheritance* as part of the *Flotsam and Jetsam* campaign, you should already have selected one of the investigators to be cursed with a deep one bloodline. If that investigator has been killed or, otherwise, removed from play, or if you are running *Inheritance* as a standalone scenario, you should make the selection before starting play.

Ask all the players to make **Luck** rolls without explaining why. The investigator with the highest roll is descended from deep ones. It is suggested that the player of the investigator concerned remains ignorant of their character's true heritage until that revelation is revealed during play.

BACKGROUND

Despite years of sacrifices to her god and her ongoing abhorrent behavior, Emilie Nolanne did not crave the transformation into pure deep one form, preferring her human body. Much like some modern-day evangelist who preaches one thing yet acts quite differently in their private lives, Emilie made every effort to prevent her eventual transformation, including consorting with experimental scientists and factions outside of deep one society. Through to vanity and the fear of becoming a small fish in a big pond, Emilie secretly reached out to those who might help her prevent the ultimate physical transmutation.

Among those contacted by Emilie was Billy Folde, a self-styled alchemist who claimed knowledge of magical lore. Folde made no secret of his worship of a strange god, unknown to Emilie, named Nyarlathotep. Folde beguiled Emilie with his lore and knowledge, and presented her with a special needle and ink, telling her to draw a certain sigil on her palm. He stated that if allowed to do its work, the sigil would fundamentally alter her blood to reverse both aging and any physical change into a deep one. But, Folde warned, the protective sigil came with a price: if more than 63 nights went by without the death of a deep one by her hand, the ink would work its way to her heart, killing her outright.

Emilie agreed to the pact. She drew the sigil on her palm, the needle painfully threading the strange symbol, which tattoo-like sank beneath her skin, warping her left hand into a blackened, arthritic claw. Upon finishing, the needle embedded itself in her flesh. Folde assured Emilie that death would follow if she failed to live up to her end of their horrific bargain. Her hand, the one telling sign of her bargain, she kept gloved and hidden thereafter.

Of course, Folde had, somewhat lied. The sigil was effective but the sacrifice of blood could, in fact, come from any living being. Folde worded the terms of the pact so Emilie would target members of her own kind—a devious trick played by Folde, whose personal mission is to sow the seeds of chaos wherever he can in his master's name.

For the next five decades, Emilie maintained her double life as both a priestess of Mother Hydra and as a slayer of deep ones, retaining her human appearance and perpetual youth. She presented each killing to the Innsmouth community as a command given by Mother Hydra, though as the number of deaths rose and her venerable years never showed the Esoteric Order of Dagon began to take notice. The Order conducted an investigation into Emilie's actions and discovered evidence of her consorting with an "outsider" (Billy Folde). They sensed she was harboring some manner of sorcerous ward and moved to act against her perceived treachery.

Sensing the Order's eyes on her, Emilie attempted to contact Folde, but with no success. She knew that as soon as the Order discovered the tattoo-like sigil—clearly not of their cult—they would execute her. She attempted her own magic to remove the sigil, even going to the lengths of flaying the skin from her palm, and burning the sigil away—but nothing removed it from sight. Finally, she hacked her hand off at the wrist. Binding it in bandages, she secreted it in a safe deposit box at the East India Marine Merchants Bank of Innsmouth. The Order seized her but could find no sign of sorcery other than some correspondence to an alchemist that hinted at a magical pact. Despite the Order's best and most wicked attempts, Emilie remained stoic and silent throughout a protracted and horrendous interrogation.

Finally, the Order released Emilie, suspecting that whatever magic had been preserving her was integral to her missing hand as, since its removal, she had begun to age, falling rapidly into decrepitude. Naturally, eternal youth appealed greatly to the cult's priesthood, who wished to find Emilie's cast-off appendage and plumb its secrets for the magic it contained. Despite their efforts, the whereabouts of Emilie's missing hand remained a mystery. Keeping her under surveillance, the Order hoped Emilie would lead them to the source of her power or, at least, to the outsider who they believed had given it to her.

Emilie Nolanne, crippled with age and wanting revenge against the Order, knew she did not have long for this world. She invited Charlie Grace, a solicitor, to her home to draft a last will and testament. To placate the Innsmouth community, she made a grand show of leaving her material wealth to the Order; however, she quietly bequeathed the contents of her bank deposit box to a barely-remembered and young descendant, who was unaware of their blood connection to the deep ones or the Nolanne family. Possessing nothing short of hatred for her kin, Emilie crafted her vengeance by passing on a weapon (her severed hand and its sigil) designed to kill deep ones to her unwitting descendant.

Nearing the end (64 days following her last murder and the interrogation by the Order), Emilie was visited by Billy Folde via magical means. He explained her time had come and that the sigil's ink had spread throughout her body long ago. Smiling evilly, Folde enquired as to the location of his needle, but, just as she was about to speak, Emilie breathed her last and choked to death. Folde vanished into the night, leaving her body to be discovered a week later.

THE PIECES ARE SET

The reading of Emilie Nolanne's last will and testament is due soon. The Esoteric Order of Dagon do not know the location of Emilie's severed hand but they suspect it possesses a great power.

When the hybrid investigator receives the key to Emilie's deposit box, the Nolanne family begins to watch out for the investigator, hoping that their "long lost" relative will lead them to Emilie's hand.

If the investigators fail to remove the needle and Emilie's hand from the deep ones' reach, Dagon's children will gain a powerful new tool, enabling deep one hybrids to find immortality without transforming into full deep ones—the repercussions could be immense. Thus, it is imperative the hand and needle, and the knowledge they possess, leave Innsmouth or be destroyed.

SET UP: INVOLVING THE INVESTIGATORS

Elijah Cleaver of *Strange But True!* has routinely gathered stories concerning people who have enjoyed a long life, especially those whose life seems "unnaturally" long. Somehow, Emilie Nolanne of Innsmouth, Mass., came to his attention. As the years rolled on, Cleaver attempted to research Emilie and divine whether her apparent youth was the result of sorcery and devilry. Of course, her connection to rumor-haunted Innsmouth helped to fuel the matter in Cleaver's mind. In tracing Emilie's ancestry and connections, Cleaver made an intriguing discovery: that one of his freelance associates is distantly related to Emilie Nolanne.

Cleaver suspects Nolanne is more than human. Indeed, mysterious rumors persist about deaths surrounding her. His head filled with stories about immortality-seekers, tales of merfolk off the coast of Emilie's hometown, and her alleged curious religious practices, Cleaver smells a story.

Now, word has reached Cleaver of Emilie Nolanne's death; thus, he has elected to send a group of investigators to Innsmouth to look into the matter—one of whom is the person his research has identified as a possible distant relation to the Nolanne family.

Cleaver contacts the investigators, saying he wants an exposé obituary on Emilie Nolanne; he also asks them to attend the reading of Emilie's will in Innsmouth. He

goes on to explain that Emilie was surprisingly long-lived and states that, in life, she may have been involved in some "spooky stuff," going as far as to say that rumors of strange deaths have followed Emilie Nolanne for many years. Cleaver wants the truth behind Nolanne's life, death, and any strange links she held with the Innsmouth community, along with interviews with her children. He also wants the investigators to search her house.

The publisher will cover travel expenses and provide a modest per diem expense account (approximating \$5 per day, per investigator), in addition to a very reasonable payoff of \$10 per investigator for submission of a print-worthy news article, especially one with photographs. Cleaver understands that, sometimes, his freelancers have to go that "extra mile" to secure a good story, so he adds that he'll pay a bonus of \$10 each for what he calls "any off-the-books work." He is excited by the prospect of the story the investigators will discover, saying that it could be headline news in *Strange But True!*

Cleaver provides the investigators with a clipping of Emilie Nolanne's obituary taken from the *Ipswich Inquirer* (**Handout: Inheritance #1**). It's a minimal entry that highlights her surprising age, along with the curious injuries found on her body. He does not release the research he has already gathered about Emilie Nolanne (from well before 1810) to the investigators, but does share his conviction that she was at least 120 years old at the time of her death, despite what a recent photograph may show (a woman in her mid-30s; **Handout: Inheritance #2**). Ending the conversation, Cleaver warns the investigators to be "very careful with the locals," referring to their territorial hostility and insular ways.

CLEAVER IN PLAY

Inheritance commences with the mission already in-hand, as the investigators approach Emilie Nolanne's house for the reading of her will. Cleaver does not know one of the investigators will be named in the will nor what they stand to inherit, although he is aware that one of the investigators is a distant relation to Emilie.

If the investigators contact Cleaver by telephone after the will reading, he explains that he knew one of the investigators was possibly related to Emilie Nolanne but that he didn't know for sure. He is as surprised as anyone that the investigator was named in the will. He thought the possible connection might provide leverage when arranging local interviews. He apologizes for not making this clear, but argues that the "personal touch" can add color to the upcoming article.

Handout: Inheritance #1

Ipswich Inquirer: Obituaries,
April 6, 1924

Emilie Nolanne, aged 100 (approx.), Innsmouth: Emilie Nolanne, believed to be 100 years old, died last Saturday night at her home. Mrs. Nolanne was in ill health following an assault that left her legs broken. A pillar of the Innsmouth community, Mrs. Nolanne gave generously to local good works. Her funeral was conducted in accordance with family wishes. The reading of Mrs. Nolanne's last will and testament will take place at her home on Friday April 21st, 4 p.m.

Members of the community wishing to pay tribute are welcome. She is survived by four children, all of Innsmouth: Miss Chastity Nolanne; Mrs. Wilma Martin; Mr. August Nolanne; Mr. Edward Nolanne, and over 30 grandchildren in Innsmouth and beyond.

Handout: Inheritance #2



GETTING TO INNSMOUTH

Innsmouth is a crumbling old town, largely unknown outside its immediate environs. It does not appear on many maps or in most guidebooks, and even finding it can prove troublesome, although those investigators who played through *The Star Brothers* know that the town lies on the coast to the east of Ipswich.

Elijah Cleaver had the foresight to contact Charlie Grace, Emilie Nolanne's solicitor charged with administering her will, and obtained directions to Emilie's manor house, which he shares with the investigators.

The simplest way of getting to Innsmouth is driving up through Massachusetts and directly to the town, passing via Ipswich and through the salt marshes to the desolate shoreline. If the investigators are unable or unwilling to

drive, they can travel by train to Arkham or Ipswich and then take a local bus to Innsmouth. The bus, operated and driven by a taciturn hybrid named Joe Sargent, is a ramshackle and filthy affair, operating to a schedule that is notional at best. A handful of other passengers are also hybrids from Innsmouth who have traveled to Arkham and Ipswich to perform various errands. Either Sargent or one of the passengers will be able to give the investigators directions to the Nolanne manor house once the bus arrives at the New Town Square in Innsmouth.

The investigators' first impressions of Innsmouth are unlikely to be positive. The buildings are almost uniformly in poor repair, with sagging, slimy woodwork and boarded up windows all round. Most days, few of the residents emerge from their homes by daylight, giving the place a sense of abandonment. The air stinks of the sea, fish, and decay.

About Innsmouth

The investigators do not get much of a chance to explore Innsmouth, as the scenario is designed to focus on a small number of events and locations to fit a shorter playing time. Those Keepers unfamiliar with the setting may find the following information of use:

Founded in 1643, Innsmouth's current population is around 500 people. For a time, the town prospered through maritime trade but by the mid-1800s the community was already in decline and trade dwindled away. The place is now a ghost of its former glory days. This information is pretty much the extent of outsider knowledge regarding Innsmouth; however, for the town's residents, there is a secret history.

In the 1820s, Captain Obed Marsh discovered an uncharted island east of Otaheité (Tahiti), on which he learned strange secrets from the islanders concerning the gold they wore, and those who brought the gold from the sea: the deep ones. Captivated by the tales of good fishing, safe weather, and gold from the briny deep, Marsh traded glass beads for gold from the "sea gods." Years of such trade between Marsh and the islanders brought success and riches. Eventually, Marsh was driven to purchase and outfit an old mill in which to smelt the gold he brought back from the islanders, lest questions arise about the source of the gold. When Marsh returned once more to the island in 1838 he found the islanders' all dead and their village destroyed—his source of gold gone forever.

With Innsmouth already in decline, Marsh returned with a plan to rejuvenate the town. Using metal disks previously given to him by the islanders, he summoned the deep ones. While the "sea folk" were initially happy to trade, they soon demanded human sacrifices. Attempting to meet the deep ones' demands, Marsh began to undermine the religious faith of the town by substituting a new god to worship, one who would answer his peoples' calls and aid them, unlike the "uncaring and remote" Christian god. Marsh founded the Esoteric Order of Dagon and the community flocked to it. Those who stood in opposition were never seen again, and when Marsh and his cronies were locked up on accusations of murder and kidnapping, it was the deep ones who freed him and laid waste to those who opposed Marsh's will. Soon, Innsmouth was under the sway of the deep ones and the townsfolk were forced to capitulate to their demands for breeding stock. In time, human-deep one hybrids were born, giving rise to the ill-fated "Innsmouth Look."

Marsh passed away in 1878, the town now harboring generations of hybrids amidst its decaying buildings. Little has changed since then. Innsmouth's economy continues to decline, its impoverished community isolated and shunned. The old Marsh gold refinery still operates, but only at a fraction of its former capacity. Few outsiders ever visit and the town is all but forgotten.

The Keeper is recommended to read (or reread) HPL's "The Shadow Over Innsmouth" to further research the town's backstory, as well as to help capture and portray the locale and its unusual denizens.

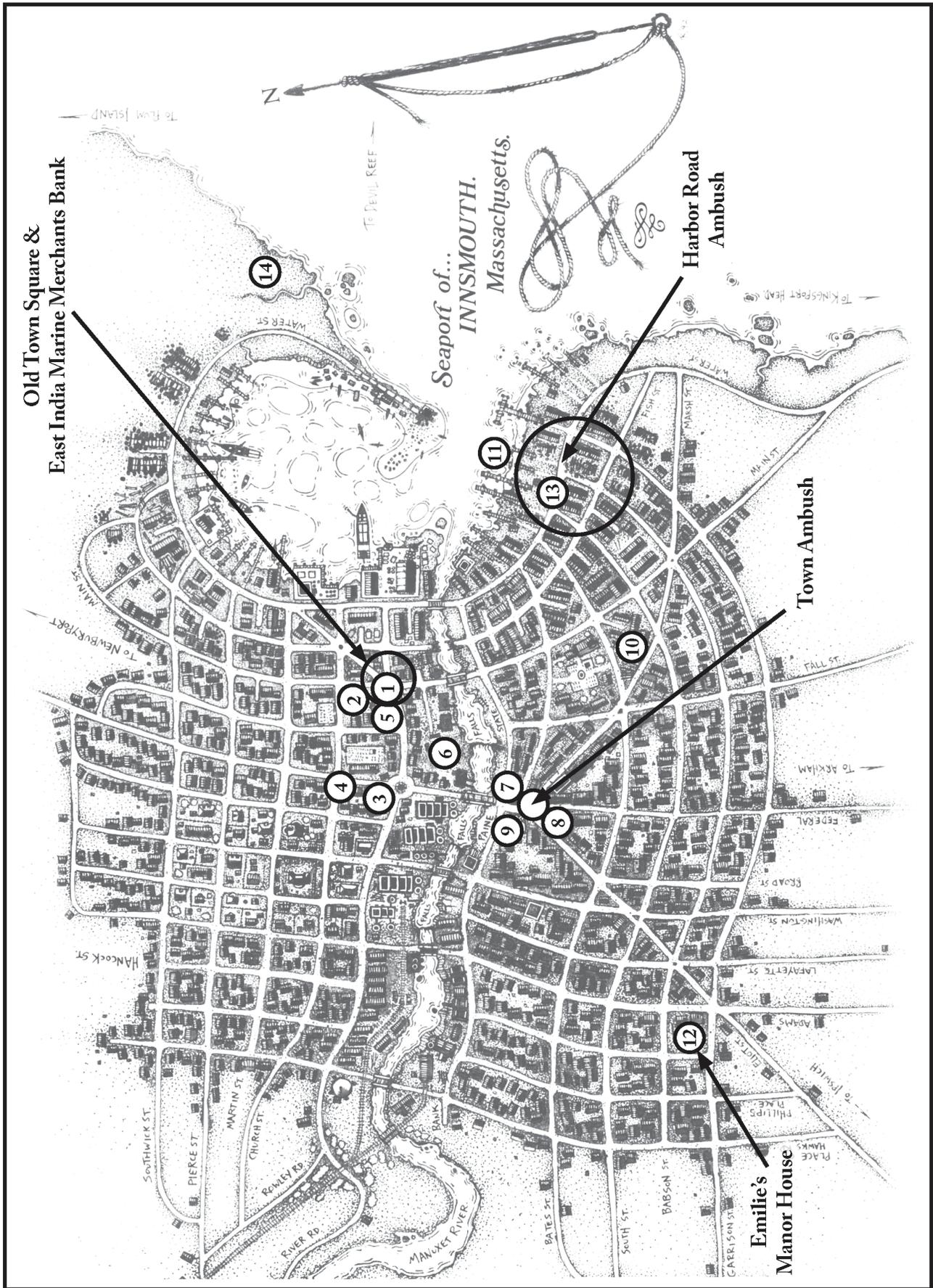
The Town Today

Some residents enjoy the modern conveniences of gas and electricity, while the majority huddles around candles and wood-burning stoves. Less than half the town has a telephone. Streets lights are hardly ever switched on, providing an ever-present gloom and doom-laden atmosphere to the place. What few trucks and cars can be seen are all in a poor state of repair.

While murder and kidnapping performed by the Esoteric Order of Dagon goes unpunished, outsiders risk arrest and jail, often facing trumped up charges to ensure no one ever gets too close to the secrets on which the town operates. Normally, 72 hours in an Innsmouth cell is enough to have most outsiders leaving on the next bus out to Ipswich or Arkham; however, some prisoners do not live that long.

Notable locations include (see Keeper Version Innsmouth Map):

1. Old Town Square
2. Innsmouth Jail
3. Offices of the *Innsmouth Courier* newspaper (long abandoned and left to rot)
4. Esoteric Order of Dagon
5. East India Marine Merchants Bank of Innsmouth
6. Marsh Refinery (riverfront commercial area)
7. New Town Square
8. First National Grocery
9. Gilman House Hotel (the only hotel in town)
10. Innsmouth Fuel Stop (gas, wood, coal)
11. The Old Wharves (now rotting into the sea)
12. Emilie Nolanne's Manor House
13. The Harbor Road
14. The Caves (northeast of the harbor)



DRAMATIS PERSONAE

The following section outlines the background and role of each of the major non-player characters (NPCs) and monsters portrayed in this scenario. Profiles for each can be found in **Characters and Monsters** (page 27).

BILLY FOLDE

AGE UNKNOWN.

ALCHEMIST AND SERVANT OF CHAOS

The mysterious alchemist who manipulated Emilie Nolanne into killing members of her own race to fuel his desire for chaos in pursuit of his own god's dark agenda.

The alchemist's real name is Kazem Rahbar, a Persian-born mystic. He is present in Innsmouth during the scenario, appearing at the reading of the will in the guise of a quiet journalist named Billy Folde. If asked, he states he is a freelance writer, unattached to any newspaper, who makes a living selling obituaries to publishers around the county.

Folde/Rahbar does not want the magical needle entering the hands and claws of the Esoteric Order of Dagon and aims to ensure Emilie Nolanne's descendant (the investigator) takes on the needle's curse. If this cannot happen, he wants the needle returned to him, as destroying it will cause him harm due to the sympathetic magic present in the needle (**The Needle**, page 24). Should the opportunity present itself, Folde/Rahbar offers to take the cursed hand to "relieve its burden."

- **Description:** a plump man, resembling a ball with a small pudgy face balanced on top. His hair is wispy and combed over a bald head, while a tiny pair of spectacles perches on his puffy nose. He sports a flashy jet-black signet ring on the little finger of his right hand, and wears a dark gray three-piece suit. He speaks with a high-pitched voice. Those observing him (**Spot Hidden**) may notice bands of tattoos around each wrist, comprised of occult-looking symbols and letters (attempts to decipher these are for naught). Note that the tattoos do not disappear if he changes his physical appearance.
- **Traits:** calm, with a casual demeanor. He does not sweat, does not fiddle, and does not shift in his seat. He moves with a surprising grace, like a dancer. He never loses his temper, chuckling at danger and staring coldly when angered.
- **Roleplaying hooks:** as Folde, he is inquisitive, asking lots of probing questions of the investigators. He is quick to apologize when he pushes too far, laughing

off any implication of insult. He makes every effort to earn the investigators' trust. Folde tends to phrase much of his dialogue in the trappings of alchemy, referring to change, alteration, and transmutation. Include phrases such as "*I adore observing when a situation turns from good to bad, and bad to good*," "*Death is a form of social chemistry, the reaction of which is rarely to bring families together*," and "*Misfortune can turn to wonder, quite magically*." He speaks admiringly of peace turning into violence, or mourning turning into greed. If questioned about these odd statements, he clarifies that he means this purely from the perspective of a journalist. He admits to a passing familiarity with the deceased, and states, sincerely, that he hopes her estate "ends up with the correct parties."

WILMA MARTIN

AGE 92. FANATICAL PRIESTESS OF MOTHER HYDRA

Wilma Martin is Emilie Nolanne's eldest surviving daughter and high-ranking cultist of Mother Hydra. She is determined to wipe away the uncertainty of her family's loyalty to the aquatic gods. Wilma attends the reading of the will believing she shall inherit all her late mother's estate, but when this outcome does not occur, she galvanizes her family into harassing the investigators when these outsiders are bequeathed something of value.

Wilma is among the more independent deep one hybrids in Innsmouth. She advocates cajoling the investigators into turning over the key to the security box and, ultimately, the hand. She feels violence should come as a last resort, as she does not want outsider police attention to fall on the town.

Wilma is a blood relative to the investigator descended from Emilie. She discovers this rapidly, and attempts to play on the idea of family loyalty and a desire to reunite in her attempts to secure the tattooed hand.

- **Description:** a dried-up, withered, serpentine-like woman. Her eyeballs hang large in her sockets, her nose is sunken, and her fingers and toes are prominently webbed. She is not far from becoming a deep one, and craves the change. At her age, she barely passes for human.
- **Traits:** has the unfortunate habit of opening her mouth wide ("gopping") like a fish when she's thinking. If she dislikes a person, she narrows her swollen eyes and hisses threateningly before muttering a minor curse. She is free and easy with throwing "hexes" on those she despises, including minor curses that make victims lose their hair, suffer nosebleeds, smell of rotten fish, or feel nauseated. She knows one or two devastating spells, but uses them rarely.

- **Roleplaying hooks:** despite her appearance, Wilma approaches the investigators as a friend, though it's apparent she's far from a regular human. She is constantly flanked by an entourage of family members, and usually has her elbows supported by younger males. She attempts to smile and speaks fondly of the family unit and their love for Emilie. Practically everything Wilma says is a lie. She will try her utmost to get her (investigator) relative to join Innsmouth's deep one fold.

AUGUST NOLANNE *AGE 56. DEDICATED CULTIST*

Emilie Nolanne's third son August is a sadist. He currently holds rank as a priest in the Esoteric Order of Dagon. He is the only deep one hybrid in the scenario who thinks nothing of harming the investigator carrying Innsmouth blood in their veins.

August is the Nolanne family's oldest surviving male—he arranged the deaths of his older brothers. His ruthlessness grates even among his fellow hybrids, but he gets results.

August attends the will reading. Upon hearing of the key left to the investigator, he stares harshly. He threatens the investigator once the solicitor leaves the scene, promising to tear them apart if they harm his family. August orchestrates the ambush on the investigators as they make their way to the bank (see *Ambush on the Harbor Road*, page 20). If necessary, he attempts to take another investigator hostage in an effort to persuade his newfound relative to deliver the key and the hand. If he obtains either, he does not hesitate to attempt to kill all investigators in his presence.

- **Description:** appears to be a man in his early 50s, with white hair swept back in a thick mane. He's tall, strong, and dresses formally in suits a couple of decades out of fashion. August displays the telltale signs of a deep one hybrid, including deep grooves in the skin beneath his jaw, and large, round eyes. A fishy odor exudes from his skin, and he makes no attempt to conceal his sharp teeth.
- **Traits:** cracks his knuckles and joints frequently. He often forgets to blink, resulting in a penetrating stare that can last minutes.
- **Roleplaying hooks:** August isn't shy about threatening people; he uses colorful language to get his sadistic intentions across. His preferred method is to grab someone weak, break their bones, tear their cartilage, and hand them over like a ragdoll as a warning. His interactions with the investigators will be wholly antagonistic, even if they deliver him the needle and tattooed hand willingly.

CHASTITY NOLANNE *AGE 92. TERRIFYING DEEP ONE*

Chastity Nolanne was the younger twin sister of Wilma Martin. Chastity has mutated into a true deep one and, like many in her family, is fiercely protective about them.

Chastity's presence in the scenario is as a monstrous threat that will come to sting the investigators when they believe they've gained the edge over the hybrids. If they attempt to escape the ambush on the coastal road, she attacks from the sea. If they secure the bank during the robbery, she tears her way in through the drainage system and stalks the building, ripping doors from frames and mauling people to death. If the investigators flee Innsmouth, she pursues via the waterways and seeks to avenge any of her family members who were injured or killed during their encounters with the investigators.

Chastity is bloodthirsty and ferocious, but will not harm anyone of her own blood. If she encounters the investigator descended from the Nolanne family, Chastity attempts to restrain and kidnap that character, with the intent to drag them to the depths and indoctrinate them into the ways of deep one society.

- **Description:** a hulking and scaled amphibious monstrosity. Her bulging throat and swiveling eyes distract most victims, while she slices with jagged claws or clamps down with her needle-like rows of teeth.
- **Traits:** stalks silently through water and also on land. Like most deep ones, she tends to flee bright light but, unlike many of her peers, she is a capable solitary hunter. She prefers to take down victims alone, taking delight in their suffering.
- **Roleplaying hooks:** Chastity often communicates in gurgles and chirrups, but when stalking prey, she adopts her once-human voice to scream for help.

EDWARD NOLANNE *AGE 48. LAWYER AND CULTIST*

Edward is the face of the Nolanne family, respectable, upright, and charming. He even goes so far as to wear dentures and dark glasses to conceal some of his more prominent hybrid features. He supports the family following lawsuits and grievances via his work at the Nolanne Law Offices in Innsmouth.

Edward is present at the will reading and is likely to question and probe the named investigator following

Charlie Grace's announcement. He also fields any questions the investigators have regarding his family, deflecting those the Nolanne's find awkward, while taking note of who asked them. Edward treats Charlie Grace like an old friend and openly attempts to blackmail the man following the reading—cashing in old favors, including the solicitor's internship at his law practice.

Edward was Emilie's youngest and favorite son, and he expresses this to the investigators in a friendly manner, stating that if any of the Nolannes can be trusted it's him. He even offers protection from his brutish brother August—if the investigators can deliver the deposit box directly to him. His offer only extends so far; he will keep any artifacts for the Esoteric Order of Dagon and insist the investigators flee Innsmouth.

- **Description:** thick gray hair and tanned skin; he looks more fit for a life in a glamorous metropolis than in small-town Innsmouth. He wears dentures to conceal his sharp teeth, heavy aftershave to conceal his sea odor, and thick spectacles tinted brown to cover his bulging eyes.
- **Traits:** shakes everyone by the hand, and always smiles. He carries himself like someone accustomed to wealth.
- **Roleplaying hooks:** Edward attempts charm, treating every conversation as if he's seeking to persuade a judge or jury. He never makes extravagant offers, instead targeting a person's foibles, weaknesses, and needs. If he's unsuccessful at a deal, he leaves for a time, before returning with a file of information on his target. Edward only turns violent when left alone with his victim, at which point he takes out his dentures and goes in for the kill.

CHARLIE GRACE

AGE 37. EMILIE NOLANNE'S SOLICITOR

Charlie Grace is an Innsmouth native but lacks the deep one taint possessed by the majority of the community. Grace served an internship in the office of Edward Nolanne, who paid for Grace's education at law school to ensure the young man's future service and loyalty to the Nolanne family.

After many years as a successful solicitor in Ipswich, Grace's services were retained by Emilie Nolanne to draw up her last will and testament. Returning to Innsmouth, Grace found the nightmares of his youth waiting for him, reinforced by Emilie's increasingly strange behavior. The experience has had a profound effect on Grace, whose childhood scars have reopened, leaving him a scared and fragile personality.

During the reading of the will, Grace is visibly uncomfortable. Fearful of the hostility of the Nolannes and the possible

repercussions brought about by Emilie's bequests, Grace is keen to close up his business in Innsmouth and never return; his debt to the Nolanne family paid.

- **Description:** greasy short blond hair, his face drained of color, Grace looks like death warmed up. Despite his tailored suit and shined shoes, he resembles a disheveled heap.
- **Traits:** has begun to drink heavily while in Innsmouth. Speaks with a stutter and his hands tremble whenever he is around the Nolanne family.
- **Roleplaying hooks:** after the reading, Grace insists on a private meeting with the investigator named in Emilie's will. He urges the investigators to flee Innsmouth (just as he plans to do). If Grace can be persuaded to remain with the investigators, he may keep his life; otherwise, his body is likely found by the harbor the following morning.

START: ARRIVING FOR THE READING

The scenario begins proper with the investigators having just arrived in Innsmouth in time to hear the reading of Emilie Nolanne's will. A light drizzle fills the air as the investigators walk from the center of Innsmouth to arrive at the stately home of the deceased Emilie. Following Cleaver's directions, they see hardly anyone as they make their way through the decrepit avenues and silent streets. Those folk they do encounter, shamble off quickly at their approach, disappearing down dark alleys or into dilapidated houses. Occasionally, a pale face might be seen peering from behind a drape or a shuttered window.

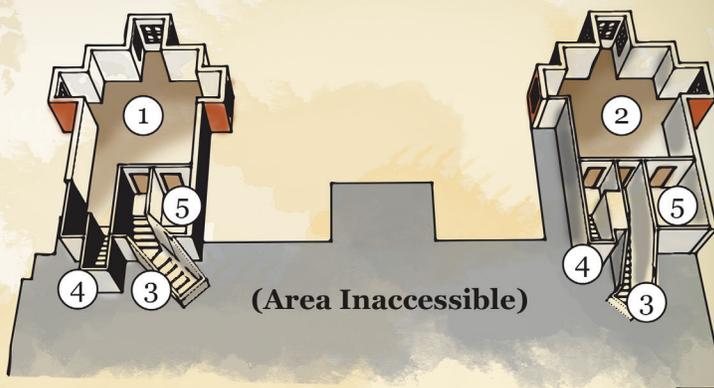
The district around the manor house is populated but quiet. Red and gray brick houses line the ill-maintained cobble roads, with many of the homes in states of disrepair similar to Emilie Nolanne's. Few ever stood as tall as hers, implying she must have been of means, even if the area that grew up around her manor house reflected a poorer population. A few men and women watch from doorways and windows, staring silently as the investigators and the Nolanne family enter the building.

The manor house is situated in the center of the Southern Residential district, between Babson Street and Garrison Street; a brooding and ominous structure, in most part due to its dilapidated appearance above the second floor. Of the house's five stories, three of them have collapsed in sections. Nothing has been roped off. The other guests, here for the reading, march into the building as if it were completely safe. As if to prove a point, as the investigator step forward, a tile slides from the rooftop into the drive, shattering on impact.

EMILIE NOLANNE'S MANOR HOUSE

UPPER FLOOR

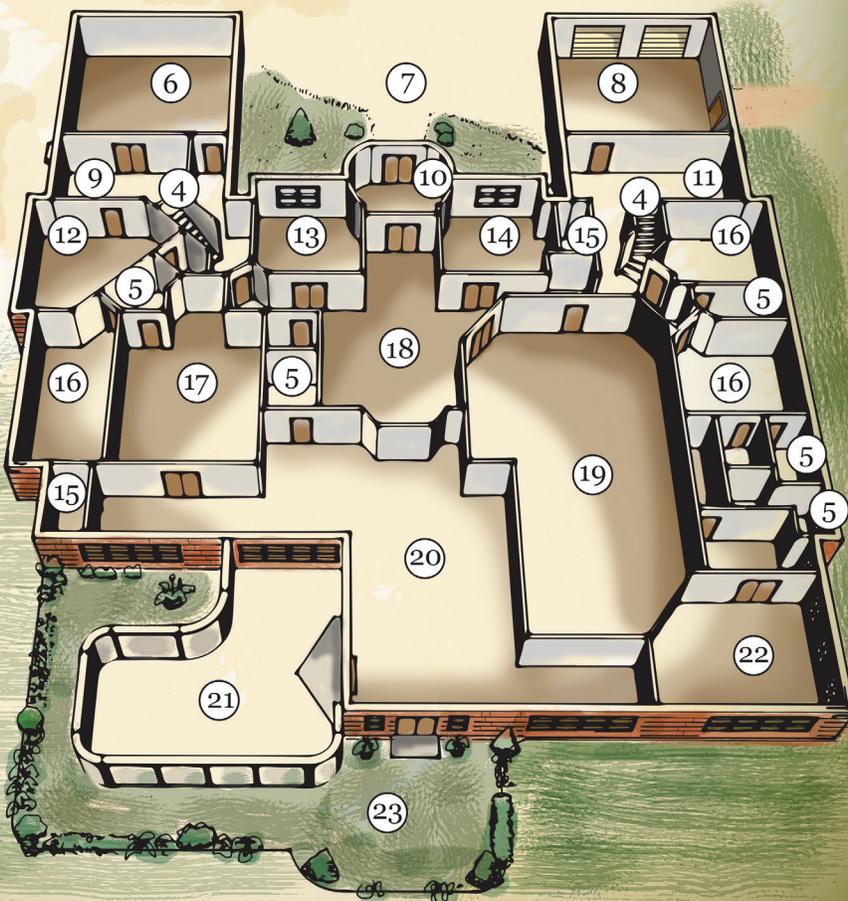
- ① Locked Bedroom
- ② Gallery
- ③ Stairway to Ground Floor
- ④ Stairway to Upper Floors
- ⑤ Water Closet



UPPER FLOOR

GROUND FLOOR

- ⑥ Dining Room
- ⑦ Driveway
- ⑧ Garage
- ⑨ Lobby
- ⑩ Foyer
- ⑪ Hallway/ Work Room
- ⑫ Main Bathroom
- ⑬ Reception Room
- ⑭ Smoking Room
- ⑮ Stores
- ⑯ Bedroom
- ⑰ Lounge
- ⑱ Hallway
- ⑲ Kitchens
- ⑳ Library
- ㉑ Conservatory
- ㉒ Work Room
- ㉓ Gardens



GROUND FLOOR

NOLANNE MANOR HOUSE

The stench of old, rotten meat gives the impression that something died here, and its discovery took a while. The cloying odor of mothballs worsens the smell, even if it does cover up the sweet traces of decay.

The walls of the entrance hallway are covered in marks where paintings once hung, and impressions in the dust on the floor show where plinths once stood. Elsewhere, furniture has been covered in dustsheets, while some rooms appear to have been completely emptied.

Passing through the well-worn foyer and hallway, stopping to hand their coats to a doorman (on hire for the day), the investigators are directed down toward the dining room where the will reading is to take place.

Options

While most groups will probably head straight to the reading of the will (**The Reading**, page 15), some quick-thinking investigators may wish to attempt to explore the house in the short amount of time before the will is read (**Searching the House**, following)—refer to this section whenever the investigators decide to look around the manor house.

SEARCHING THE HOUSE

Those electing to explore the house find that all the rooms are unlocked with the exception of one of the guest rooms on the second floor.

Overview

Throughout, there is little of note to find or see. The majority of furniture is covered in dustsheets. Little exists to identify the property's former inhabitant, beyond the stain (in the vague shape of a body) on one of the lounge chairs in the library on the first (ground) floor. The house is intact on the first and second floors, but its lack of personal effects is, probably, the most noticeable aspect, given the house was inhabited for a long time by someone aged over 100.

Rooms

The investigators may roam through the first and second floors, seeing the lounge, library, kitchen, bathrooms, garden, conservatory, and a handful of bedrooms—note that the reading of the will takes place in the dining room.

Library

There are no books on esoteric topics, although a number of books concerning Nolanne family history can be found, as well as old diaries and texts on aquatic biology. A successful **Hard Library Use** roll means an investigator notices that someone has made an effort to arrange a shelf of books to

cover the fact that some volumes have been removed (other shelves are neatly full).

Keeper note: the missing tomes were taken by the Esoteric Order of Dagon.

Garage

A 1921 Ferris Sedan sits decaying here. The vehicle's keys can be found (with a successful **Spot Hidden** roll) hanging on a hook in the adjacent workroom. The vehicle starts if a **Luck** roll is successful; otherwise, a successful **Mechanical Repair** roll is required to kick some life into the engine.

Locked Guest Bedroom (Second Floor)

A successful **Locksmith** roll or **Hard STR** roll is needed to gain entry (the key is held by Charlie Grace, who is unlikely to simply hand it over). Inside, the bedroom is piled high with old photographs in frames; these have been removed from walls around the house and collected here.

Keeper note: if looked through, the vast majority of photographs are of the same woman in various fashions dating back over three decades. Of note is that the woman shows no discernable aging, and she appears forever a youthful lady in her mid-thirties. While there is nothing to corroborate investigator suspicions, these images are of Emilie Nolanne.

In addition to the photographs, various paintings and sculptures of exquisite artistry lie in unsealed boxes; many portray coastal landscapes, although a few are outré, being reminiscent of scenes of hellish damnation inspired by Hieronymus Bosch.

Keeper note: a successful **Spot Hidden** roll identifies the same signature on all the works as “E. Nolan” (Emilie Nolanne), while a successful **Appraise** roll values each of the pieces in the region of \$200–400+ (if sold to the right collector or dealer). The various art pieces date back to the late 18th century.

Access to the Third Floor and Above

The two sets of stairs leading to the third story are rotted and broken—preventing access unless an investigator wishes to attempt a **Climb** or **Hard Jump** roll to reach an upper doorway leading to the third story landing. (Failure results in a bruise and embarrassment, rather than any real damage.) If access is somehow gained to the floors above, great caution is needed, as the hallways are more or less rotted away or missing entirely, with most of the inner structural walls collapsed. Venturing further calls for **Hard Jump** or **Hard Climb** rolls, with failure resulting in 1D6 damage from either the fall or catching oneself on a rusty nail or exposed masonry. Despite valiant efforts to explore these off-limits areas, the investigators find nothing but

rotting wallpaper, loose bricks, and splintered wood. Should a skill roll be pushed and failed here, the investigator may fall through the floor, creating a new hole down to the second floor—the noise of which brings those downstairs up to see what the commotion is all about.

A Discovery

In any of the rooms, when the Keeper feels it would be dramatically appropriate, ask an investigator for a **Spot Hidden** roll. Success yields a palm-sized sculpture tucked among piled ornaments and dustsheets. The small carving portrays a woman attempting to escape a snaring sea; the figure reaches upwards for air but a tendril of water loops around her body and neck. The beautiful object is marred only by the fact that a piece of the woman's face has been chipped off.

Keeper note: a successful **Appraise** (or suitable **Art/Craft**) roll reveals that the sculpture is formed from a single piece of basalt—a difficult stone to carve. A successful **Cthulhu Mythos** roll suggests it could be a summoning tool (perhaps used by the Esoteric Order of Dagon), though the damage to the woman's face may have rendered it powerless.

An Interruption

If a search is conducted before the reading of the will, at an opportune moment, Edward Nolanne interrupts the investigators, asking who they are and what they're looking for. He accepts any answer with a smile, introducing himself in turn as Emilie Nolanne's favorite son, before suggesting they all head to the dining room for the reading.

THE READING

The dining room can be found by following the signs laid out by Charlie Grace, or (if found wandering) by being escorted by Edward Nolanne, who announces to the room that he has found some lost souls. Whether introduced by Edward or making their own entry, the investigators' arrival draws hostile glares from the dozen or so people within, while Billy Folde (sat at the back of the room) smiles and chuckles to himself.

All attendees are asked to sign their names—allowing the investigators to identify the number of Nolannes in attendance: apart from Billy Folde, there are eight Nolannes; three other guests give their married names of Martin, DeLille, and Berry.

A successful **Psychology** roll on the general mood of the room reveals the coldness is projected at the investigators, the solicitor Charlie Grace, and Billy Folde. The locals do

not appear to be in mourning, and converse quietly among themselves. It is quite apparent that the eleven attendees sitting together are a family unit, with ages ranging from early 20s to the elderly Wilma Martin.

Keeper note: Chastity Nolanne is not present due to her inhuman appearance, though Wilma, Edward, and August are, along with some of their children and grandchildren.

After a while of sitting patiently, August Nolanne loudly asks Grace what's taking him so long.

At this, Grace stutters an apology and says he will begin. He points out the date the will was written (just three weeks ago) before continuing. As he reads through the bequests, the Nolanne clan gurgles their approval. The nature of the bequests is detailed in **Handout: Inheritance #3**.

Handout: Inheritance #3

- The manor house, including the land on which it was built, is left to Emilie's daughter Wilma Martin, née Nolanne.
- All painted artistic works are to be divided equitably between Emilie's son Edward Nolanne and his children, with permission granted for public display.
- All liquid assets and saleable stock are to be divided 40% (split evenly) between Emilie's surviving children, and 60% to the Esoteric Order of Dagon, under Edward Nolanne's power of attorney.
- The contents of Emilie's library is hereby bequeathed in its entirety to the Esoteric Order of Dagon, under her son August Nolanne's power of attorney.
- All family records go to Emilie's daughter, Wilma Martin née Nolanne.
- All materials of religious significance go to Emilie's daughter, Wilma Martin née Nolanne.

The scenario's critical bestowment is read aloud at the will's conclusion, by which point the Nolanne family is laughing and clearly pleased with their newfound gains. In a shaking voice, Mr. Grace pronounces the following:

"A key to my safe deposit box at the East India Marine Merchants Bank of Innsmouth, and the contents of this sealed letter, which is to be read privately, to my great-grandchild— [insert the chosen investigator's name]."

As the solicitor airs this final sentence, all the Nolannes look about the room in confusion, the atmosphere twisting from pleasure to ice cold hostility. Unless the investigators quickly state they are trying to present a neutral appearance (requiring a **Luck** roll), the surprised faces of the investigators give away the fact that the named beneficiary is one of them. Various Nolannes (Wilma in particular) gasp loudly, while shouts of "outsiders" are distinctly heard.

August marches up to the solicitor and starts demanding answers, asking when Emilie named this outsider, who they are, what's in the security box, and whether he thinks it's a good idea to have hidden this from the Order. Grace cowers behind his case, looking to the investigators for assistance; however, before the investigators can act, Wilma silences the growing crescendo of voices by raising her hand. All eyes fix coldly on the investigators. Grace swiftly wraps up his materials and dodges past August, heading over to the investigators and saying, *"Please, if you would, join me in the conservatory."* He makes a sharp exit and expects the investigators to follow him—those who do not are subject to mounting accusations and general badgering by the mortified Nolanne family (see **Threats and Bargains**, page 16).

A PRIVATE MEETING

Charlie Grace leads the named investigator (and any of their companions who follow) into the conservatory, shutting the door behind them. Grace sits down on a chair covered in a dustsheet and bids the investigators to do the same.

If the investigators do not take steps to ensure the meeting goes unobserved, Edward Nolanne listens at the door, while Billy Folde attempts the same thing by smoking in the garden (a successful **Spot Hidden** roll notices Folde, while a successful **Listen** roll detects Edward). If discovered, both men laugh off suggestions of interference, but linger unless asked to leave.

In the mold-shrouded conservatory, with the rising wind outside making the room's window frames rattle, Grace clears space on a wicker table, opens his briefcase, and presents two items: a small key stamped with the number 313, and a letter addressed to the solicitor, sealed with the initials "E.N." pressed into red wax. He opens the letter, clears his throat, and reads aloud the contents—**Handout: Inheritance #4**.

Grace is sweating and trembling by the time he concludes reading the letter. He clamors up, unless the investigator makes a successful **Charm, Persuade, or Intimidate** roll. If encouraged to talk, he explains that Emilie Nolanne was indeed missing her left hand, though he believed she'd lost it in an accident. He goes on to say that Emilie seemed certain that her days were numbered when they talked, before blurting out that the entire Nolanne family is corrupt, and that he isn't even their solicitor—they run everything through Edward. His desperation showing, Grace states that he intends to flee Innsmouth forthwith, as he fears the anger of the Nolanne family, and urges the investigators to do the same, regardless of the letter's contents.

THREATS AND BARGAINS

August Nolanne makes it clear to the investigators (and anyone that will listen) that he believes they hoodwinked his mother, and he will be reclaiming what belongs to his family. Edward chimes in that it will be a lot simpler if the investigators just hand over the key now and be on their way. Wilma watches silently.

The scenario assumes the investigators stick around for a short while, perhaps to find some answers and interview those present in accordance with their job in town. If the investigators attempt to make a dash for it, use Edward and then Billy Folde to slow them down (see next section).

Handout: Inheritance #4

Mr. Grace,

If you are reading this letter, I have died, and you are in the company of my great-grandchild. I cannot assume this individual is literate, so I am reliant on your imparting the contents of this letter faithfully.

My descendant is likely unaware of their birth and heritage. They carry the blood of the Nolanne lineage and all that entails. We Nolannes suffer from an incurable degenerative condition. This may seem strange given my apparent age at the time of my death, yet the degeneration is not one that consumes a life, rather it changes its course. My descendant, as all my descendants, will ultimately transform into a new and terrible form.

I discovered a way to stave off this unwanted fate, but I care not to share this remedy with my other wretched progeny. I would have kept it from even my great-grandchild, were it not for their errant path from the family and the Order.

Know that the remedy is found in my left hand, excised before my death and my meeting with you, Mr. Grace. The key imparted to your safekeeping will lead my nominated descendant to my mummified hand and the device within it. This device will preserve their youth and humanity, but they will not know how to work it without aid from the alchemist. I cannot state the exact course in writing, for fear of this missive being compromised, but know that the alchemist will be watching and waiting for my descendant when they retrieve my missing hand from the bank deposit box. He will come to you and you shall learn of his wisdom.

None of my other children should receive or claim the device within my missing hand. If necessary, I implore my descendant to take measures to prevent another from spiriting this treasure away. Destroying it is not advised as to do so would be to skub the very power of the gods.

Tell my great-grandchild to use this power selfishly. Tell my descendant to trust not a single member of the Nolanne family. I include myself in this declaration, for I have let the blood of others flow and murdered to remain whole in my form. I have lived more than anyone ought. They must know that the only truth I've written is this one.

If they do nothing, they will transform and become Dagon's child. This boon I grant solely to them and their own children and none others. Let the Order rot and the rest of my family with them. Let the Mother take me. I am ready.

Emilie Nolanne

CONDUCTING INTERVIEWS

The investigators can try to pursue Cleaver's agenda of conducting interviews and finding out more about Emilie, although any attempt by Emilie's descendant to do so will unlikely to be productive; other investigators may fare better if they succeed in a **Charm**, **Fast Talk**, or **Persuade** roll to get an individual to calm down and talk about Emilie. Impart the following information accordingly. Note that Edward or Wilma interrupt before anything truly damning can be revealed.

About Emilie

- Emilie was over a century in age, although no one can say exactly how old she was.
- She loved the arts and took up painting and sculpture.
- It took over a week for anyone to find her body, and it had decayed dramatically.
- While she loved most of her life in Innsmouth, there were periods when she traveled (perhaps it during her travels that she met the investigator descendant's great-grandfather).
- Her wealth accumulated over the years and she gave generously to local organizations for the betterment of Innsmouth (namely, the Esoteric Order of Dagon).
- Her faith was dear to her and she was an elder in the local church (code for being a high priestess in the worship of Mother Hydra). Unfortunately, she and the church fell out over something (“*No, I have no idea what.*”), and in recent months she had stopped attending services.

Keeper note: if the investigators mention the rumors of deaths surrounding Emilie, the interviewee looks surprised and replies that there were never any accusations or suspicions concerning Emilie—Innsmouth is an old town and people die. To suggest Emilie had anything to do with anyone's death is something of an insult to her memory.

About the Esoteric Order of Dagon

- The Order is the local church and is a way of maintaining family traditions.
- Dagon? You may remember the name from the Book of Judges in the Bible. Dagon was the chief deity of the Philistines, seen as lord of the sea, and later as the bringer of the harvest. We find his worship favorable as an emissary of our Lord.
- The Order has been integral to Innsmouth since the 1840s, helping to provide for the community and bind our families together.
- Could you attend a service? I'm afraid not, the Order serves only Innsmouth residents.

Speaking with Emilie's Children (requires a Hard success with a social skill roll)

- Emilie had a falling out with the family shortly before her death, though they take no responsibility for her passing.
- None of the Nolannes believe any of Emilie's assets should leave the immediate family.
- Emilie had another child, Chastity, who couldn't make it today as she's currently suffering from an injury: “*But I'm confident you'll get to meet her before you leave Innsmouth.*” (A successful **Psychology** roll reveals the implied threat.)
- The Nolannes look after one another. “*We do not believe in harming others of our blood.*”
- Yes, we Nolannes have always been long-lived. Regular exercise and a good diet is the key.

As the various interviews (or searching around the house) take place, the investigators (**Spot Hidden**) may notice August and Wilma departing. Should an investigator attempt to stall their departure, Edward appears to distract the investigators and keep them occupied.

Edward's Offer

Edward tries to buttonhole the investigator descendant—if this is not possible, he approaches the other investigators to get his message across. Edward wants to make a financial offer for the key to the safe deposit box (and its contents), saying that the family strongly wishes for all of his mother's estate to remain in the hands of her immediate family. To this end he offers \$200 and asks for the investigator descendant to seriously consider his offer, lest any of his more “headstrong” family members take a more direct approach to the situation (no Psychology roll is required to note the threat).

Keeper information: Edward doesn't expect the investigators to take him up on his offer, as this dialogue is purely a ruse to give his siblings enough time to formulate ambushes and thus take the key at no expense.

Billy Folde Approaches

At some point, perhaps to “save” the investigators from harassment by August or even Edward, Billy Folde jovially attempts to interview the investigators, playing the role of a journalist. He makes every effort to befriend them, while asking questions about Emilie's descendant, inquiring about their job, relationship with the Nolanne family, and whether they intend to stay in town and join the Esoteric Order of Dagon. If told of the investigators' association with *Strange But True!* Folde endeavors to build a “brotherly” journalistic connection with them, stating that, “*We have to look after one another.*”

During the conversation, he mentions knowing the town's bank manager and that he could probably get the investigators into the vault without a fuss. Folde has a car parked outside and happily offers to drive the investigators to the bank if they lack their own transport. He explains that he overheard Wilma telling her brothers that the investigators wouldn't be leaving Innsmouth alive with anything of Emilie's. He goes on to say that he can smuggle the investigators out of town in his car. If asked his reasons for such largesse, he explains that it all will make one hell of a story.

If they take him up on his offer to get them to the bank, Folde says the East India Marine Merchants Bank is located on New Church Green, in the Old Town Square (on the intersection of River Road and Main Street). He explains the quickest route is via Garrison Street and along the harbor (Water Street), keeping to the outskirts of the town, rather than the slower journey taking the investigators through the town center (Elliot Street, then Federal, and onto River Road). Folde offers to handle things with the bank's manager, cautioning that not calling ahead could lead to a delay that risks leaving them stuck in Innsmouth for an unpleasant amount of time.

Keeper note: investigator attempts to use **Psychology** on Folde require an Extreme success (but don't state the difficulty to avoid tipping the players off)—present Regular or Hard results as successes, saying to the players that Folde appears sincere in what he is telling them. An Extreme result reveals that Folde is earnest in attempting to help them but that he is keeping something back. Pushing Folde to reveal more makes him “confess” that he is very worried about their safety (a partial truth).

HEADING TO THE BANK: AMBUSH

Either the investigators take up Billy Folde's offer to drive them to the bank or they can make their own way by walking. They can reach the East India Marine Merchants Bank of Innsmouth by one of two ways: travel through the town center or along the harbor road, as described previously.

Whichever route is taken, the investigators may find themselves in an ambush. Wilma orchestrates an ambush in town, while August does the same along the harbor route. It is possible the investigators may split into two groups, suspecting an attack en route to the bank. If they are canny enough to make this decision, only one ambush should take place: ask each of the groups to make their own group **Luck** roll, the group with highest result being the one that gets ambushed—it is assumed the other group managed to move quickly enough to avoid being bushwhacked.

AMBUSH IN THE TOWN

While traffic through town is minimal, the market is out in force in the merchant district (on the upper end of Elliot Street). Pedestrians pack the town's cobbled streets, selling everything from homemade clothing to freshly caught fish. For all its natural disquiet, Innsmouth's atmosphere is unusually one of barter and chatter. Nobody is rushing to get out of the way of the investigators on foot. The same applies if they are in a car: trying to wind their way through the tight alleys, ill-kept roads, and packed streets is slow going and oppressive. Call for a **Dodge** or **Jump** roll to negotiate through the crowd (if on foot) or a **Drive Auto** roll to avoid pedestrians blocking the way. If failed, an investigator has knocked a resident over (no real injury). The crowd all turns to stare cold-eyed at the investigators, before clearing a path for them (be they on foot or in a car)—one that directly leads them into the ambush.

As they round a corner or get caught up in another crowd of people, call for a **Spot Hidden** roll to notice a resident making an odd hand signal; they then run into a building. A Hard **Spot Hidden** or **Listen** roll notices people responding to the signal, while guttural calls and shouts can be heard all around.

Those in a car need to make an Extreme **Drive Auto** roll to quickly turn into a side street and out of sight of their trackers in the crowd. If on foot, or if they abandon their vehicle, call for a Hard **Stealth** roll to do the same. As these rolls are made, build the tension of being watched, alluding to figures running between alleys and calling out between buildings. The investigators should be aware they are now being hunted. A cruel Keeper might also ask for a **Navigate** or **INT** roll to ensure the investigators do not get lost, which may mean a second **Stealth** or **Drive Auto** roll is required, as the investigators stumble again into the sight of their pursuers.

If they are successful with their rolls, the group takes a number of twisting alleys and streets and ends up, eventually, north of the Manuxet River, along Federal and onto River Street where the Old Town Square and the bank are situated.

If they fail, a gang of four hybrids (Gang A) cuts off their route through an alley with another vehicle. Those in a car may attempt to reverse at speed with an Extreme **Drive Auto** roll; a success knocks a couple of pedestrians down as the investigators race to safety and find another route to the bank, while a failure means that another gang of three hybrids (Gang B) have moved quickly to block the reverse route before they can get out. If on foot, there is no escape: another gang boxes them in the alley.

Investigators succeeding with a **Spot Hidden** roll note that Wilma sits in the back of the car that blocks their path forward (Gang A). Three hybrids from Gang A advance on the investigators, clubs brandished, as Wilma emerges from the car, announcing that the group are free to go if they just hand over the key and the investigator descended from Emilie.

The hybrids won't commit murder in the street in broad daylight, but do walk up to the investigators brandishing their weapons. If they are not resisted, the hybrid thugs begin to pat down the investigators to find the key and manhandle Emilie's great-grandchild into their car. If resisted, they do not hesitate to use their clubs and fists on the investigators to soften them up. One hybrid stays by Wilma and only acts if Wilma is attacked.

Wilma only gets physically involved if the investigators threaten her, whereupon she uses the Shrivelling spell (*Call of Cthulhu: Keeper Rulebook*, page 262) at whoever is approaching. If her relative is bundled into her car, she can, if necessary, Mindblast (*Call of Cthulhu: Keeper Rulebook*, page 260) her relative if they prove troublesome, before commanding her driver to depart at speed.

If the investigators hand over the key, or overpower or simply plough through their attackers, Wilma escapes in her car. If Wilma has the key or her relative, she makes haste to the caves off the coastal road (see **The Caves**, page 21).

If the investigators here do not have the key and are not related to the Nolannes, Wilma commands the thugs to kidnap the investigators, aiming to use whoever they can take as a bargaining chip. Anyone captured is taken to the caves northeast of the harbor.

If the investigators escape the ambush without losing the key, they reach the bank in the Old Town Square (**The Bank**, page 22).

AMBUSH ON THE HARBOR ROAD

The coastal road is quiet. Sailors and fishermen work on their boats, pulled ashore, paying no heed to the investigators' vehicle as it whizzes past on the clear road. The route climbs a slope, taking a winding journey alongside a series of dank and dilapidated cottages, before turning back toward the town and heading to the Old Town Square. As the investigators lose sight of the harbor, a successful **Spot Hidden** roll reveals a huddled gang lining the ditch alongside the road up ahead. A Hard **Drive Auto** avoids the gunshot that rings out, aimed at the car's windshield; otherwise, the smash of glass follows a crack of gunfire—call for the driver to make another Hard **Drive Auto** roll to avoid putting the car in the ditch.

The gunshot acts as a signal. Five hybrids emerge from the ditch and charge screaming toward the investigators. They wield metal pipes and knives, and are intent on terrifying the passengers—whether or not the vehicle is in motion. Following just behind is August, his rifle aimed at the investigators in the front of the car. He brazenly stands in the middle of the road and begins to fire shot after shot.

The hybrids attack the car with blows designed to instill fear, ideally forcing the car's passengers to flee the vehicle. If the car is static, all the hybrids leap on. If in motion, a successful Hard **Drive Auto** ensures only two hybrids latch on to the car, while an Extreme **Drive Auto** allows the group to drive past all hybrids excluding August.

August fires his first shot just to shatter the windshield. His second shot is aimed at the driver; his third at the front passenger, and all subsequent shots at the car's tires. While he is a good shot, apply a penalty die to his rolls if the investigators' car is moving. If the car barrels toward August, he attempts to Dodge at the last possible second. If he succeeds, he retains his footing and continues firing at the car from the rear. If he is hit, he goes down with the loss of 2D10 hit points.

If the investigators flee from the car and peel off the road, Chastity (who has been waiting in cover) signals her appearance with a terrifying, inhuman howl. Those who see her appear should make a **Sanity** roll (0/1D6 loss). Chastity comes running over or appears from nowhere, primarily attempting to seize and incapacitate at least one investigator so they can be used as a potential hostage to lure in the hybrid investigator, if they aren't present (**The Caves**, page 21), or to convince the other investigators to hand over the key at **The Bank** (page 22) if they don't currently have it with them.

August tries to capture whomever he can, but does not flinch from killing anyone in his effort to seize the key. Chastity is happy to injure and kill but refrains from attacking her investigator relation—she wants to capture the descendant but will let them escape rather than hurt them.

If the investigators escape the ambush without losing the key, they reach the bank in the Old Town Square (**The Bank**, page 22).

THE CAVES

Any captured investigators are brought to the caves northeast of the harbor, where Chastity makes her lair. The hybrids do not stick around to watch what Chastity has in mind for the investigators, and simply dump them down a 10-foot (3 m) hole into one of the caves below.

The caves on the coast are deep, eroded indentations in the earth, connected via slimy, narrow tunnels. Sunlight is visible through cracks in the ground above, as well as the cave mouths opening onto the cliff face. The only way out is by scaling the cliff, climbing up through one of the hole-like cracks to the ground above (both of which require a successful Hard **Climb** roll), or trying to find a way through the caves (which lead back toward the center of Innsmouth).

Noise echoes in the narrow tunnels, and a successful **Listen** or **Navigate** roll suggests to the investigators there could be away through the caves from the distant sounds coming from the town; however, it requires a Hard success with either roll to actually find a way out. Failure takes the investigators deeper into the cave complex, into areas with worse footing and deeper water, not to mention the risk of encountering more deep ones. Failing a pushed roll in this location leads any prisoners straight into a populated deep one spawning pool, inhabited by three deep ones nurturing a thick pond of what resembles oversized frogspawn. The deep ones attack any investigators entering this area with an insane anger.

Someone or something has painted the caves with rudimentary wall art. A successful suitable **Art/Craft** roll associates the art with that found in Emilie Nolanne's house, while a successful **Occult** roll determines the stick figures on the walls are devouring one another in a cannibalistic cycle.

To help inspire the investigators to find a way out, should they dawdle in the first cave, soon after their arrival, a body is thrown down into the dismal grotto. To their horror they see it is the masticated body of Charlie Grace the solicitor, provoking a **Sanity** roll (1/1D4+1 loss). If they continue to tarry, Chastity (if still alive) makes an appearance.

If the investigator descended from Emilie is present, Chastity attempts to force them underwater, to see if they can breathe. She cares little about any other captured investigators. She will attack them if they attack her; likewise, she does not pursue if they flee. Her attention is on her relative. If the blood-related investigator has not been captured, Chastity is angry and lashes out (a successful **Dodge** roll to avoid a swipe costing 1D6 damage). She does not intend to kill—yet—as the captives may be useful in bargaining with her relative. The investigators could try to rush her or wait to sneak off when she momentarily wanders away. If they do nothing, they are eventually led through the caves to Innsmouth to be used as bargaining chips at the bank (**The Bank Robbery**, page 25).

Chastity's proximity, Grace's body, and the claustrophobic conditions should generate a feeling of anxiety. The Keeper should test the investigators' **Sanity**, as they feel appropriate—some suggestions include: getting lost in the caves (0/1D2 loss); seeing a deep one (1/1D6 loss); entering the deep one spawning pool (1/1D6).

For those not captured, who may come looking for their missing companions, the aftermath of the ambush on the harbor road is easy to find. From here, a successful **Track** roll allows them to follow the trail to the caves and the hole down which their friends were dumped.

Keeper note: no map is provided of the caves as they are numerous; improvise as needed. The caves lead back into Innsmouth (to various streets), the sea, and further along the coast. Ideally, to help build toward a climax, investigators in the caves making their way back to Innsmouth could appear outside the bank just as the confrontation is taking place (**The Bank Robbery**, page 25), allowing them to play a role in the scene and, ultimately, the scenario's climax. Alternatively, those investigators might, at the Keeper's discretion, find a way into the vault from the cave network.

THE BANK

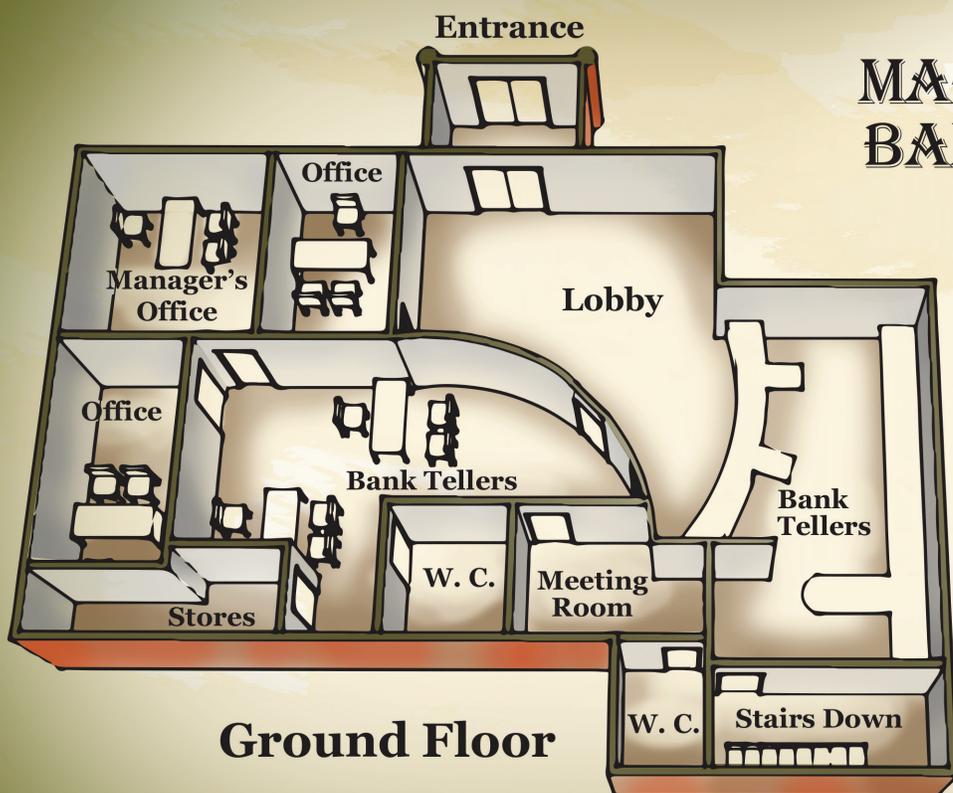
The East India Marine Merchants Bank of Innsmouth is located in the Old Town Square of the New Church Green district, at the intersection of Main and Docks streets. Before the Revolutionary War, this cobblestoned semi-circular intersection served as the center of commerce for Innsmouth. Most of the stores are boarded up or have whitewashed windows. A few appear to be still in business: the Innsmouth Jail, Doctor Rowley Marsh & Son (General Practitioner), Rawes & Hogg Nautical Insurance, and the East India Marine Merchants Bank.

On approaching, it appears that the bank is empty except for a few staff. There is an expectant silence, as if everyone knows something is going to go down here—Innsmouth's residents have decided to take cover and observe from safety.

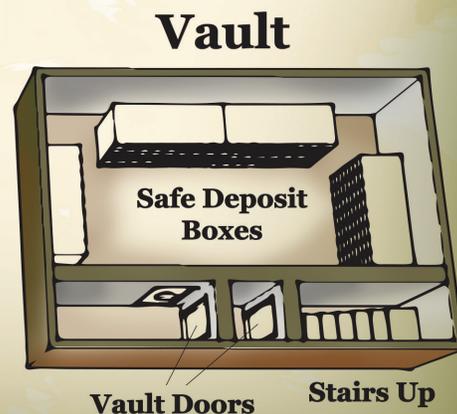
The bank resembles an old stronghold from the mid-19th century, with unmanned towers at its corners and a wrought iron gate ahead of the lobby. A dour-looking registrar welcomes any visitors to the bank, cautiously enquiring as to their business.

Entrance to the vault (even with Emilie's key) is only permissible with prior booking. The bank manager, Horatio Smythe (a hybrid), is not of a friendly disposition to anyone making demands. If the investigators took Billy Folde's advice to call ahead or if Folde is with them, Smythe allows them entry to the vault. He informs the investigators they must ring the alarm in the vault when they require release, as the double gates are locked behind them. A successful **Psychology** roll indicates that Smythe is hiding something—the Nolannes have got word to him to not allow anyone out of the vault once they're locked in.

If Folde is not with the investigators and they are refused entry to the vault, a successful **Intimidate**, **Fast Talk**, or **Persuade** roll (provided they have the key on them) allows them inside. If the investigators elect to wait, the siege (**The Bank Robbery**, page 25) begins before they gain entry to the vault.



EAST INDIA MARINE MERCHANTS BANK OF INNSMOUTH



THE VAULT

The bank vault makes for an impressive sight, requiring the investigators to pass through two iron-bar gates, which are unlocked by staff and then locked behind them, and the vault door (another iron-bar door). The vault has shelving for the safe deposit boxes (just over 500 boxes), and houses the bank's large safe. Box 313 is easy to locate and extract to a table situated in the center of the vault.

When the investigators open the box, a sickly sweet and moldering smell bursts out, provoking a **CON** roll avoid feeling nauseous. The box contains a preserved, yet swiftly degrading woman's left hand clenched in a fist. The warped nails pierce the flesh of the hand, as if they have continued to grow after the hand's confinement. Without prying the fingers open, there is little to see.

It takes a moment to force the fingers back: a distinct popping sound notes at least one of the fingers has been broken off in the attempt—the Keeper should judge whether this is worth a **Sanity** roll (0/1D2 loss).

When the hand is opened, a needle drops out and lands on the floor. The palm of the hand is marked with esoteric symbols. A successful **Occult** or Hard **History** roll identifies that the symbols are a mixture without rhyme or reason; some are reminiscent of Amratan (proto-Egyptian), while others are used in witchcraft. A successful **Cthulhu Mythos** roll reveals some of the symbols to be associated with the worship of Nyarlathotep.

At this point, if Folde is not already with the investigators, he appears from one of the room's corners, as if he'd been there all along. This may give the investigators cause for concern! Any comments from the investigators are met with a smile and, "Sorry, I don't reveal my tricks to anyone." Otherwise, if already with them in the vault, Folde comes forward with a smile. Either way, he picks up the fallen needle or points to it, saying, "I'm afraid that's mine."

Quite calmly, he goes on to say that the needle is the essence of the magic employed by Emilie, which he gave her to stop her transforming into a monster. The needle still holds power and could be used by another to prevent them "jumping into the sea and developing gills," as Folde puts it.

Folde is willing to give the needle to the hybrid investigator if an accommodation can be reached—something he'd be happy to discuss with that investigator. If present, the investigator may have a private discussion with Folde or conduct the talk in public, as per their wish. Otherwise, if already captured and held in the caves, Folde suggests the other investigators rescue their comrade before their kidnapped companion "turns green and sport fins." When this conversation takes place, refer to the following notes:

Folde's Bargain

As with Emilie, Folde emphasizes that the needle is used to mark certain symbols of protection, like a tattoo, although the symbols are not enough on their own. The bearer must supply life energy to the wards on their skin by killing a deep one or hybrid human every 63 days. Folde explains that he helped Emilie because he despises the inhuman nature of deep ones. He smiles and says, "The best weapon against the sea creatures is one of their own."

Keeper note: despite Folde's words, the blood sacrifice can be of any living creature. A Hard **Psychology** roll reveals his lie.

Folde offers to draw the necessary wards on the body of the hybrid investigator (and anyone else who believes it might help—of course, the wards are ineffectual on the other investigators; the needle only sinks into the hybrid investigator's flesh, withering their hand as it does so. With the wards, the taint of deep one blood will be resisted (see **Consequences of Using the Needle**, page 24).

While discussing how he can help, Folde also warns that if the Innsmouth folk gain control of the needle they could use it for ill. Who knows what dire results will ensue if the deep ones and their human lackeys control the magical needle, which they could fuel with the blood of humans.

Keeper note: Folde slips up here—he inadvertently suggests that human rather than deep one blood could energize the needle. A successful **Psychology** roll may highlight this slip-up to the investigators.

What About Destroying the Needle?

Folde urges the investigators not to destroy the needle, as breaking it would be unwise. Such an act, Folde says, would cause a vortex of magical energy to explode, possibly harming everyone nearby (see **The Needle**, page 24).

Keeper note: Folde is bluffing (**Psychology** roll). A successful **Cthulhu Mythos** or Hard **Occult** roll suggests that if Folde created the needle, breaking it might harm him rather than anyone else. This is true: if destroyed, the release of power from the needle will hurt Folde.

Refusing Folde's Bargain

Should the investigators decide to refuse Folde's help and simply wish to give the needle back to Folde, he respects their decision and asks that he might take both the needle and Emilie's hand into his safekeeping. If agreed, he gathers both items and disappears in a flash of light, leaving the investigators stranded. Clever types might bargain for Folde's help in their escape in return for the needle and hand.

Should the investigators move to attack Folde, or if they attempt to destroy the need (The Needle, below), move the scene on rapidly to **The Bank Robbery**, page 25—if Folde is injured or restrained, he may become a bargaining piece for the investigators' release.

Getting Out of the Vault

Ring the alarm bell to signal the main desk yields no response. The investigators are locked in unless they can succeed with an Extreme **Locksmith** roll to unlock the vault's door. If they manage to affect an escape, they emerge into a bank occupied only by the Nolannes (**The Bank Robbery**, following).

The Needle

The needle is a thin spike of copper, tipped with a wet black substance that never seems to dry out. When used to draw certain magical symbols on the skin of a person, it possesses the power to obfuscate the bloodline of that person, effectively hiding and neutralizing any monstrous taint (or genetic diseases) carried in the person's blood. As the final ward is drawn on the skin, the needle sinks into the flesh (1 damage), and can only be retrieved by digging it out, rendering the wards ineffective. At death, the needle pushes itself out of the hand.

The needle and its tattoo-like wards can prevent a hybrid human from transforming into a full deep one, and might also prevent a human cursed with lycanthropy from changing into a werewolf.

This magical obfuscation comes at a cost imposed by the needle's creator. Death will claim the needle's user in 64 days if they do not kill another living creature before that time elapses. Perhaps as a timely reminder, a fanged maw grows on the user's hand as the days pass and is fully formed by day 64. To others, the maw resembles another tattoo, while to the user it is a very real mouth craving blood. The maw's teeth deal 1D6+1+DB damage and also carry a paralyzing poison only effective against those carrying the taint of deep one blood (an Extreme **CON** roll resists the poison's effect). The user should suffer appropriate Sanity loss for committing murder to fuel the needle and wards' power.

If destroyed—it's a piece of metal, easily bent and snapped with determination—its inherent magic is released in a wave of energy. Everyone within ten feet should attempt a **DEX** roll to remain on their feet, while also suffering 1D3 damage. For Folde, the effect is far worse, as no matter where he is, he suffers 2D6+1 damage.

Consequences of Using the Needle

If the hybrid investigator agrees to Folde's bargain, believing that deep one/hybrid blood sacrifices must be obtained to power the wards, this will have consequences for the rest of the campaign. It might be difficult, for example, for the investigator to see the deep ones they encounter in later scenarios (such as Scenario 3: Insanitarium) as anything other than potential sacrifices, which may color the investigation.

Discovery also poses a grave risk. The blood sacrifice of any hybrids will be seen as murder by the authorities. If any communities of deep ones and hybrids learn that they have a serial killer in their midst, they will move to mete out their own rough justice.

The Keeper should ask for Sanity rolls for at least the first half-dozen sacrifices. These may be minor (0/1D3) for full deep ones, although killing human-looking hybrids in cold blood should inflict a loss of up to 1/1D6 points of Sanity. The drain of Sanity will, inevitably, turn the affected investigator into a monster—just the thing they are trying to avoid by negating the transformation into a deep one!

The next scenario, *Insanitarium*, takes place almost a year after the events of *Inheritance*, which may mean the investigator has had to carry out five or more such sacrifices. The Keeper may choose to play through one or more of these as a mini-scenario to reinforce just what a Faustian pact the investigator has made.

THE BANK ROBBERY

The Nolanne family has no intention of allowing the investigators to leave Innsmouth with the contents of Emilie's safe deposit box. The scene unfolds as follows. Adapt and change the characters as needed should any of the following have been eliminated previously.

Edward Nolanne drives up to the bank in a car containing Wilma and August (otherwise, accompanying him are a couple of hybrid thugs). He orders Smythe and his staff out of the bank—who comply without a fuss. Checking that the investigators are trapped in the vault, Edward approaches their sealed cage and demands they throw him the safe deposit box's contents. If Edward overheard the investigators' meeting with Charlie Grace, he knows to expect a hand, but not the needle. If he didn't overhear the meeting, and the investigators attempt to pass him another item, the bluffing investigator must succeed in a **Hard Fast Talk** or **Persuade** roll. If successful, Edward leaves satisfied and orders Smythe back into the bank to unlock the vault. By the time the investigators exit, the Nolannes have departed.

- If the investigators previously split up and some were captured, Edward tells those in the vault that he has their friends, who will suffer if the contents of the box are not handed over. Edward is armed with a handgun, and brandishes this to force his point.
- Edward can be reasoned with and he will show good faith by releasing the vault's door, if the investigators appear willing to deal with him. Such a ruse can buy the investigators the chance to fight their way out or bargain as they see fit.
- If August is with Edward, investigator attempts to parley fall flat without a successful **Extreme Fast Talk** or **Persuade** roll. The eldest male Nolanne holds no compunction against shooting the investigators while they're trapped in the vault, especially if they are refusing Edward's demands. However, after firing one or two shots, Edward (or Wilma or Chastity) hold him back so that they can conduct the negotiation.
- If Wilma is at the bank, she may attempt to use the Mental Suggestion spell (*Call of Cthulhu: Keeper Rulebook*, page 260) on one of the investigators and secure the swift handover of her mother's artifacts. She will also accept the handover of her lost relative in lieu of any artifacts.
- If Folde is still in the vault, Edward makes an alternative offer: they can keep whatever Emilie left them if they instead hand over the outsider who corrupted their mother.
- Edward and Wilma spill blood as a last resort. If the investigators are determined to shoot their way out of the bank, however, the Nolannes will fight to the death.

IT'S IN HERE WITH US

Chastity arrives via the caves into the bank's basement or from a sewer outside of the bank—perhaps following after investigators who escaped the caves and headed back to Innsmouth.

A horrifying screech signals her arrival in the building. Chastity rampages through the bank, intent on claiming her mother's artifacts and taking her blood relative. She does not hesitate to attack anybody not of deep one blood. If Wilma is injured or dead when Chastity arrives on the scene, she loses all self-control and freely attacks anyone, including her own brothers. If the hybrid investigator has used the needle and is warded by the time Chastity arrives, she does not recognize the investigator as a relative and considers them a target as well. Unless dealt with, Chastity is a significant threat, although she will withdraw to lick her wounds if reduced to half hit points or less.

CONCLUSION

Inheritance has no set ending, but the following outcomes are possible. Use and adjust these as necessary. The climax of the scenario may end in a blood bath or a painless and hasty exit.

- The investigators escape the scene at the bank, possibly injuring or killing some—or all—of the Nolanne family. They flee Innsmouth with the needle; possibly it is embedded in the hand or skin of the hybrid investigator (if they allowed Folde to draw the necessary wards). If Chastity is still alive, the deep one may continue, at the Keeper's discretion, to track and harass the investigators until she or they are dead. The other Nolannes attempt to keep tabs on the investigators, aiming to catch up with them in the future.
- Folde either assists the investigators in escaping the vault (driving them out of Innsmouth at high speed in his car) or leaves them high and dry. If he escapes with the needle, he could appear in a future story as the Keeper wishes. If the hybrid investigator refused to be warded, Folde may reappear sooner rather than later to offer his bargain once again.
- Folde is weakened or killed (perhaps the investigators destroyed the needle). If still alive, the investigators can buy their freedom if they hand Folde over to the Nolanne family (thereby keeping the needle and Emilie's hand for themselves).
- The investigators use the needle (either having Folde draw the wards or simply copying the wards from Emilie's hand). The hybrid investigator may believe they must kill a hybrid/deep one every 63 days, or they may have discovered Folde's lie and understand that the blood of any human or deep one will suffice. How the investigator then acts determines whether they start to turn into a murderer or if they refuse the bargain and, therefore, begin to slowly transform into a deep one. In game terms, the transformation can begin as slowly or as quickly as the Keeper desires; a slower transformation allows the hybrid investigator to take part in the following two scenarios of *Flotsam and Jetsam* without things being *too* problematic.

Should the investigators survive their time in Innsmouth, Elijah Cleaver is excited to hear and read their account of what transpired. If able (depending on what they tell him), Cleaver publishes a tell-all story ("*My Grandma was a Fish-Person!*") about Emilie Nolanne and her family. The folk of Innsmouth do not take kindly to such public airings of their business. The consequences of the story and their actions in Innsmouth may, in time, return to haunt both the investigators and Cleaver if the Keeper wishes to elaborate and design further adventures beyond *Flotsam and Jetsam*.

REWARDS

- If the investigators depart Innsmouth with the needle and Emilie's hand: +1D4 Sanity points to each investigator.
- If the hybrid investigator uses the needle to negate their cursed blood: +1D4 Sanity points to that investigator.
- If the investigators hand over the needle and Emilie's hand to the Nolanne family: +1 Sanity point to each investigator.
- If the investigators hand over the hybrid investigator to the Nolanne family: -1D8 Sanity points from each investigator.
- Bringing a useable story back for Elijah Cleaver: +1D4 Sanity points to each investigator.

CHARACTERS AND MONSTERS

ALLIES AND ADVERSARIES

CHARLIE GRACE

AGE 37. EMILIE'S SOLICITOR

STR 30	CON 55	SIZ 50
DEX 60	INT 70	APP 60
POW 50	EDU 85	SAN 43
HP 10	DB: -1	Build: -1
Move: 8	MP 10	

Fighting (Brawl)	25% (12/6), damage 1D3-1
Dodge	30% (15/7)

Skills: Accounting 60%, Appraise 65%, Charm 55%, Credit Rating 90%, Drive Auto 70%, Fast Talk 35%, History 35%, Law 80%, Library Use 75%, Listen 55%, Persuade 65%, Spot Hidden 55%.

BILLY FOLDE (KAZEM RAHBAR)

AGE UNKNOWN. THE ALCHEMIST

STR 35	CON 30	SIZ 55
DEX 60	INT 70	APP 50
POW 70	EDU 84	SAN 35
HP 8	DB: 0	Build: 0
Move: 8	MP: 14	

Fighting (Brawl)	35% (17/7), damage 1D3
.25 Derringer (1B)	55% (27/11), damage 1D6
Dodge	60% (30/15)

Skills: Art/Craft (Metalwork) 60%, Charm 60%, Credit Rating 55%, Cthulhu Mythos 28%, Disguise 40%, Drive Auto 45%, Fast Talk 40%, History 40%, Intimidate 55%, Library Use 30%, Listen 55%, Lore (Alchemy) 68%, Medicine 80%, Occult 65%, Persuade 60%, Psychology 45%, Science (Biology) 70%, Science (Chemistry) 60%, Science (Pharmacy) 70%.

Spells: Fist of Yog-Sothoth, Implant Fear, plus any other spells of the Keeper's choosing.

WILMA MARTIN

*AGE 92. FANATICAL PRIESTESS
OF MOTHER HYDRA*

STR 25	CON 30	SIZ 30
DEX 40	INT 75	APP 35
POW 70	EDU 90	SAN 35
HP 6	DB: -2	Build: -2
Move: 2	MP: 14	

Fighting (Brawl)	25% (12/5), damage 1D3-2
.22 short automatic	50% (25/10), damage 1D6
Dodge	20% (10/4)

Skills: Anthropology 50%, Credit Rating 80%, Cthulhu Mythos 35%, History 80%, Intimidate 70%, Library Use 50%, Listen 35%, Occult 60%, Persuade 50%, Psychology 70%, Spot Hidden 60%, Stealth 75%, Swim 65%.

Special: Wilma may spend a round casting a hex on an investigator, causing them to suffer a minor ailment (see below; the Keeper should determine the effect). The hex takes effect if Wilma wins an opposed POW roll with the target. If successful, it works for 1 hour and then wears off, although re-growing hair and nails will take some time!

Possible ailments:

- Hair falling out (penalty to APP, Charm, Fast Talk, and Persuade rolls).
- Breaking out in boils (penalty to APP, Charm, Fast Talk, and Persuade rolls).
- Fingernails falling out (painful; hand-to-hand combat hurts, inflicting 1 damage for every successful hit the person makes).
- The noxious odor of fish (penalty die to APP, Charm, Fast Talk, and Persuade rolls).
- Feet swelling (difficulty walking and running; reduce MOV by half and apply penalty to DEX rolls).

Spells: Mental Suggestion, Mindblast, Shrivelling.

AUGUST NOLANNE.

**AGE 56. CULTIST OF THE
ESOTERIC ORDER OF DAGON**

STR 75	CON 80	SIZ 70
DEX 70	INT 60	APP 40
POW 45	EDU 55	SAN 20
HP 15	DB: +1D4	Build: 1
Move: 6	MP: 9	

Fighting (Brawl)	80% (40/16), damage 1D3+1D4
.30 lever-arch carbine	65% (32/13), damage 2D6
Dodge	70% (35/14)

Skills: Climb 65%, Credit Rating 55%, Cthulhu Mythos 25%, Drive Auto 50%, Intimidate 90%, Jump 40%, Library Use 45%, Occult 25%, Spot Hidden 70%, Stealth 75%, Survival 55%, Swim 70%, Track 60%, Throw 50%.

EDWARD NOLANNE

AGE 52. LAWYER AND CULTIST

STR 55	CON 60	SIZ 50
DEX 60	INT 75	APP 75
POW 60	EDU 80	SAN 40
HP 11	DB: 0	Build: 0
Move: 7	MP: 12	

Fighting (Brawl)	40% (20/8), damage 1D3
.32 automatic	65% (32/13), damage 1D8
Dodge	65% (32/13)

Skills: Accounting 70%, Appraise 50%, Charm 80%, Credit Rating 80%, Cthulhu Mythos 22%, Drive Auto 60%, Fast Talk 50%, History 25%, Intimidate 40%, Law 85%, Library Use 70%, Listen 60%, Occult 10%, Persuade 70%, Psychology 55%, Spot Hidden 35%, Swim 50%, Throw 35%.

CHASTITY NOLANNE

AGE 92. FULL-BLOOD DEEP ONE

STR 90	CON 90	SIZ 90
DEX 75	INT 50	APP —
POW 60	EDU —	SAN —
HP 18	DB: +1D6	Build: 2
Move: 8/10*	MP: 12	

*Swimming.

Attacks per round: 1 (claw, bite, or weapon)

Fighting	65% (32/15), damage 1D6+1D6
Dodge	45% (22/9)

Skills: Bay and Croak Terrifyingly 70%, Listen 40%, Spot Hidden 40%, Stealth 50%, Swim 90%.

Special: Breathe Underwater—requires no exterior help to breathe underwater and is equally capable of breathing on land.

Armor: 1-point skin and scales.

Spells: Create Mist of R'lyeh, Implant Fear.

Sanity loss: 0/1D6 Sanity points to see Chastity Nollanne.

DEEP ONES

TERRORS OF THE DEEP

Use this profile for any other deep ones encountered.

STR 70	CON 50	SIZ 80
DEX 50	INT 65	APP —
POW 50	EDU —	SAN —
HP 13	DB: +1D4	Build: 1
Move: 8/10*	MP: 10	

*Swimming.

Attacks per round: 1 (claw, bite, or weapon)

Fighting	45% (22/9), damage 1D6+1D4
Spear	45% (22/9), damage 1D8+1D4
Dodge	25% (12/5)

Skills: Listen 40%, Stealth 55%, Swim 90%, Throw 45%.

Special: Breathe Underwater—requires no exterior help to breathe underwater and are equally capable of breathing on land.

Armor: 1-point skin and scales.

Spells: deep ones have a 40% chance of knowing 1D4 spells (advise no spells for this scenario).

Sanity loss: 0/1D6 Sanity points to see a deep one.

INNSMOUTH HYBRIDS

Reuse these as needed for all hybrid encounters, as well as thugs.

	1	2	3	4	5	6
STR	75	45	55	40	50	80
CON	45	70	75	60	65	70
SIZ	80	45	75	50	60	55
DEX	70	85	60	55	90	80
INT	45	55	70	55	65	60
APP	30	20	25	45	15	35
POW	60	55	30	60	35	55
HP	12	11	15	11	12	12
DB	+1D4	0	+1D4	0	0	+1D4
Build	1	0	1	0	0	1
Move	7	8	7	8	8	9
MP	12	11	6	12	7	11

Attacks per round: 1

Fighting 45% (22/9), damage 1D3 + damage bonus
 Fishing knife 45% (22/9), damage 1D4 + damage bonus
 Dodge 45% (22/9)

Skills: Listen 40%, Pilot (Boat) 40%, Spot Hidden 40%, Stealth 30%, Swim 90%, Throw 40%.

Armor: none.

Spells: none.

Sanity loss: 0/1D4 Sanity points to see a deep one hybrid.

HANDOUTS

Handout: Inheritance #1

Ipswich Inquirer: Obituaries,
April 6, 1924

Emilie Nolanne, aged 100 (approx.), Innsmouth: Emilie Nolanne, believed to be 100 years old, died last Saturday night at her home. Mrs. Nolanne was in ill health following an assault that left her legs broken. A pillar of the Innsmouth community, Mrs. Nolanne gave generously to local good works. Her funeral was conducted in accordance with family wishes. The reading of Mrs. Nolanne's last will and testament will take place at her home on Friday April 21st, 4 p.m.

Members of the community wishing to pay tribute are welcome. She is survived by four children, all of Innsmouth: Miss Chastity Nolanne; Mrs. Wilma Martin; Mr. August Nolanne; Mr. Edward Nolanne, and over 30 grandchildren in Innsmouth and beyond.

Handout: Inheritance #2



Handout: Inheritance #3

- The manor house, including the land on which it was built, is left to Emilie's daughter Wilma Martin, née Nolanne.
- All painted artistic works are to be divided equitably between Emilie's son Edward Nolanne and his children, with permission granted for public display.
- All liquid assets and saleable stock are to be divided 40% (split evenly) between Emilie's surviving children, and 60% to the Esoteric Order of Dagon, under Edward Nolanne's power of attorney.
- The contents of Emilie's library is hereby bequeathed in its entirety to the Esoteric Order of Dagon, under her son August Nolanne's power of attorney.
- All family records go to Emilie's daughter, Wilma Martin née Nolanne.
- All materials of religious significance go to Emilie's daughter, Wilma Martin née Nolanne.

Handout: Inheritance #4

Mr. Grace,

If you are reading this letter, I have died, and you are in the company of my great-grandchild. I cannot assume this individual is literate, so I am reliant on your imparting the contents of this letter faithfully.

My descendant is likely unaware of their birth and heritage. They carry the blood of the Nolanne lineage and all that entails. We Molannes suffer from an incurable degenerative condition. This may seem strange given my apparent age at the time of my death, yet the degeneration is not one that consumes a life, rather it changes its course. My descendant, as all my descendants, will ultimately transform into a new and terrible form.

I discovered a way to stave off this unwanted fate, but I care not to share this remedy with my other wretched progeny. I would have kept it from even my great-grandchild, were it not for their errant path from the family and the Order.

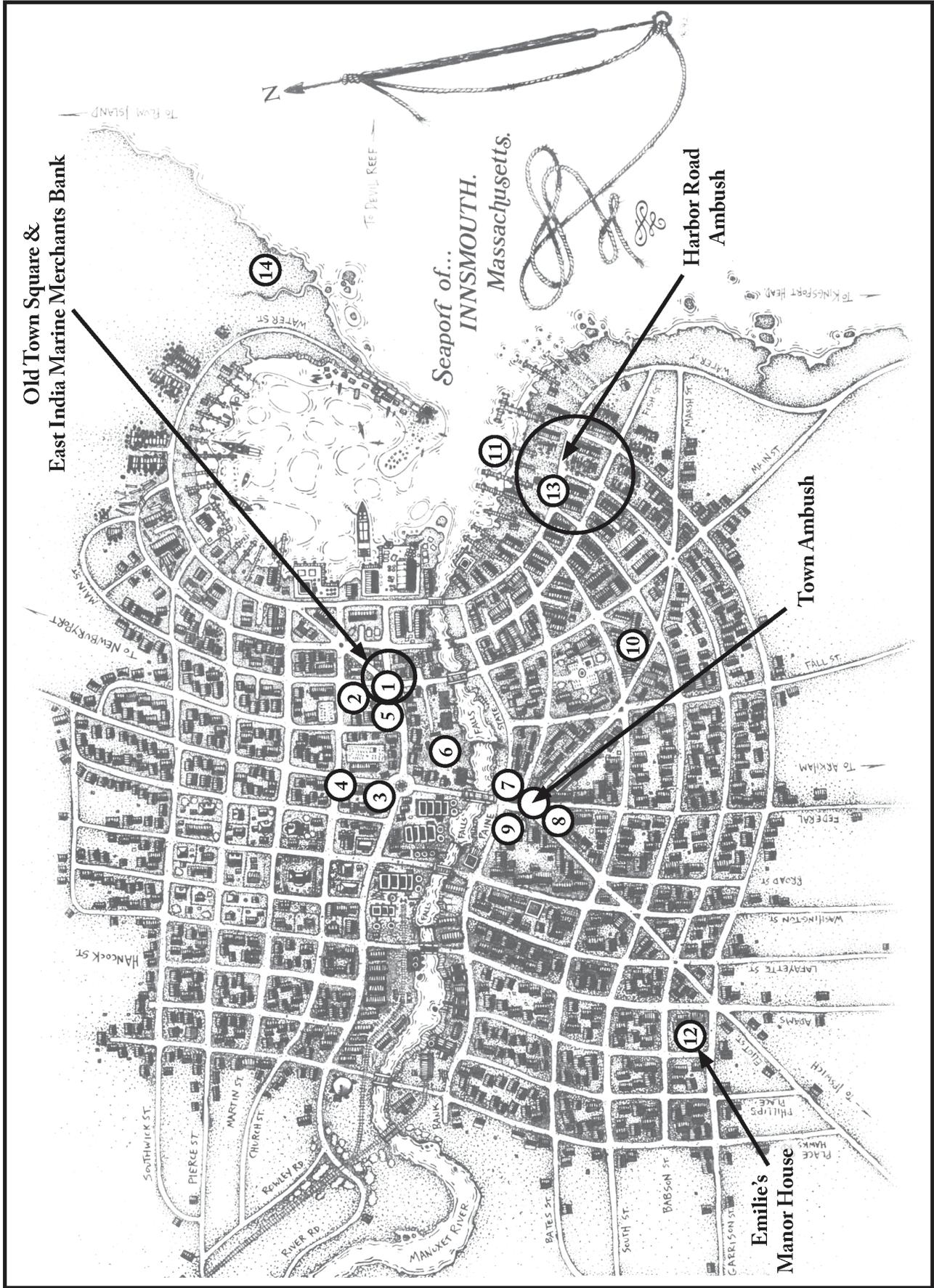
Know that the remedy is found in my left hand, excised before my death and my meeting with you, Mr. Grace. The key imparted to your safekeeping will lead my nominated descendant to my mummified hand and the device within it. This device will preserve their youth and humanity, but they will not know how to work it without aid from the alchemist. I cannot state the exact course in writing, for fear of this missive being compromised, but know that the alchemist will be watching and waiting for my descendant when they retrieve my missing hand from the bank deposit box. He will come to you and you shall learn of his wisdom.

None of my other children should receive or claim the device within my missing hand. If necessary, I implore my descendant to take measures to prevent another from spiriting this treasure away. Destroying it is not advised as to do so would be to snub the very power of the gods.

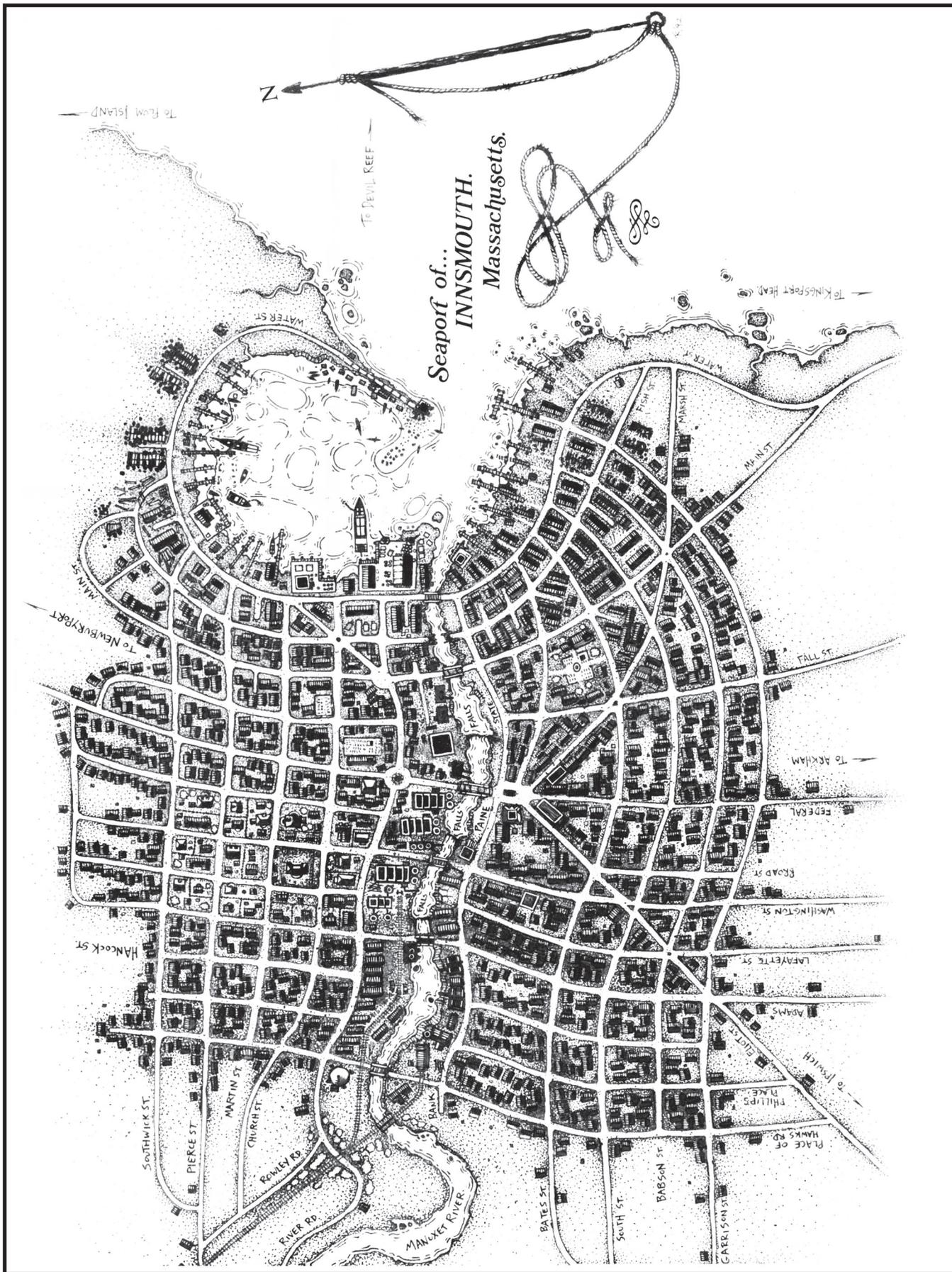
Tell my great-grandchild to use this power selfishly. Tell my descendant to trust not a single member of the Nolanne family. I include myself in this declaration, for I have let the blood of others flow and murdered to remain whole in my form. I have lived more than anyone ought. They must know that the only truth I've written is this one.

If they do nothing, they will transform and become Dagon's child. This boon I grant solely to them and their own children and none others. Let the Order rot and the rest of my family with them. Let the Mother take me. I am ready.

Emilie Nolanne



Keeper Version Map of Innsmouth

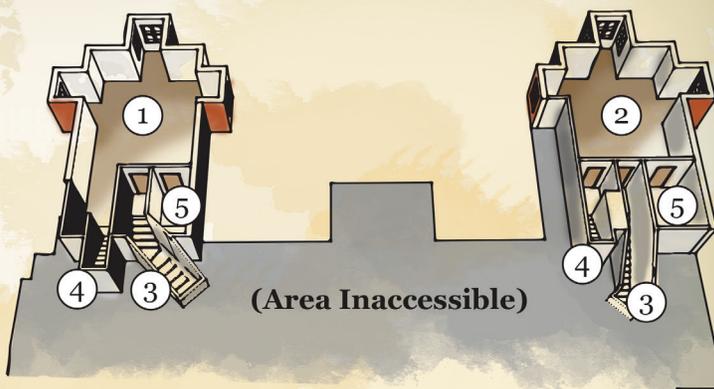


Player Version Map of Innsmouth

EMILIE NOLANNE'S MANOR HOUSE

UPPER FLOOR

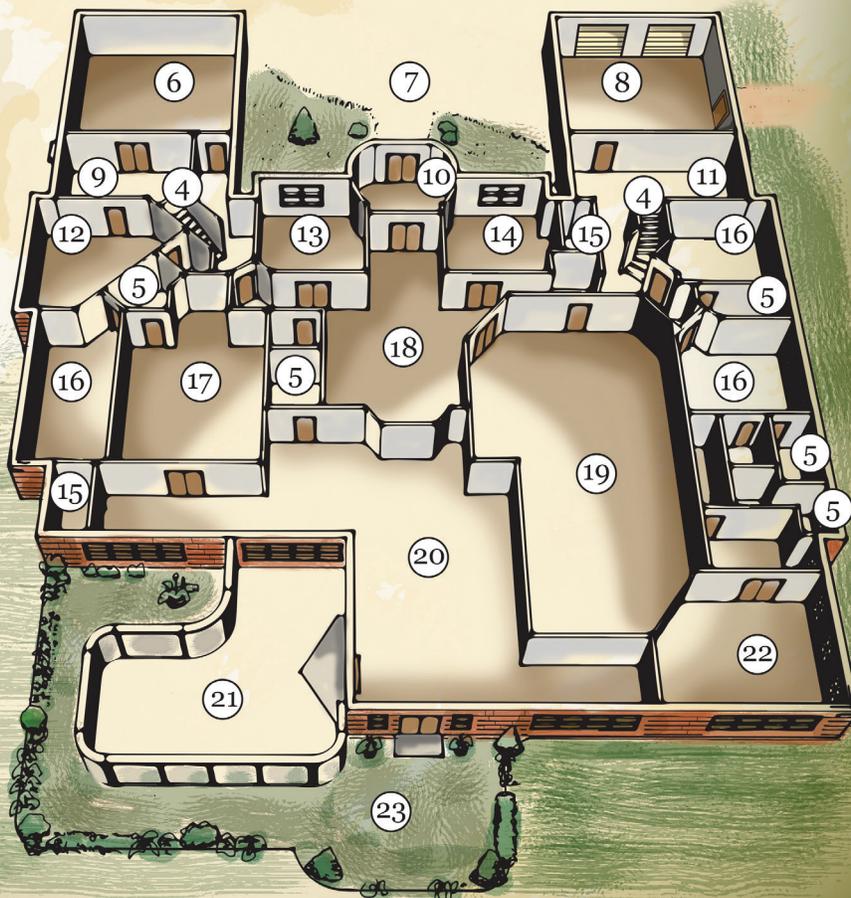
- ① Locked Bedroom
- ② Gallery
- ③ Stairway to Ground Floor
- ④ Stairway to Upper Floors
- ⑤ Water Closet



UPPER FLOOR

GROUND FLOOR

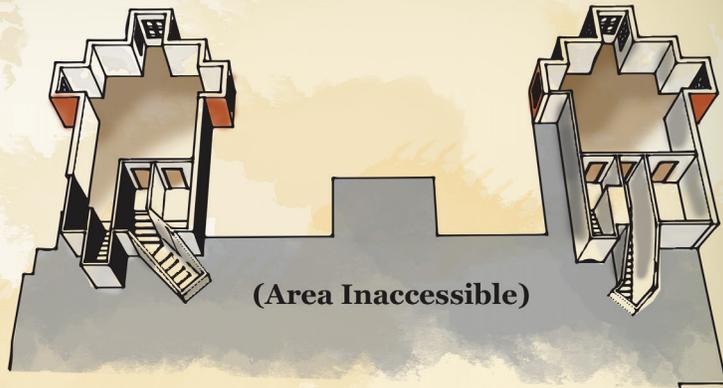
- ⑥ Dining Room
- ⑦ Driveway
- ⑧ Garage
- ⑨ Lobby
- ⑩ Foyer
- ⑪ Hallway/ Work Room
- ⑫ Main Bathroom
- ⑬ Reception Room
- ⑭ Smoking Room
- ⑮ Stores
- ⑯ Bedroom
- ⑰ Lounge
- ⑱ Hallway
- ⑲ Kitchens
- ⑳ Library
- ㉑ Conservatory
- ㉒ Work Room
- ㉓ Gardens



GROUND FLOOR

EMILIE NOLANNE'S MANOR HOUSE

UPPER FLOOR



UPPER FLOOR

GROUND FLOOR



GROUND FLOOR

**EAST INDIA
MARINE MERCHANTS
BANK OF INNSMOUTH**

