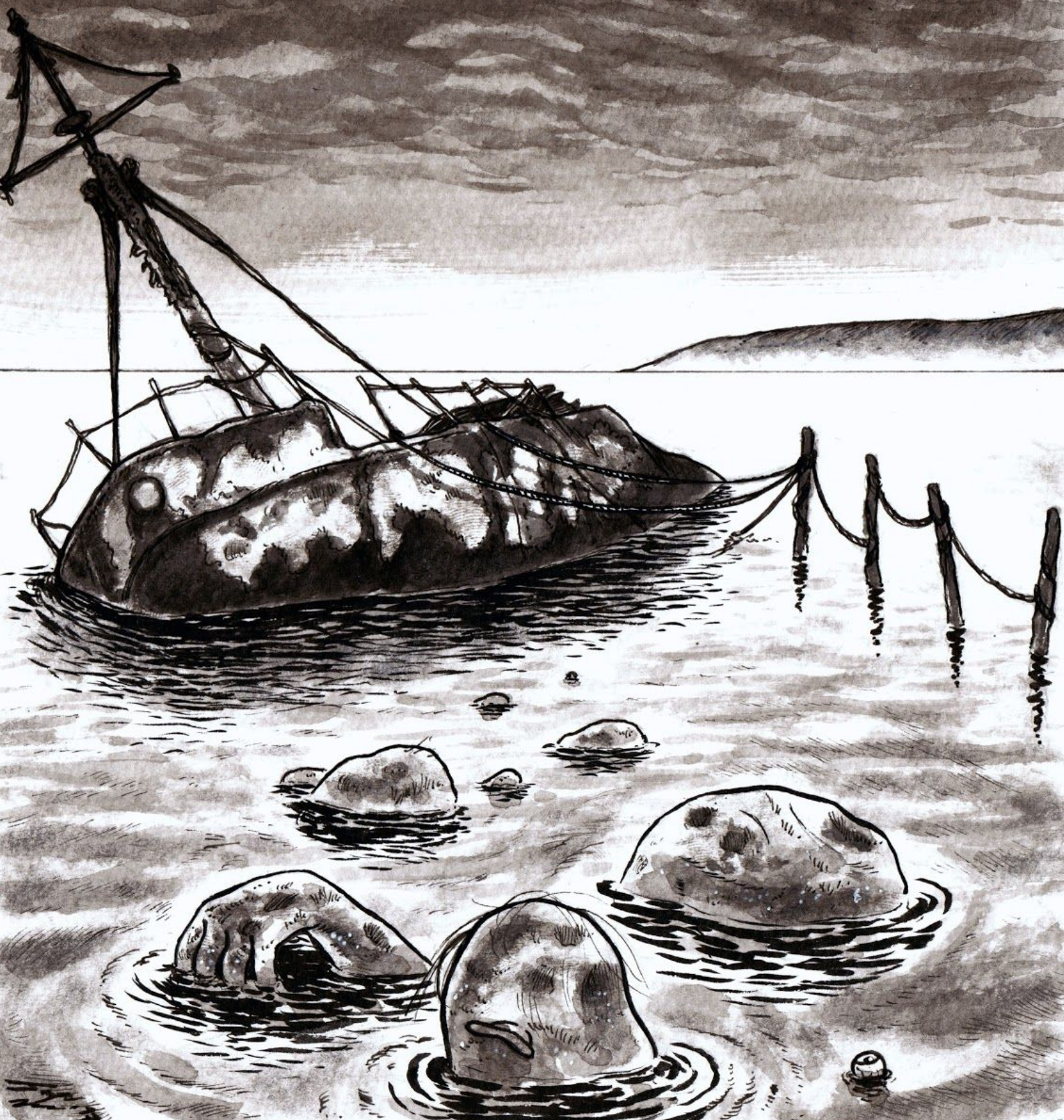


Deep, Once



Credits

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Deep, Once

Hook

Evan Myland, an outspoken and celebrated academic, is giving his retirement lecture tour. The Q&A is the best bit. We've tickets to his British Museum appearance.

Truth

Myland's lecture is a distraction for cultists to steal a misattributed minor Mythos artefact that they intend to use to bolster a Deep One menhir.

Scope

Three to four hours for a small group of investigators.

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Myland's lecture

Evan Myland is a portly fellow with an ill-fitting suit and a perfect clean shave, somewhere between Stephen Fry and Peter Hitchens. If one of your investigators is particularly academic, he is a popular figure in their field. Otherwise, I default to **coastal anthropology**.

A lot of non-academics attend this popular lecture. The press have a comfortable presence and are mostly interested in the crowd - they'll probably use photographs of Myland on file.

Ask which of the investigators has the lowest **Luck**. That character has a tenuous personal connection to Myland (which grants a bonus dice on interactions with him).

The lecture itself is short - barely a dozen minutes and basically a greatest hits overview of his (many) published works. He soon segues into the question and answer session.

What questions are people asking Myland? (1D6)

1. Did you ever have to work with someone you hated?
2. This is more of a statement than a question.
3. I loved *Inquisitive Plateaux*. What inspired the title?
4. My daughter is a big fan of your outreach work. How can she start in the same field herself?
5. When did you decide that you had to be a lecturer?
6. What happened after **that** interview with the BBC?

During these questions, **Psychology** or a hard **Fast Talk** notices that Myland is stalling for time.

A **Listen** roll hears a kerfuffle from a nearby room or a hard **Library Use** roll will notice some of the facilitators in this room mobilising to deal with an issue elsewhere.

Myland holds court at the end of the lecture, taking full advantage of the open bar and its bad red wine. Every canape has a significant fish component.

Theft of the tea-whisk

The Japanese collection on the upper floor is (falsely) home to an apparent **tea whisk**. Two Deep One hybrids, **Mark Pisky** and **Jane Depth**, use the lecture as a distraction to steal the item; Pisky engages the lone guard, Depth swipes the whisk. Their flight causes the kerfuffle that can be heard from the lecture hall.

The whisk itself is made of supra-planar bone, though it closely resembles lacquered wood. Taking a close look at it is unsettling in the same way it sounds weird to hold a conch to your ear - it calls for a **SAN check** (0/1D4). Looking closely instead at a photograph gives the investigators a bonus dice on the SAN check.

Relevance of the whisk

The whisk is needed for a reinforcement ritual for a coastal menhir hidden in an inlet along the north Cornish coast.

Charm or **Persuade** on a senior member of museum staff or **Library Use** learns that the whisk was gained by the museum after

it had been seized as evidence in an attempted theft of a fossil in Cornwall. This is a key clue, so if it is missed in investigation, instead it can be found in the newspaper reports of the whisk's theft.

The time of that failed "theft" (actually a prior attempt at the forthcoming reinforcement ritual) aligns with an upcoming cosmic syzygy - a realisation made with successful **Astronomy** or **Occult** rolls.

The leading officer in the fossil arrests, **Ellen Foster**, has since moved to London, though it will take **Law** or **Library Use** to learn she is now a patient at a convalescent home, The Milfoil Centre.

Wet footprints

Ask which investigator has the lowest **Luck**. In each location, with **Spot Hidden** rolls that character sees distraught people. They can be brought out of their shell with **Charm** rolls to describe strange and uncertain events near the Thames' edge, performed by those whose descriptions match Pisky's and Depth's. Hearing these wild tales calls for a **SAN check** (0/1).

Pisky and Depth themselves can be found working out of Billingsgate market. Billingsgate is the largest fish market in the country, open each morning before dawn and closing by the time the banks open, nestled between the docklands and the City.

The tea-whisk has been sent ahead to Cornwall, packaged within one of the (very large) orders of gurnard and bream.

The Milfoil Centre

The Milfoil Centre is a convalescent home caring for those with dementia, a wide redbrick building near the Limehouse docks.

Any reasonable approach has the matron **Nyah Johnscot** introducing the investigators to Ellen Foster. Ellen is functionally mute, softly speaking to herself about the seaside and the swirling shapes of the lustrous fossil. Her words feel uncomfortably familiar and trigger a **SAN check** (0/1) in those who hear them. A hard **Law** or hard **Persuade** roll (with a bonus dice if none of the Milfoil staff are present) brings Ellen to enough of a lucid place for her to describe her experiences. She understands the truth of the reinforcement ritual that she interrupted and that the tea-whisk is not of this world.

Take care to present Ellen in a sympathetic manner. She is suffering under the weight of PTSD and her cosmic insight. She is not comic relief and the nurses at the Milfoil Centre treat her well.

0832 from Paddington

The train to Cornwall takes the best part of the day, with very few stops. In the last two hours, it cuts spectacularly close to the English Channel, the hard blue water contrasting pleasantly with the sand- and lime-stone cliffs.

Ask which investigator has the lowest **Luck**. As the train passes right by the sea, they notice something vast and Polyphemus-like

carefully regarding the train. All who see this must make a **SAN check** (1/1D6).

Myland sits in the first class carriages towards the rear of the ten coach train, beyond the (frankly poor) dining car. He spends the time writing longhand letters, unless he has clear view of the sea.

Investigators should make a **Group Luck** roll if openly talking about occult matters or anything relating to the whisk or fossil. Unlucky groups are overheard by a nearby family, who will alert the leaders of the reinforcement ritual when the train pulls into its final destination.

Inleth Seaside Festival

Sparse and sun-bleached banners declaring a seaside harvest festival decorate the town of Inleth. The buildings are squat, as are its inhabitants, and the stone is local but particularly weathered.

None of the people here are violent. Everyone is involved in the local deep worship. A third of the villagers are Deep One hybrids.

Inhabitants of Inleth (1D6)

1. Raymond Breme
2. Nigel Coley
3. Erric Heddock
4. Sara Mohnk
5. Helen Cutler
6. Marie Clamwidth

The clutch of a dozen Deep Ones are violent, however. They walk the streets under night-time mist or pre-dawn dew.

At low tide, the fossil cavern is accessible. Investigators might succeed at a **Group Luck** check to find its entrance unattended. The cavern is sometimes guarded by a villager who runs off to inform the rest of the village and secure backup.

The fossil itself is the size of a door, flat and reminiscent of ancient isopods yet somehow different, and even its very stone seems unlike all that around it. Looking upon the fossil calls for a **SAN check** (1/1D4), with a penalty dice if the reinforcement ritual is taking place.

The ritual itself takes place beneath the baleful light of lethargic moon, building for two hours to a climax at high tide. It is led by a hoary Deep One.

Before the ritual, it would take a **Strength** check to tear the fossil from the cavern wall or a hard **Strength** or **Fighting (Brawl)** check to shatter it. After the ritual, the fossil becomes nigh-impervious and impossible to extract.

Rewards and Repercussions

Penalise investigators by 1D4 **Sanity** if they fail to stop the reinforcement ritual. Reward them 1D4 **Sanity** if they remove the fossil or 1D6 if they destroy it. Destroying any of the Deep Ones grants 1D2 **Sanity**.

Quick reference of antagonist statistics

Deep One

STR 70 CON 80 SIZ 80
DEX 50 INT 65 POW 50

hp 13 mp 10

build: 1

damage bonus: +1D4

move: 8 / 10 swimming

Fighting (Brawl): 45% (22%/9%) - spear 1D8+1D4

Dodge: 25% (12%/5%)

Armour: 1-point scaled skin

SAN loss to see: 0/1D6

Deep One hybrid

STR 65 CON 65 SIZ 50
DEX 65 INT 50 POW 50 APP 35

hp 11 mp 10

build: 0

damage bonus: n/a

move: 8 / 8 swimming

Fighting (Brawl): 40% (20%/8%) - unarmed 1D3

Dodge: 30% (15%/6%)

Jump: 45%

Listen: 50%

Stealth: 46%

Swim: 60%

SAN loss to see: 0/1D4