

# Dagon

No. 1



INSIDE:  
**NO ROOM AT INNSMOUTH**

A Scenario for use with 'Call of Cthulhu'

**DAGON**  
**ONLY 55p**  
FOR FRPS  
OF 'C. of C.'

# EDITORIAL

## AUTHORS INTRODUCTION:

This scenario, has been written in the hope that it will become part of a supposed trilogy of 'CALL OF CTHULHU' adventures, beginning with 'No room at Innsmouth', then proceeding with 'The Lighthouse' and completing the campaign with 'The Devil Reef'. All the adventures will take place in the year 1934, but Keepers may feel free to alter this state of affairs. 'No room at Innsmouth' is a non-profit fan module, published as soon as possible. It is not intended to be the best thing on the fan market since 'White Drawf' but I hope it helps fans of 'Call of Cthulhu' have the odd adventure with their characters, without having to fork out £8.00 for one of the professional modules, that have recently been published as playing aids for 'Call of Cthulhu'. This extremely limited first edition will if popular be increased in quantity as time goes on. The publication will hopefully expand in size and have more contributions next time out, and will luck allows have fewer spelling and typing errors.

## WHY THIS PUBLICATION IS HERE:

Basically this module hopes to fill the gaps of boredom that the keeper will encounter between waiting for official C of C. modules, it also will I hope, provide the keeper with info on H. P. Lovecraft that he may not have known thus widening his understanding of the Cthulhu mythos, that exists in his game. The fanzine - come - module will contain reviews of all of Lovecraft's major stories, and carry with them a short synopsis of the tale. With a bit of luck future editions of this zine will carry a cartoon strip of one of Lovecraft's stories and will introduce other articles. My explanation may seem full of maybes and full of hopes of luck but that is what I believe fanzine publishing is all about first time around. This is the first zine I have been involved in, and as writer, typist, editor, printer and publisher I have my fingers crossed that it is successful, my thanks go to Nick Basi whose illustrations grace these pages. He doesn't even play the game but i'm sure he draws a great Deep One. So if you are intending to buy this issue PLEASE DO. and if you already have done THANKYOU.

## DEDICATION TO HOWARD PHILLIPS LOVECRAFT:

H. P. L. was born in the year 1890 on 20th August, at 194 Angell Street, Providence, Rhode Island. The only child of Winfield Scott Lovecraft and Sarah Susan (Phillips) Lovecraft. Another great writer whom role-playing owes a lot to was born two years later, his name J. R. R. Tolkien. Howard had a very un-happy childhood, his father was extremely ill being a parietic - and when Lovecraft was only a child his father had to be put into the care of a legal guardian. He became progressively worse and five years later Winfield died in a mental asylum. Lovecraft's mother was over possessive and was determined to shelter her son from the dangers of life. This had a bad effect on Lovecraft, for he lead a sickly semi-invalid life for the rest of his days. Developing vast literal skills whilst in the home Howard could recite the alphabet at the age of two. By the age of four he could read with ease though his pronunciation of the long words he loved so well was somewhat poor. Writing began at an early age and some of his early fiction still survive, the earliest being 'The Beast In The Cave', written in 1905. These stories were amateurish but showed a distinct taste of things to come. From 1908 - 1917 Lovecraft wrote no fiction at all. His health was poor and this halted him from continuing college, he lived under the dotting eyes of his mother and other female relations mainly his aunts. It was during these years that Lovecraft experienced the sources of his Cthulhu Mythos. Early childhood reading introduced Lovecraft to the Arabian Knights, the key to the evil Abdul Alhazred, writer of the infamous book of black art the Necronomicon and arabian wizard who is mentioned in Lovecraft's first story relating to the Cthulhu Mythos, 'The Nameless City'. Ever since then Lovecraft has churned out what many consider to be the best horror fiction to have ever been written. From the tale of Dagon to the Shadow over Innsmouth and from the tale of Pickman's Model to the Call Of Cthulhu may H. P. Lovecraft chill many more bones for aeons to come, and nations to go.

C. T. Ford.

# No room at Innsmouth

A CALL OF CTHULHU Module by Carl T Ford

## THE LEGEND - KEEPERS INFORMATION ONLY

This adventure is based upon the story "The Shadow over Innsmouth" by H.P. Lovecraft. According to reports the town was once a highly successful ship building resort that also had a prosperous industry regarding fishing. The town was until the early 18th c. just like any other town but in 1846 an epidemic struck the town and circumstances changed dramatically. An old sea captain discovered an alien race of deep ones living under the sea out by Devils Reef. In return for a remarkable gift of alien gems carved by the Deep Ones themselves, the captain kidnapped young men and women from the town and exchanged them with the evil amphibians. The unfortunate townsfolk were then raped and held captive if female and then when ready to give birth were put through a horrendous ordeal. Upon giving birth the offspring were taken by the Deep Ones, and the human parent slaughtered. The young were then set free where it was allowed to reach adulthood. At the age of about 30 however a strange transformation would take place. The offspring would change its form into a fish like creature until it too resembled a Deep One. It would then take to the water and join its abominable race under the sea.

This continued for many years until an outsider learned of the evil goings on. Escaping from the town he summoned the appropriate authorities who checking his story found it to be true. The Devil Reef was torpedoed and the town was finally released of its curse.

## THE ADVENTURE KEEPERS INFORMATION ONLY

Unknown to the townsfolk of Innsmouth a recent earthquake disturbed the sea bed and the eruption caused by an unknown source released a rock embedded in the ocean's bottom. Under the rock was a deep valley which had held captive a vast number of the Deep Ones. The fish, worshipping Cthulhu summoned their master up and returned to the Devil Reef once more. Kidnapping two girls and mating with them. They will await the time until there is sufficient number of them and then attempt to conquer the town with the aid of Cthulhu.

## PLAYERS INFORMATION

Recent reports in the local press of Arkham suggest that all is not well in the quiet town of Innsmouth. There have been two disappearances of girls. Local gossip says that they were prostitutes however more learned places say that the girls were good decent people and that the town of Innsmouth are trying to cover up the mysterious disappearance. The girls were Angela Tithany and Susan Dissderry aged 20 and 23. Their parents will refuse to talk to the press about the disappearance of their daughters. However your respective companies offer an advance of 200 dollars to the journalist / writer to come up with a good tale.

## PLAYERS INFORMATION 2

If the characters decide to check out news reports and the towns past history they will discover the towns sinister past. At the Newburyport Public Library tells the following information - The town of Innsmouth, was founded in the year 1643 noted for shipbuilding before the revolution. A seat of great marine prosperity in the early 19th C. And later a minor factory centre using the Manuxet river as it's power source. In 1846 there were eperdemics and riots (these items are treated sparcely. After the civil war all of the towns industrial life was confined to the Marsh Refinining Company where the marketing of gold ingots formed the only commerce apart from the eternal fishing industry. Soon however the fishing industry scale fell due to competition from large scale organisations. Fish though were never scarce around the Innsmouth coast. Foreigners rarely settled in Innsmouth & there was some evidence of ill tratment by locals of any visitors. Then in the year 1927 a young man informed the government of extremely bad happenings at the town and troops were sent in. The mystery was kept under cover by the government but rumours suggest that a race from beneath the seas had set up home at Innsmouth and were repelled just before they attempted domination of the entire population of Innsmouth and neighbouring towns Arkham included.

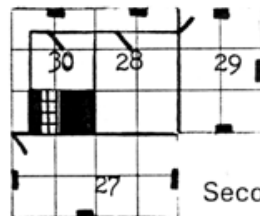
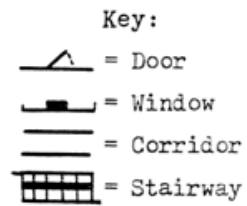
## PLAYERS INFORMATION 3

### THE TOWN OF INNSMOUTH

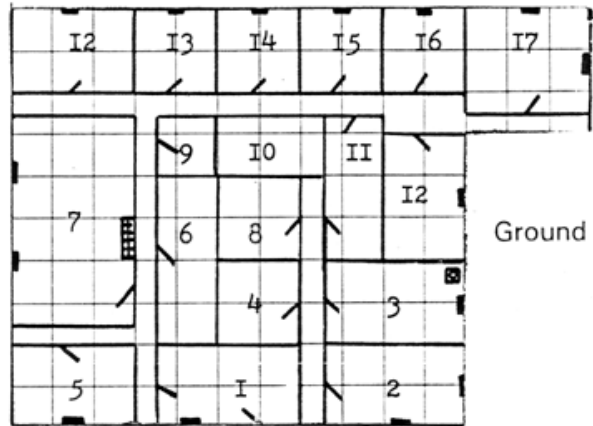
The towns first glimpse comes from the road approaching the Manuxet river valley. There are cliffs that fall out to the sea. This is Kingsport Head, on the top of the hill can be seen an eerie old mansion enshrouded by mist. Along the twisting valley's road can be seen the distant port of the town. The town appears to consist of mainly deserted mansions and old red brick buildings, most of the roads seem to have no names on their signs and many are illegible due to age and ill treatment by the sea winds fury. As you approach the harbour you notice the old huts once inhabited by the famed fishermen of Innsmouth. There can be seen on the rocks leading out to the sea an old lighthouse used in days gone by. A long black line of rocks jut out towards the ocean about a half a rile out to sea. (Devil Reef). You steer into a deserted road by the name of Main St. along which can be seen a row of Georgian Churches. You notice that there are few street lamps. Along one street is a hotel by the name of Gilman House. (see appropriate heading) The streets seem deserted and there appears to be no town library, hall or police station. Walking in a Northern direction up towards the town of Ipswitch The sound of waterfalls can be heard, and as you get nearer you see that they fall into the Manuxet River.

# NO ROOM AT INNSMOUTH

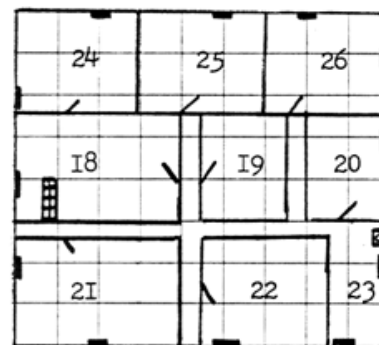
## GILMAN HOUSE



Second Floor

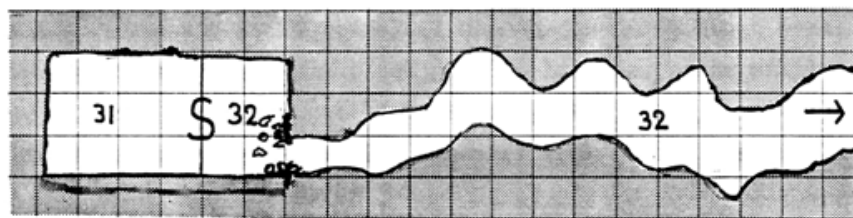


Ground Floor



First Floor

Cellar



TO  
LIGHTHOUSE

## GILMAN HOUSE

A HOTEL situated at the town square, the Gilman provides the only means of overnight stay at the town. The manager (named Nayland Teachern) will announce to the party that there is no room at his hotel. However if pushed (roll luck, bargain or fast talk) will allow the party to stay for a fee of two dollars, per night.

NAYLAND TEACHERN: Occupation Hotel Manager, Str. II, Dex. I2, Int. I4, Con. II, Cha. 8, Pow. I2, Siz. I0, San. 5+, Edu. 9, Luck 60%, Know -.  
Con. Pts. I3, Pow. Pts. II.

Description: Nayland is 53 years old, has grey hair, blue eyes, has extremely wrinkled skin and wears a white suit. He is extremely dis-respectful of outsiders to the town and will be rude to them. He knows nothing of the girls disappearance, but will say they were just a pair of "old hookers of no use to anyone". He will, if questioned about the girls parents tell the party to "mind your own business".

THE ENTRANCE: A pair of white pillars stand at the entrance baring a series of five steps which lead up to the large white door of the hotel. The steps are untidy and are badly in need of cleaning. The huge wooden door has a large iron knocker, which when sounded emits an enormous bellowing sound which can be heard all around the house. The door will be answered by Erasmus the footman.

ERASMUS HUGHIT: Occupation Hotel Footman, Str. I5, Dex. I3, Int. 9, Con. I2, Cha. I2, Pow. II, Siz. I5, San. 34, Edu. 9, Luck 55% Know -.  
Con. Pts. I4, Pow. Pts. II.

Description: Erasmus is I9 years old, has brown hair, brown eyes, a spotty face lined with a few freckles. Wears a black jacket, bow-tie, white shirt etc., is also not too helpful towards strangers but if asked about the disappearance of the girls will tell the party that they actually live upstairs room no. 23. He will also say that the girls were of decent character.

I. THE RECEPTION HALL: Comprising of desk, three seats, green carpet, table with a vase of dead flowers. On close inspection cobwebs can be seen around the place. (The desk has upon its top a register book and pen, behind the desk on the wall lies all the room keys that are unoccupied together with a double, for emergency reasons. The key to room 23 is not there including it's double. The key the party is given is to room 26, 27, 28, or 3I. The register book shows that the girls did live in room 23, but says that they checked out)

2. ERASMUS'S ROOM: A well kept room with bookshelf, table, desk, three piece suite, globe, fireplace, lamp, bed and wardrobe. (The books are you notice easy reading books that a child would have. In the wardrobe are two suits, trousers, an extra footmans suit of brown colour, and a case - containing 50 dollars savings, cuttings of his family, photographs etc. Underneath his bed is a shotgun together with ammunition for I2 blasts (20 gauge).

GILMAN HOUSE (continued)

3. KITCHEN: This room contains the entire facilities to feed and provide the patrons of the hotel with any breakfast, dinner or drink they may require. In the north wall is a series of cupboards which house the crockery, eating utensils, pots, pans and jugs etc. Along the east wall lies the sink with dirty plates etc., a cupboard with double doors, a tall set of drawers, a dumbwaiter and another small cupboard. In the south wall lies a twin cooker, table used for cutting meat etc., knife rack and hack saw and a towel rack. The drawers contain rags, washers etc. and nothing else of importance. The double door cupboard contains a menu, list of herbs together with a herb rack (complete with various herbs), breadbin (4 loafs), and two butter dishes. In the west wall there is a fridge complete with milk (4 pints), two extra butter packets etc. There is also a freezer with meat, veg., bread and other provisions. (A rather unhealthy amount of food for a large hotel).

4. CLOAK-ROOM: There are a number of hooks arranged in alphabetical order lining the four walls, upon the hooks lie about four hats, and three coats there is nothing of value in the coats (in one is a name tag reading Angela Tithany).

5. WAITING ROOM: Where visitors can await someone or just relax. There are about three chairs in this room two four piece suites and a bookcase with several books on geography, history and several novels of no importance. There is also a copy of the Arkham Daily News.

6. GAMES ROOM: A rather dirty room where there can be seen the old card tables, now covered with a dust sheet. In the north wall is a cocktail cabinet (covered with a dust sheet too) An old snooker table can also be seen but the cloth is torn and thick with dust, there are no balls in the pockets and no cues. There is no carpet in this room but a large rug lies underneath the three tables. (Underneath the rug is a small hatch door that leads down to the cellar). A Spot Hidden Role should be made by the players to see if the investigators notice that there are small amounts of sea-weed on the edges of the rug and leading off towards the door).

7. LOUNGE: Here is the room where residents can relax before retiring to their rooms, there are three easy chairs, a sofa, table with several magazines all out of date, a lamp and a bird-cage which is empty. (The bird died several days ago, but due to the recent events no-one has bothered to remove the cage). There is also a flight of stairs leading to the first floor, the stairway is creaky and appears to be un-safe.

8. STORAGE ROOM: Here are kept various items that may be required around the hotel, there are two tables in the east wall which are piled on top of one another, eight chairs, a set of candleabra, three cupboards (containing spare tools, brooms, dustpans & brushes etc. and several old lamps). There is also a large square package that is secured by string. (inside lie two paintings of monstrous beings that appear to be fish like men, they are seated upon a rock that lies in the middle of the sea. Anyone looking at these paintings will make a san roll, failure results in 1 point of san loss. An investigator may try a Cthulhu Mythos roll to see if he can identify the beasts, success means he identifies them as being Deep Ones. This info however will make him throw a san roll once again, failure

GILMAN HOUSE (continued)

(continued) - will result in a further point of San Loss. The characters may also attempt a know roll, if they succeed they recognise the rock in the picture as 'Devil Reef'. There is nothing else of any value to the investigation in this room.

9. WATER CLOSET: In here is a loo, wash basin, towell rack etc. everything you might expect to find in a room of this kind.

10. SPARE ROOM: In this room can be seen a shambles, the place is extremely dusty (having not been swept for years). Investigators find the dust so irritating that they must try to succeed in making a luck roll, failure will result in them sneezing and consequently arousing others to their being in the room. In this room is an old chest of drawers (containing newspaper cuttings from the year 1928, these tell of the strange discoveries by federal agents concerning the strange 'race from the sea' that have invaded Innsmouth. They are however very un-clear, and an Int of above II only, will be able to decipher them).

11. FILES ROOM: There are several old wooden filing cabinets in this room. The room is very dusty and the cabinets are locked. (Inside the cabinets is a list of all the residents who have stayed at the Gilman, Hotel since 1820. Close study of the files will tell of Captain Obed, and his frequent visits to the house in search of young females. This info will however be learned by at least two days careful study of the filing system).

12. EMPTY ROOM: This room contains nothing what-so-ever and is extremely dusty (investigators should again throw a luck roll to see if they sneeze).

13. DRUNKS ROOM: It is in this room that Nayland will allow drunken residents of the town to stay the night. Slumped on the floor is a body of a man, dressed in filthy clothes and with one shoe his name is Riley Cooper.

RILEY COOPER: Occupation None, Str. 8, Dex. 6, Int. 8, Con. 9, Cha. 7, Pow. 10, Siz. 9, San. 14, Edu. 9, Luck 50%, Know -. Con. Pts. 9, Pow. Pts. 10.

Description: Riley is 52 years old but he appears to be about 72. He has straggly grey hair, blue eyes, and a very filthy appearance. His clothing consists of dirty overalls and a blue fish smelling mackintosh. His overall smell is that of alchohol, in particular whiskey. (He will not give any information to the party unless they offer him a drink. if they do, Cooper will tell them the following. "Yes I knew those girls, shame what appened to em. The there fings from the reef, they's back agin. Noo they wood be, jus a matter o'time fore they started agin. If you ask me of Mrs. Teachersns to blame, never did reckon on'er much. Some say this `ouse tracts 'em, kinda lures 'em 'ere. But I reckon diffren', suppose they came from 'ouse itself no one 'd know. An' it'd be easy fer 'em ter come an' go like. Ha, tell yer I ve seen em come up the stars un go ter the girls en take em like." At that the drunken form of the tramp will topple over in a drunken stupour.)



GILMAN HOUSE (continued)

I4, I5, I6 & I7. SPARE ROOMS: These rooms are identical to each other. This room appears to be un-occupied. There is a fireplace in the north wall, a bed in the east and a table in the centre of the room. The room appears to be quite dusty and no-one appears to have slept here recently. Apart from this the room is tidy and nothing mysterious seems afoot. There is also a wardrobe in the south wall, but there are no items inside.

FIRST FLOOR

I8. LANDING: This is the main meeting place of all the upstairs rooms, there is a small table with a vase of flowers on top. On the East wall is a painting of Innsmouth

Harbour, and on the West wall, a painting of an old sea ship (titled 'The Obed Vessel')

I9. BEDROOM: A room currently un-occupied, comprises of bed, wardrobe, cupboard, chest of drawers etc. Nothing of interest lies in here.

20. NAYLAND'S ROOM: A well kept room with a healthy carpet underfoot. Bed appears to be of better quality than elsewhere, there is also a small fireplace in the east wall. The room also comprises of a wardrobe (stocked with clothes of a good quality) a cupboard (consisting of clothes, scarf, hat, ties etc.) a bookshelf (books appear to consist of thrillers and modern novels, however at the bottom shelf is a parcel with the inscription 'to my dear wife'). Next to the bed is a locked chest, (this contains a private diary detailing the recent deterioration of the health of Nayland's wife. It tells of how she was once a lovely, cheerful woman, but over the years her appearance has altered to take on a fish like form. She is now awaiting the time for her transformation to be complete, so that she may join her parent race in the sea. The diary's information gives the reader +2% to his Cthulhu Mythos).

21. BEDROOM: A room comprising of bed, table, cupboard, wardrobe etc. The room is empty of any form. There is nothing else of interest in here.

22. MARGARET TEACHERN'S ROOM: This room appears to smell of a fishy odour, and is quite repulsive. In the east wall is a bed which appears to be occupied by a form. (The body is in fact that of the sleeping Mrs. Teachern, she is extremely ugly and looks somewhat like a fish. She is in fact in the final stage of transformation from human to deep one. A method explained in the Keepers information). Apart from the bed there is a cupboard which is locked, a wardrobe, and a bookshelf (the books are mainly novels, however there is a small, leather bound book entitled 'My Ancestry' by M. A. Teachern. The book tells of the family tree of Mrs. Teachern, and explains that she has allowed the deep ones access to the hotel, without the permission of her husband and that they took with them the unfortunate girls who lived in room 23. The book is not too detailed and will give no + to Cthulhu Mythos).

GILMAN HOUSE (continued)

MARGARET TEACHERN: Occupation None, Str. I2 (due to transformation), Dex. II, Int. I2, Con. I4, Cha. 4, Pow I3, Siz. 8, San. 57, Edu. 8, Luck 65%, Know -, Con. Pts. I4, Pow. Pts. I3.

Description: Margaret appears to possess an amphibious body, she has gills at the side of her neck which is somewhat shortened. Her eyes appear to have extremely large pupils, just as a fish would have, and bulge out-of the head looking hideously at you. Her back is arched and a long stream of jagged bumps can be seen spreading along the entire length of her spinal column. Her skin is a silvery grey-green, with a paler underbelly. She seems to have excessively long arms and you notice that her hands have taken on the form of webbed amphibious monstrosities, scaley and slippery. Her voice has become a deep croak which is hard to decipher, she appears to be in pain, and will not attack the party, due to her sparse human feelings and instinct that she still possesses. She will if confronted by the investigators asking of the two girls dissapearances, break down and cry, a hard task to do seeing as she now has no eyelids. Margaret will tell the investigators the truth and that she allowed the race of amphibians to come up through the cellar, and take the girls. She is full of regret for what she has done and as soon as everyone is out of the room will attempt to kill herself by plunging out of the window. Unfortunately for the characters, a san roll is required if they see Margaret and failure results in ID6 pts. If Margaret fails to kill herself she will ask her husband to shoot her, he will tearfully agree, and then in grief shoot hiself. Any character witnessing this event will make a further san roll, failure results in 3 pts of san loss.



GILMAN HOUSE (continued)

THE CELLAR

31. CELLAR (Main): It is here that you notice the strong musty, seaweed smell of the ocean. It is very dark here, and flashlights or lanterns must be used to search the room. Once switched on the light uncovers several wineracks, all of which are empty. (Investigators looking upon the floor will noticethat there are strange marks in the dust. A know roll will if successful reveal the marks to be webbed feet, large and that appear to be not of this earth. Observant characters notice that the prints lead off to the east wall, where they stop. There is in fact a secret door in the wall that if found and opened will open out onto another room).

32. SECRET CELLAR ROOM: This room is very dark but scurrying noises can be heard, these you notice are caused by bats wings, flying around in the dark room. A draft can be felt blowing from the east, looking up the investigators will see that there is a large hole in the east wall, which leads off down a passageway. The room reeks, and the investigators may feel sick (a luck roll should be attempted, failure will result in the character being sick).

32. (continued) The passageway that you see in front of you, meanders off into an easterly direction, the smell of the ocean will become stronger as you advance along it. The passageway carries on for about a 200 metre stretch and then you notice a light up ahead. Coming out of the passageway you notice that you are well beyond the confines of the Gilman Hotel peering at the floor you notice that the webbed prints that you have been following advance up some rocks, twisting until they reach a few old steps that are decayed, and broken. The steps rise up , and there in front of you is an iron door, ajar and enticing. A large light that pulsates continuously is high above you and you can see that you are at the entrance to Innsmouth Lighthouse.

TO BE CONTINUED.

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The second part of this adventure, will be available in December and will feature a review of H. P. Lovecraft's short story 'Call of Cthulhu', together with a short synopsis. The 'Lighthouse'will reveal the race of Deep Ones and their aims will be discovered. Can the investigators survive the case and will they attempt to halt the Deep Ones plans. Be alert for the next adventure in DAGON No. 2.

Available for 75p (includes P. & P.) from:

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of the issue, that you require)

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