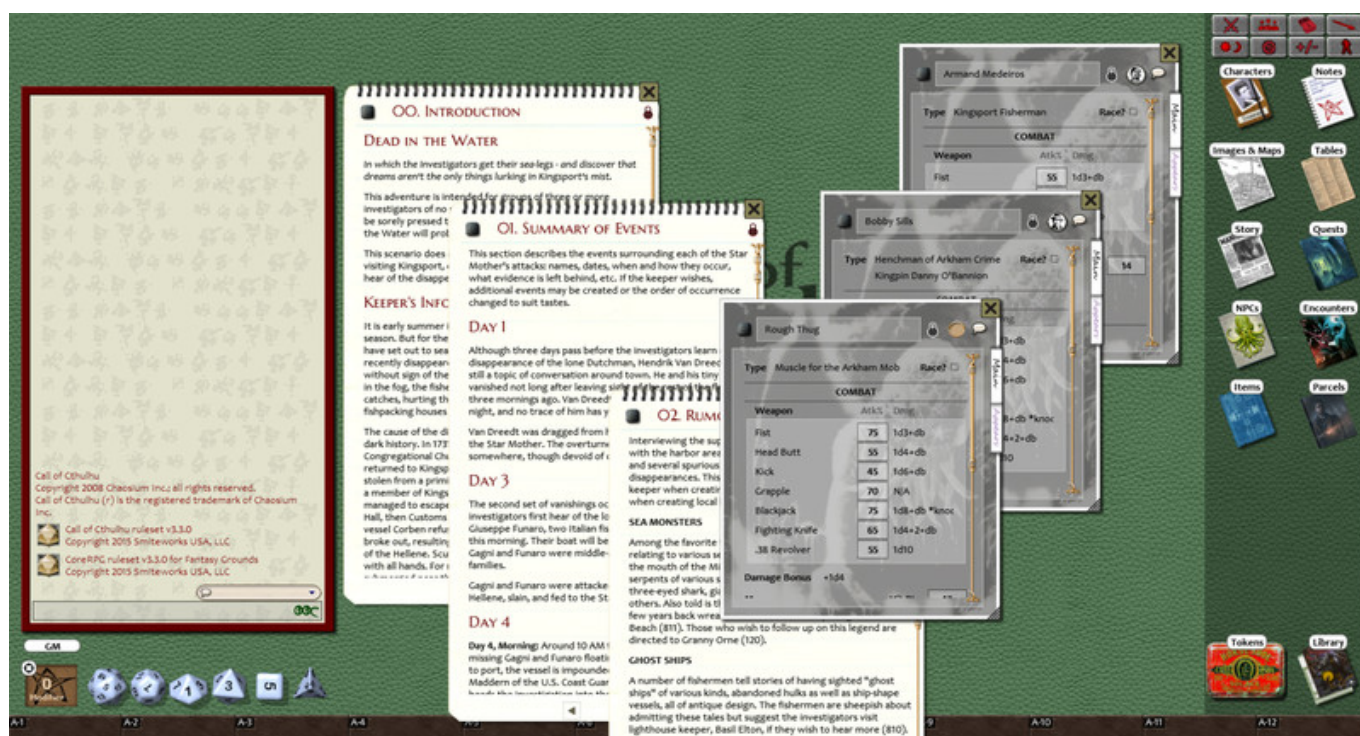


Fantasy Grounds - Dead In The Water (CoC) Download No Survey No Password



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About This Content

Dead in the Water

ADVENTURE ONE of THREE Classic Stand-alone Call of Cthulhu Explorations

from the Kingsport: The City in the Mists supplement

In which the Investigators get their sea-legs - and discover that dreams aren't the only things lurking in Kingsport's mist.

This adventure is intended for groups of three or more investigators of no small experience. Less seasoned parties will be sorely pressed to successfully handle the opposition. Dead in the Water will probably take at least two evenings to play.

This scenario does not require the investigators to reside or be visiting Kingsport, only that they are near enough to read or hear of the disappearances plaguing the town and its residents.

The Kingsport setting book describing the coastal Massachusetts town of Kingsport, the City in the Mists - "draped in mists and fog, it is home to artists and fishermen, sailors and dreamers. Here dreams and reality mingle to an unsettling degree."

Dead in the Water is the first converted tale for use with Fantasy Grounds out of this collection. The remaining tales will be sold separately as they are converted. Each tale is a standalone adventure that can be run with no connection to any of the other adventures in the Kingsport book.

*Fantasy Grounds Conversion by: **Brian Benbrook***

Released on June 12, 2010. Designed for Fantasy Grounds version 2.9.9 and higher.

Requirements: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate License and a one time purchase of the Call of Cthulhu ruleset.

Title: Fantasy Grounds - Dead in the Water (CoC)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 6 Mar, 2017

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

The screenshot displays a Game Master (GM) interface for a role-playing game. The main workspace is a green grid with a grid of letters (A-1 to A-12) and numbers (1-6). Several windows are open:

- 03. THE KINGSPORT CULT**: A large window with text: "Though largely unrelated to this adventure, hints of the old Kingsport cult may surface during the course of the investigation. Very little is known about this chapter of Kingsport's history although various bits of information and rumor seem to indicate that a secret cult operated in Kingsport in the late 17th century. It was apparently broken up through continual efforts of the city's authorities." Below this is a section for "04. ADDITIONAL SOURCES OF INFORMATION" and "05. THE ULTIMATE POWERS".
- #1 Customs Report**: A smaller window with text: "Notes: ...May 15, 1731. On this day Captain Douglas Corben's brig, the Helene returned to Kingsport after a journey to the north coast. Though waiting for the ship to be repaired, we drew near to the island and he hailed us with his usual politeness. He asked us to stay back and he would return to the port without further delay. He brought with him a small party of men and fired his gun at us. We raised anchor and fled." Below this is a section for "#2 Letter from Douglas Corben" and "#3 Mythos Tome Passage".
- Player Handout - The Star Mother Papers #3**: A window with text: "A FINAL CLUE: If the investigators have learned of the Kingsport cult, they may wish to read the book 'The Star Mother Papers' which includes information on the cult's activities. The book is located in the library of the University of Arkham. Research in Arkham - be it at the University or elsewhere - requires the use of the Library Use roll to uncover the information. If the investigator wishes to improvise, the GM should hear, if it is a solution to the problem, the fisherman may be demanding the information. If the investigator is not cooperative, the fisherman will have to win their trust if they expect any aid from the fisherman." Below this is a section for "Most fishermen associate in groups defined along ethnic lines, though there are exceptions. However, all but the most bigoted and inflexible share the common bonds of seafaring life. Most own small one- or two-man boats capable of safely carrying three or four people and a good catch of fish. Most are oar- and sail-powered shallops, open craft high in the bow and..."

The sidebar on the right contains icons for various game elements: Characters, Notes, Images & Maps, Tables, Story, Quests, NPCs, Encounters, Items, and Parcels. At the bottom, there is a GM icon and a set of dice (d20, d12, d10, d8, d6, d4).

06. THE COAST GUARD

Kingsport's U.S. Coast Guard station plays a major role throughout this scenario, and this section serves to supplement and expand the information given in Guidebook entry 434.

THE STATION

The Coast Guard station is a two-story building with a side porch on the roof. A nearby boathouse is the main building by the water and there is also a small building for the station's records.

Kingport U.S.C.

Reception Area: A vic four wooden chairs, a table, and a small desk.

Officer of the Day (OD) whoever has drawn duty oversees the daily operations of the station. The OD's name is on the next door holds several station's records.

Radio and Chart Room amplifiers and other electronic equipment. Metal chests of drawers in one corner serve as lockers and low cabinet drawers in another corner serve as drawers for charts and maps.

It is by means of this room that the station communicates with other ships at sea as well as the coast. Henry Kod usually stands an eight-hour watch here. He usually volunteers for the most difficult or severe storm watches.

07. OUT TO SEA

Sooner or later investigators searching for the source of the mystery will have to venture out to sea into the Star Mother's domain. This section details arrangements for hiring a boat, suffering from sea sickness, weather conditions, and locations along the misty shore that investigators can explore.

KINGSPORT WEATHER

If desired, the keeper can use the following conditions. Roll twice per day. Events section gives specific details on what happens when these conditions occur.

Roll D100

- 01-05 Pee-Soup Fog
- 06-16 Heavy Fog
- 17-32 Cloudy
- 33-50 Light Fog
- 51-78 Clear
- 79-89 Rain
- 90-97 Squall
- 97-00 Storm

Pee-Soup Fog

This condition limits visibility to 100 feet at night. It persists until daylight but usually clears by noon.

Heavy Fog

Visibility may be limited to 100 feet at night. After 106 or Clear. It may prevent investigators from seeing the ship.

Storm

Ragged slimy membranes of luminous yellow-green plant-like material hang from the broken spars replacing the sails. Heavier membranes cover the large holes in the hull.

Anyone getting close enough to get a good view of the obviously haunted ship must make a SAN roll against a loss of 100.

08. THE HELLENE

The Hellene is a small boat with a white hull and red sides. This boat is used by the crew of the Star Mother to transport supplies to the coast. The boat is usually found in the cove near the station.

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Core RPG ruleset v3.3.0 for Fantasy Grounds
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GM

0 1 2 3 4 5 6 7 8 9 10 11 12

Characters
Notes

Images & Maps
Tables

Story
Quests

NPCs
Encounters

Items
Percebs

Tokens
Library

LT. Cmdr. Charles Maddern

Type: Commanding Officer Race: []

COMBAT

Weapon: []

Fit: []

HR Pts: 14

LT. Daniel Barkley

Type: Executive Officer Race: []

COMBAT

Weapon: []

Fit: []

HR Pts: 14

C.P.O. Warren Hayes

Type: Ranking Enlisted Man Race: []

COMBAT

Weapon	ASIS	Dmg
Revolver	43	1D10+2
Boathook/Cuff	65	1D6+db
Fit	75	1D3+db
Head Butt	65	1D4+db

Damage Bonus: +1d4

Move: 5

Armor: None

Spells: None

HR Pts: 15



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