

Operation Persephone

Part 1

By Garrett Crowe for *Achtung! Cthulhu*

Summary

The Germans start a campaign of u-boat attacks against Allied ships in January 1942. In February 1942, less than half those u-boats return to base from their missions. Incomplete radio reports claim “Green men on the sides of the u-boat.” Then radio silence.

The Deep Ones are unhappy with intrusions on their territory by the u-boats and go about capturing them by destroying the propellers and dragging the craft to the bottom of the sea, where the captured Germans are sacrificed to Cthulhu’s daughter.

Majestic intercepts the “green men on the side of the subs” radio messages and thinks there may be Mythos-based truth to this. They want the investigators to be on a ship targeted by a u-boat, escape the sinking of the ship and follow the captured u-boat. Then, the investigators should go down deep to the deeps to try and negotiate a peace treaty between the Deep Ones and the Allies. The Allies even offer to make the Deep Ones privateers. However, the cost might be too high...

Briefing

You arrived in London yesterday and were put up in the luxurious Ritz (at 150 Picadilly). This morning, you hopped a train for Kent. Upon arriving, two cars wait for you at the station.

You deboard in front of a two-story brick station house. Although it’s the middle of the afternoon, the iron platform lamp’s turned on, barely cutting through the mist and blowing rain. You wish the wind would cut it out as it delivers the less-than-enjoyable stench from the nearby cow pastures to your nostrils. You already long for the parquet floor and uncomfortable chair cushion of the train. A sixty-something man with wispy white hair stands beneath the awning, holding a sign with your names on it.

Once the investigators approach, the wild-haired man barks, “*You could’ve brought nicer weather with you.*” *He spits on the ground and curses. You can only make out the words, “Soggy cranberries.”*

The guide is R. Rickel, a farmer and part time handyman at the Crow's Nest Bed and Breakfast.

Rickel impatiently waits for the group to gather their luggage, then leads them to a pair of black '38 Ford Prefects. Rickel drives the first car. The other's driven by Rickel's tenant, a thirty-five-year-old brawny radio operator named John O'Connor. He used to work for the BBC as a radio board op, but now he wears headphones for Mother Country.

Investigators can get on O'Connor's good side by talking about motorcycles. He's been tinkering with a '38 Triumph Speed. O'Connor thinks the single piece iron cylinder won't stay on the bike with only six studs, not the way he likes to drive. He's been working to make the bike more secure.

After chatting about bikes and cars, an investigator can pump O'Connor for information about the briefing and the bed and breakfast. He knows the investigators work for the government, but he didn't know this was a military operation. He confides that Rickel's daughter is a nice kid but hangs out with a bizarre cross section of people, "folk who don't know you take the costume off after the masquerade, and people who spend more time with dusty old books than other people."

If pressed with a successful Persuade roll, O'Connor confides Rickel's hinted that his daughter, Julie, is psychic. She's surprised O'Connor more than once. When O'Connor's mother passed away last winter, Julie ran up to him and embraced him, saying how sorry she was for his loss. O'Connor didn't get the news about his mother for another half hour. There was no way Julie could've known.

O'Connor takes the group to a well-maintained estate called Clemens Park. It's ideally secluded from the public by high walls and a dense forest. Upon seeing the house, the investigators would expect the inside to be a 19th century-furnished estate. To their surprise, upon entering, they find utilitarian furniture and hear typewriters and radios coming from many rooms.

A small-statured red-headed Scottish woman with her hair pulled back in a bun, wearing glasses with frames so thick they might be able to stop a bullet, greets you at the door with a thick Scottish brogue. "You're here for the Majestic meeting. That's quite exciting, we coordinate with the boys across the Pond but rarely know what the people we're talking to look like. I've been very wrong. Tell me. In your army, do they make you boys do sit-ups?"

The woman, Peggy Walsh, takes the investigators into a meeting room, where on one side of a conference table, British Section M representatives sit. On the other, American Majestic agents sit. There are free chairs on both sides of the table. Both the British and Americans court the investigators to sit on their side. This is some sort of competition. They go so far as to offer steak sandwiches, beer and the chance to drive a tank.

Once everyone's seated, the American at the head of the table, Col. Richard Carmichael, a thin man with dark hair and a hawkish nose, rises to stand. He runs his hands over his uniform to make sure there aren't any wrinkles.

"The best way I think we should get started is with the evidence. Phil, will you?"

General Phil Christenson, of Majestic, reaches to the center of the table and hits play on a reel to reel recorder. A German voice calls out in fear. Col. Carmichael translates for those who don't speak German. "U-Boat Gebrochener Traum (Broken Dream) to Eisschutz Basis (Ice Base). Periscope shows dozens of large green creatures. They move like men. They've destroyed the propellers. We're dead in the water. They're carrying us down to the ocean floor. I don't know if this submersible can handle the pressure. The men are already in pain from the depths. Please, Eisschutz Basis, send rescue to these coordinates... my head! It hurts too much..." The recording ends in static.

"The Germans have lost at least seven u-boats in the last month to the green man-like creatures. The German's operation of sinking Allied ships is almost as costly to them as it is to us," Col. Carmichael says.

"If these are intelligent beings, and we believe they are..." General Christenson says, "Then we might be able to work out an alliance with them. Imagine, allies who rule the seas.

"We're going to send you on board a vessel called The Ivory Wind, which we believe has charted a course that will make them a prime target for a u-boat sinking. When the boat's targeted, use our new submersible balls to drop below the submarine, and follow it down as the green men claim it. Once at their base, strike a deal with their leader that will benefit the Allied powers. Do you have any questions?"

Q. How does this submersible ball work?

A: It has a chamber filled with air that allows it to float. Use the controls to force the air out and replace it with water, allowing the ball to descend.

Q: What do we do when we reach the bottom of the ocean?

A. Take special pills to deal with the pressure and use the provided scuba kits.

Q. How will we communicate with the green men?

A. There's a linguistics expert on the team to work out a shorthand method of communication.

Q. What if the green men prove to be hostile toward the Allies?

A. Then they're our enemy and must be treated as such. If they're not with us, then they're against us.

Q. How will we protect ourselves underwater?

A. You'll be provided with guns designed for underwater warfare. They have very short ranges however.

When the meeting is over, John O'Brien drives the investigators to a house to be boarded at until the *Ivory Wind* sets sail tomorrow. Rickel initially seems like a tough nut to crack, muttering to himself, either not hearing the investigators talking to him or pretending not to hear them. Then, he passes a horse farm. The rain's lightened up, and a young woman's galloping about a course on a brown stallion. "Isn't she beautiful?" Rickel asks, looking at the galloping horse and rider.

Regardless of whether the investigator refers to the horse or girl, Rickel suggests he was talking about the other one. Talking about women ("I think I still have a shot at Olivia de Havilland. What do you think?") or horses ("What the hell's a Seabiscuit? That's not a proper name for a horse.") will butter up Rickel.

The Crow's Nest Bed and Breakfast is run by Rickel's daughter Julie and her husband Terrance. Between the two of them, Rickel says they couldn't change a light bulb. "Thank goodness I'm still around to keep those kids from living in a dark house with leaking faucets. My daughter, she's a good girl," Rickel explains. "She may seem odd, but don't hold that against her. She's very special. She's had unusual abilities, ever since she was a little girl. You don't grow up with a totally unique skill set and wind up dealing with the world like everyone else."

Rickel's reluctant to admit his daughter has psychic abilities. She's repeatedly done things that even a skeptic like Rickel can't deny. He closes the subject, refusing to give more information. He's afraid others will think his loving daughter's a freak and wants others to judge her without being privy to her psychic exploits.

At about four o'clock, the Fords pull off Tanyard Lane and onto Strand Hill, a quiet path that dives into the woods and circles away from nearby Winchelsea, England's smallest town. The vehicles park in front of a 13th century two story black and white Tudor house. A sign hanging by the well reads "Crow's Nest."

From the driveway, you can look over the marshes to the sea. Rickel pops the trunk and mutters, "I hope you like pear juice. If you do, you're likely to be sick of it before you go."

The front door opens, and a brunette with hair flowing past her knees swoops toward you and insists on embracing every one of you. She smells of spices and smoke. "Welcome to our nest. Bring in your bags. I'm Julie. Terrance will help you with your bags."

A man fifteen years older than Julie, with curly red hair and a bushy mustache, emerges from the front door. "I'll help with the luggage," he says.

"I told them, honey," Julie says.

"Hey, do you guys like pear juice? We make our own," Terrance asks with the excitement of a child asking his parents if he can open his Christmas presents now, and runs back into the house, leaving your luggage in an expanding puddle in the driveway.

The Crow's Nest is actually two houses combined to form the bed and breakfast. Julie and Terrance live in a little cabin behind the main house. The ceilings are low. Taller investigators have the problem of banging their heads on rafters.

The front room features a fire place and cozy stuffed reading chairs, much more inviting than the ones on the train. Oddly colored and shaped crystals seem haphazardly placed. Julie has precognition, knowing when an investigator's about to pick up one of the crystals. She flies into the room, begs him not to touch the crystal, smiles, laughs and flies back out of the room.

Investigators can make a Knowledge (Occult) roll to realize the selection and placement of the crystals were carefully made to enhance magical energy within the house. Combined with warding spells, this bed and breakfast could be a safe house against the supernatural.

Keeper Note: Julie and Terrance are psychics and members of the Fraternity of the Inner Light. They attribute their abilities as “gifts of the Earth goddess,” to the annoyance of the very Christian Dion Fortune, the Fraternity’s founder.

Besides the unusual crystal and furniture arrangement, there’s nothing suspicious in the Crow’s Nest. Investigators who visit the Rickel family cottage behind the bed and breakfast (Terrance took Julie’s last name, as a tribute to the Earth goddess), they find a rune circle and many, many candles. There’s a small book shelf, containing cook books and *The Spirit of the Corn and of the Wild* by Sir George Frazier, originally printed in 1890. Skimming the book reveals it to be a classic work of anthropology exploring the evolution of magical, religious and scientific thought. **(Call for a Nausea -1 roll, gain Knowledge (Occult) and Knowledge (Anthropology) d4 (or a +1 step up if the reader already has these skills); no spells.)** There’s also *The Great Book of Magical Art, Hindu Magic and East Indian Occultism* and the *Book of Secret Hindu Ceremonial and Talismanic Magic* by L.W. Lawrence, published in 1915. Skimming it reveals the book to be a glossary of occult terms. The chapters “The Ethics of Paganism,” “The Symbol of Jewels,” and “Dreams and Visions” are well worn, and passages are marked in pencil **(No sanity loss; Occult +1; no spells.)**

Neither Terrance nor Julie have problems with the investigators going through their stuff. The couple’s very open about their relationship with the Earth Goddess. “The only path to ignorance is the one chosen by closing yourself off to the infinite possibilities of the universe,” Julie explains to skeptics. She’s likely to say this to Rickel every single conversation.

The investigators are free to explore the premises or take it easy. Terrance insists all guests try his cider, usually leading to all night drunken revelry. The guitars come out, and the couple play rousing folk songs.

The fire crackles. An air pocket inside one of the logs ignites, causing a loud pop. Julie downs an entire pint of cider in one gulp and starts strumming. She turns to [choose the investigator with the highest Spirit] and sings right to him/her. ‘We are opening up in sweet surrender/To the luminous love light of the Grove/We are opening/ We are opening/ We are opening, we are opening.’”

Drowsiness soon overtakes everyone, and the common room empties.

Keeper Note: The Bed and Breakfast serves as a relay station for the Fraternity of the Inner Light, from its Dreamlands sanctuary. The spells, combined with feng shui and Julie and Terrance’s psychic energy, allows even non-Dreamers to communicate with the Dreamlands sanctuary. The effect on the dreamer’s like being a ghost paralyzed in the Dreamlands sanctuary. Dreamers have the ability to move their limbs about but cannot move or physically affect the environment.

The investigators are “summoned” for their “briefing” around two in the morning. Any investigator awake at the time doesn’t get to participate and only realizes something’s askew as his bunkmates start talking in their sleep, all seeming to respond to the same conversation.

Rousing someone from the dream briefing costs the awakened investigator 1d3 Dementia, as he’s torn from the Dreamlands into the waking world.

Read to the sleeping investigators:

As the predawn hours tick away, your dreams become increasingly vivid. You find yourself looking down at some sort of thatched hut. Your point of view distorts, and the structure vanishes behind surrounding trees. You see marshes to the east and a town to the west.

Investigators should make a Smarts roll to realize they’re rapidly falling upwards, away from the Crow’s Nest. Investigators who made the Smarts roll gain 1d2 Dementia.

You feel yanked by some unseen hook far to the north. You tumble out of control through the night sky, passing through swirling gray clouds, lost in dust and drizzle. You come to a jolting halt somewhere far over England. The world wildly spins about you and slowly settles to where you can attempt to regain your bearings. You find yourself... and your teammates... on top of some massive tower, which leans at a dangerously steep angle from a bizarre mountainside. You’ve never seen the type of stone this tower’s made from, a black marble that seems both smooth as glass and jagged as a broken beer bottle.

Julie emerges from the tower, wearing a red robe. Her feet don’t touch the ground. She approaches the investigators. “I sense the potential for things to go very wrong on this mission. There will be choices you will be responsible for that may cause enormous pain and suffering for women and their babes. The future of the fairer sex and future generations completely depends on you.”

Julie taps one of the investigators on the nose, and everything vanishes. The investigators finish the most relaxing night of sleep they’ve ever had.

Scene 2. The *Ivory Wind*

Julie’s husband, Terrance, knocks on all doors, waking everyone for an early breakfast. Julie doesn’t join the group. If asked where Julie is, Terrance only says, “Julie’s far away right now.”

Rickel reads the paper and mutters to himself, “Mother lovin’ oatmeal and shit.”

Rickel and Terrance remain distant and closed-off during breakfast. It’s a relief when O’Connor comes by to drive the group to the docks.

The investigators finally get a look at the ship meant as bait for a u-boat. It is an older merchantman (7K tons displacement) designed to carry general cargoes. This collapsing freighter is captained by Lars Torvak, a 74-year-old alcoholic Norwegian. According to Lloyd's Register of Shipping, the *Ivory Wind* has a Chinese registry, but more recently its route has been from Liverpool, Marseilles, Malta, and Port Said.

The crew is made up of Norwegian, African, and Chinese sailors. The boat's departure date is fluid. It can set sail as soon as the investigators are ready.

They meet Captain Torvak in his cabin, as he's plotting the course. His hands shake as he drinks from a bottle of cheap vodka. "The British caught me smuggling," Torvak says. "It's either lose my ship or do this top-secret favor for the government." Torvak looks at the investigators. "I'll personally kill anyone who tries to take this ship from me."

If anyone mentions the plan involves having the Germans sink this ship, Torvak walks off the boat. He meets with his smuggling contacts, arranging for arms to be brought on board, including mines and bazookas. When the cargo is brought on board, Torvak says to the investigators, "I'll kill anyone who tries to separate me from the *Ivory Wind*."

When the ship sets sail, the crew falls into a perfect routine. Many of the sailors are past their prime, some having served with Torvak for three decades. But the time they've spent working together allows them to get the work done quickly and permits them with adequate time to blow off steam. The crew go through many bottles of vodka and enjoy the music of Aleksander Garnes on the squeezebox. Now is a good time for an Interlude (see pg. 130 of the *Savage Worlds Adventure Edition Core Rules*).

Three days into the voyage, reaching southern France, the lookout, Ragnar Tuft, calls out, "*Ubat fremover!* [Submarine ahead!]" If Torvak was alerted about running into u-boats before leaving dock, the crew start throwing depth charges over the side and loading the bazooka. **Ask what the investigators do. If they follow the plan, they should get into their wet suits, climb into the submersible balls and drop over the side of the boat.**

Captain Torvak fires his pistol at the u-boat, *Kaltes Blau* (*Cold Blue*) from the port rails. The mines and bazookas make the u-boat hesitate, as they haven't met such resistance from a freighter. Then, they set up for firing the torpedoes, which strike the side of the *Ivory Wind*. Lifeboats are thrown overboard, and the crew starts to evacuate. Captain Torvak refuses to abandon ship and goes down with his boat, drinking the last of a bottle of vodka.

Meanwhile, inside the submersible balls, the investigators should submerge themselves so they have a view of the *Kaltes Blau*, but aren't obvious targets for the u-boat. **As the *Ivory Wind* lists for the last time, call for a Notice check. On a success, the investigators see large green half-man half-fish creatures emerge from the depths and surround the submarine. They aim some unrecognizable two-pronged weapon at the propellers. A beam of energy shoots from it, destroying the props. The u-boat is dead in the water.**

Call for a Spirit roll. On a failure, roll on the Horror Table.

More and more creatures surround the *Kaltes Blau*. They work together to drag the boat down to the depths. Call for a group Stealth check for the investigators to avoid the creatures' notice as they follow the u-boat to the ocean floor. If more than half the group fail, two creatures (Deep Ones) attack each submersible ball. One Deep One in each pair has a Can Opener, the unusual weapon that zapped the propellers of the u-boat. The submersible ball has Toughness 8.

If the investigators are defeated, the submersible is destroyed, and the investigator inside is dragged down as a prisoner of the Deep Ones. If the Deep Ones attacking the ball are defeated, no more bother the investigators. They need their numbers to drag the *Kaltes Blau* to their lair.

Scene 3: Take Me to Your Leader

The submarine is taken into a large coral garden that has been cultivated to serve as a fenced-in facility where many German u-boats have met their doom. The coral along the perimeters are fifty feet high, with kelp forests surrounding the coral walls, preventing any captured foes from sneaking away. Behind one perimeter wall is a hundred-foot statue of one of the Deep Ones. This seems to be a representation of their god; **this is realized with a successful Smarts roll**. In front of the statue is a slab of rock large enough to hold an entire platoon. Another rock acts as a bridge from the giant rock to the perimeter wall. Four **great white sharks** (pg 187 *SWADE*) patrol this area.

The Deep Ones use their two-pronged weapon, the Can Opener, to cut open the hull of the *Kaltes Blau*. The Germans put up a fight with their knives but are quickly outnumbered and succumb to the effects of fighting without oxygen. The Deep Ones place what looks like anemones to the faces of the defeated Germans. The Germans seem to liven up; perhaps the item put to their face provides oxygen.

Twelve Germans are escorted to a pit that leads beneath the ocean floor. Two Deep Ones wrangle each German. The investigators are welcomed to try to fight this outnumbered battle, but they will not succeed in their mission and will not be able to get the Germans back to the surface.

If the investigators look at the German sub, call for a group Stealth check to avoid the attention of the sharks. On a success, the group sees that some energy blast destroyed the props. The Can Opener must deliver quite a burst of energy. If anyone chooses to go inside the sub, they need to make a Stealth roll opposed by Sabina's Notice roll. On a success, they get the drop on Sabina. Otherwise, Sabina gets the drop on them.

Sabina has short blonde hair and stands about six feet tall. She has an athletic frame beneath her scuba gear, which has a patch depicting an eclipsed sun.

She points her modified machine gun at the investigators. Upon seeing the group isn't composed of Deep Ones, Sabina lowers the weapon. She won't put it away. She fears the Allies might turn hostile. Sabina makes hand motions for the group to follow her. She heads down into the pit after her captured companions.

The smart move is to follow the Deep Ones and captured Germans by swimming down into the pit. The pit turns into a cavern, winding beneath the ocean floor to the Deep Ones Chief's chamber, built inside a gigantic piece of coral.

Call for a group Stealth check as the investigators go through the tunnels. If they succeed on the check, they're aware of the two **great white sharks** swimming in the chamber ahead of them. If they fail, the sharks notice the investigators first and get the drop on them in a surprise round. After the second round of combat, two Deep Ones per investigator swim into the chamber.

The investigators can surrender or fight. Either way, the investigators wind up in the Deep Ones' Chief's throne room.

Inside the throne room, which has breathable air (the water stays in the tunnels by powerful magic built into this structure), the investigators witness the Germans being shackled together. Deep Ones give the Germans tattoos, sorting them by rank, so they're identifiable by the Deep Ones guards as to who is more valuable as a sacrifice. **The investigators can figure out the meaning of the tattoos with a successful Smarts roll.**

Once the tattooing is done, the Deep Ones Leader stands up and delivers a loud boisterous prayer to Cthylla. **Investigators who make a successful Notice check catch the word "Cthylla" being used repeatedly.**

Once the prayer is over, the guards take the Germans up a staircase into the dungeon, where they're shackled to the walls of a sunken slave ship. There's air in the slave ship hold, even though the prisoners can see through the broken timbers into the ocean.

Talking to the Chief

If the investigators get caught or choose to go in front of the Chief, **they need to make a Persuade roll in order to be admitted for counsel. On a failure, the investigators are tattooed and locked up with the Germans.** A fight might break out, involving the Chief, a Champion (same stat block as the Chief) and 4 Deep Ones per investigator, plus four great white sharks. The Chief will try to escape combat.

If the Chief listens, all attempts to Persuade him is at -2 because of the language barrier. Keepers can increase that penalty if the investigators don't keep things simple.

With a Persuade -4, the Great Chief agrees to an alliance with the Allies. He has several demands:

- A hundred fertile women will be delivered to the Liverpool docks on the night of the New Moon each month. If asked, the Chief says the Deep Ones wish to impregnate these women.
- Allies will not interfere with the Deep Ones acquiring Germans to be sacrificed. In fact, the leader of each nation is invited to take part in the sacrifices and worship of Cthylla. At least one Allied leader needs to convert fully to the worship of Cthylla.

- In return for these conditions, the Deep Ones will provide the Allies with chests full of gold each New Moon and guarantee the fishing never runs dry along Allied coasts.

It's up to the investigators to determine if these terms are acceptable. Then, the Allied leaders will need to ratify the treaty the Deep Ones Chief will write and sign in his own blood. Each Allied leader is to sign the document in their own blood and return it to the Deep Ones Chief.

It's possible some trigger-happy investigators might start combat here and now. If defeated, the deal is rejected, and the investigators are tattooed and locked up with the Germans to be sacrificed.

Locked Up With the Germans

The Germans are shackled to the walls of a sunken slave ship. There are bunks with slats a foot above the lower bunk, on which another layer of prisoners can be stored, heads sticking out. A foot above the second level is a third layer of bunks for another layer of prisoners. So far, the first two levels of slats have been filled with Germans. The officers are kept on a different level of the boat than the rank and file German troops. There's only one level of beds the officers are shackled to.

If the investigators are shackled with the Germans, they're divided by rank (civilians and privates & officers). The Deep Ones will ensure the officers survive because they're a more worthy sacrifice to Cthylla.

A reminder, there's oxygen in the slave ship, so the Germans and investigators can communicate (it will be easier if one of the investigators speaks German).

The investigators and Germans can plan a joint escape. This will be made easier when Sabina Baumgartner swims inside the slave ship to rescue the Germans. She blows away the great white sharks guarding the boat, then enters with the modified machine gun raised. She'll consult with Corporal Oliver Lips about whether to leave the investigators behind or include them in the rescue. How the investigators have behaved in the Germans' presence will determine Lips's decision. The investigators and German officers will be equipped by Sabina with underwater-modified pistols. They fire at half the range and deal 2d6 damage.

If the breakout occurs, then there's a ten-card chase, including the Germans as a single unit (using the basic soldier stat block) and the investigators as their own characters, chased by twelve great white sharks, ridden by two Deep Ones per shark. Break these up into three units for ease of play. There are enough German officers for every player. Let the players handle rolling for the officers. The officers can take their turn on the turn the player's investigator acts.

The chase ends with the Germans and investigators out of breath in the submarine junkyard. Above and outside the junkyard, bright lights from bottomless pits shine pink and green up at a hundred-foot rock statue of Cthylla. Twenty feet above the sea floor, there's a large altar, big

enough for a hundred men to stand on. The Deep Ones Chief stands in ceremonial jewelry on the altar, holding a large knife (**Str +d6 damage**).

Scene 4: Sacrificial Ritual

All the surviving Deep Ones swim around the altar, chanting a prayer to Cthulhu, while ten **great white sharks** drag the Germans up to the altar, carrying them in their mouths, careful not to kill them. Once placed on the altar, the Deep Ones Chief stabs the Germans through the hearts. He's careful not to kill the officers, who he's saving for the servitor of Cthulhu. None of this is difficult or requires a roll, because the soldiers are incapacitated from drowning. It takes four combat rounds before the Chief kills all the German petty officers.

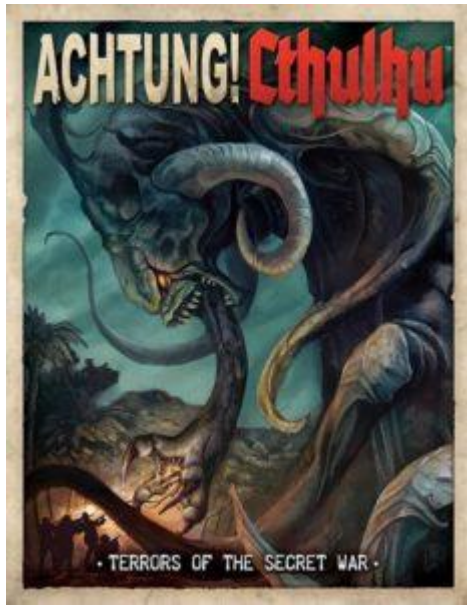
Once all the infantry Germans are killed, the officers are brought to the altar. The chanting grows in intensity, and there seems to be an earthquake. The tremor increases in intensity, and all the Deep Ones go ecstatic at the coming of Cthulhu's Servitor!

Suddenly, there's a burst from the bottomless pits, and a giant squid the size of a skyscraper swims into the Deep Ones sanctuary, ready to claim its sacrifices.

Call for a Terror Roll (-2) as Cthylla, daughter of Cthulhu, makes her entrance, tentacles reaching for the tasty sacrifices as she rises, scooping them up into her maw. Cthylla is the spawn of Dread Cthulhu. Sometimes she takes a humanoid form. Sometimes she takes the giant squid form. She is worshipped by the Deep Ones and coastal tribes. She's seen as a protector of the sea. Once the investigators actually start becoming a threat, Cthylla will cast the spell "Summon Shoggoth" to try to destroy the investigators.

How can the investigators survive let alone fight? They are above a submarine graveyard. Each submarine is loaded with torpedoes. With creative thinking to angle the subs (that should work with the expenditure of a Benny), each investigator should be able to barrage the monster with torpedoes. **To fire a torpedo, roll Shooting -1.** Cthylla can take five torpedo hits before she takes off down the bottomless pit, spraying ink in her wake.

For the stats and more information about Cthylla, the daughter of Cthulhu, check out pages 43-44 of *Achtung! Cthulhu: Terrors of the Secret War*, available at <https://www.drivethrurpg.com/product/139269/Achtung-Cthulhu-Terrors-of-the-Secret-War>.



Interrupting the Ritual

Tight groups might concentrate fire on the Chief, killing him and preventing the ritual from completing. Keepers are advised to spend their Bennies to keep the Chief alive, allowing the ritual to go off after the fourth combat round. If the Chief falls, the Champion will try to take his place. Once he restarts the ritual, it takes the number of rounds left when the Chief died +2 rounds for the Champion to complete the ritual and unleash Cthulhu's daughter.

If both the Chief and Champion are killed in combat, congratulate the players. Then, tell them about the earthquake sounds that gradually increase, then fade away.

Realizing they won't be in the presence of their god's servitor, the Deep Ones become almost feral in their attacks, gaining the Frenzy Edge, because of their religious fervor.

The investigators might try to turn the torpedoes on the Deep Ones. This is fair. A successful hit takes out a Medium Burst Template worth of enemies.

Escaping the Deep Ones City

Escape from the Deep Ones city is a Dramatic Task, requiring 10 success/raises using the Repair skill to seal the broken submarine hull, repair any internal damage and jury-rigging a replacement for the propellers. This is a great thing for mechanically inclined investigators to do while the others make a last stand. If it takes over four rounds to fix the submarine, four Great White Sharks plow into the submarine and roll it onto its side, breaching its hull and reducing the successes in the Dramatic Task by 1d4.

Once the submarine is repaired, a Piloting -1 roll is required to get the submarine out of the submarine junkyard. It is a seven-card chase of Submarine vs Deep Ones Mob. The submarine has a point of move faster than the Deep Ones. Remind the investigators they can fire torpedoes out the aft of the submarine. If the Deep Ones catch the submarine, they destroy the jury-rigged propellers and bring the investigators back to the Deep Ones sanctuary to be sacrificed.

The last things they see as their throats are slit by the Deep Ones Priest's knife is a giant squid as tall as a skyscraper shoot out of the bottomless pit. Its tentacles snatch the investigators and scoop them into its hungry maw. The End.

Submarine

Size 8 Handling -2 Top Speed 32mph surfaced/8mph submerged, Toughness 20 (0), Crew (80 or less), Heavy Weapons

If the investigators get to the end of the chase first, they emerge surrounded by Allied warships that open fire on the Deep Ones, massacring them. The investigators are taken on board the British ship *Unseen Secrets* and debriefed by Majestic's leaders. None of the Allies' leaders agree to the Deep Ones' terms and declare war on the underwater creatures.

The Deep Ones are ready to fight back, but that's another story.

Deep Ones, standard

Attributes Agility d6 Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills Athletics d10, Fighting d6, Notice, Stealth d10, Throwing d6

Pace 6; Parry 6 (5) Toughness 7 (1)

Gear: Hunting Spear (8/16/32, 2d6, +1 Parry)

Throwing Net (5/10/20, +2 on grapple attacks)

Can Opener (Reach, 3d6 AP 5 Vigor roll to avoid becoming Vulnerable, +1 Parry)

Special Abilities

- Aquatic: 10' swimming speed
- Armor +1 rubbery hide and scales
- Horror: Those who see a Deep One must make a successful Spirit check or roll on the Horror Effects Table (pg 181)
- Size +1 Deep Ones are bigger than a human.

Sabine Baumgartner, Black Sun commando (Wild Card)

Attributes Agility 6, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills Athletics d8, Fighting (d8), Knowledge (Demolitions) d8, Notice d6, Repair d6, Stealth d6, Shooting d6, Throwing d6

Charisma 0, Pace 6, Parry 6, Toughness 6, Sanity 7

Hindrances: Loyal

Edges: Frogman (Swimming (Athletics) +2, pace +1. Creatures with the Aquatic special ability do not get the +2 attack bonus against frogmen.

Improved Dodge: -2 ranged attacks and +2 evading area effects (pg 100)

Combat Reflexes +2 to recover from Shaken or Stunned

Elan: Spend a benny to reroll a Trait, add +2 to the total

Rock and Roll: No recoil penalty

Gear: Steel Helmet (+3 head only), modified MP38 Maschinepistole (6/12/24 2d6-1, RoF 3, Shots 32, AP1, Auto)

Deep One Chief (Wild Card)

Attributes d8, Smarts d10, Spirit d10, Strength d12+2, Vigor d10

Skills Fighting d8, Knowledge (Mythos) d8, Notice, d8, Stealth d10, Throwing d8

Pace 6 Parry 6 Toughness 10 (1)

Gear:

Hunting Spear (8/16/32, 2d6, +1 Parry)

Throwing Net (5/10/20, +2 on grapple attacks)

Special Abilities

- Aquatic: 10" swimming speed
- Armor +1 rubbery hide and scales
- Claws Str + d6
- Horror: those who see a Deep One Chief must make a successful Spirit roll on the Horror Effects Table (pg. 181)
- Size +2 deep ones are bigger than a human.
- Spells: Breath of the Deep: Duration: 4 rounds, Casting Modifier: -2, Cost: Horror (+0), Target's lungs will fill with seawater and he begins to drown; Target makes Vigor -4 first round, -3 next, continue reducing. Each failed equals a level of exhaustion. Recovery from each level takes 5 minutes.
- Contact Cthulhu:
- Contact Dagon or Mother Hydra

German Infantry Soldier

Attributes: Agility 6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6, Shooting d6, Throwing d6

Charisma 0, Pace 6, Parry 5, Toughness 5, Sanity 5

Gear: Steel Helmet (+3 head only)

German Officer

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills Athletics d8, Fighting d6, Knowledge (Battle) d8, Persuasion d6, Shooting d6

Charisma 0, Pace 6, Parry 5, Toughness 5, Sanity 5

Edges:

Command: Can share a Benny with minion follower.

Dodge: -2 to hit with ranged attack

Hold the Line: +1 to minion allies' Toughness.

Rank (Officer)

Gear: Modified P08 Luger Pistol (6/12/24, 2d6-1, Shots 7, Semi-Auto)

Shoggoth

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+6, Vigor d12+4

Skills: Fighting d12, Notice d10

Pace: 12, Parry:9, Toughness 18

Special Abilities

- Amphibious: a shoggoth has a swimming pace of 12”
- Huge: Attackers add +4 to their attacks
- Immunities: firearms, electrical attacks, and fire only do half damage
- Other-Worldly: the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- Regeneration: a shoggoth makes a Vigor roll every round. Each success and raise removes one wound.
- Seep: a shoggoth can squeeze through any porous material as if it was Difficult Ground.
- Size (+8) shoggoths are mind-boggingly huge
- Tentacles: Str +d6 Parry +1, ignores shield bonuses. A shoggoth can create any number of tentacles in a round. They each have a reach of 3, but only up to 4 can attack one target at any one time. They gain a gang-up bonus if more than one tentacle attacks a single target at the same time.
- Terror (-2): Those who see a shoggoth must make a Spirit (-2) test or roll on the Terror Effects Table (pg. 182). Even those who succeed at their Spirit roll still gain 1 point of Dementia.