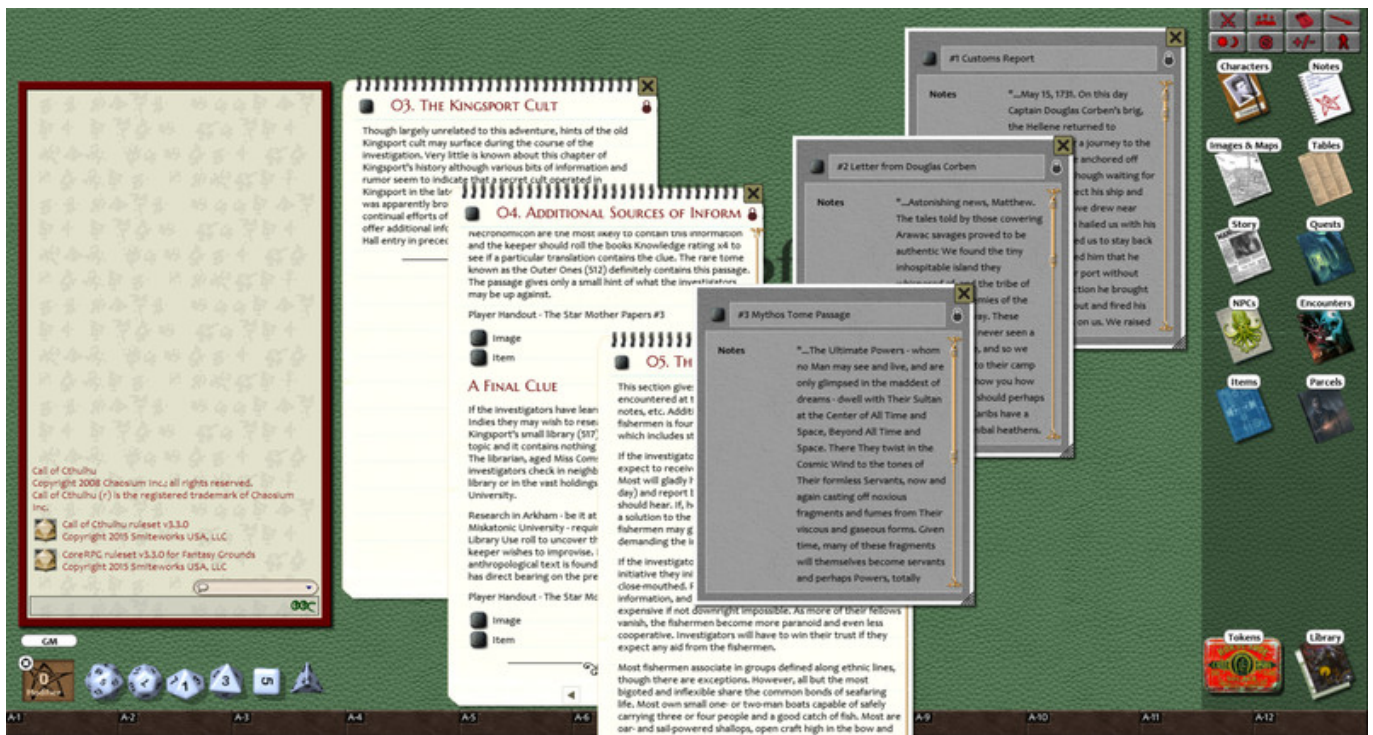


## Fantasy Grounds - Dead In The Water (CoC) Crack Code



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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***

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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.

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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

**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 low-rise building with wide porches on two sides and a section on the roof. A nearby boathouse is the main building by the water and there is also a nearby building by the water.

**Kingport U.S.C.**

**Reception Area:** A vic with four wooden chairs and a reception desk.

**Officer of the Day (OD):** Whoever has drawn the duty is the Officer of the Day. The Chief or a ranking pet overseeing the daily operations and the office's next door holds several station's records.

**Radio and Chart Room:** Amplifiers and other electronic equipment and metal chests of drawers in one corner serves as the radio and chart room.

It is by means of this room that the ships at sea as well as the coast, Henry Kod usually stands an eight hours duty. He usually volunteers for the most arduous or severe storm duty.

**Pea-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 daylight.

**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 explore.

**KINGSPORT WEATHER**

If desired, the keeper can Kingsport or use the following conditions. Roll twice per Events section gives specific disappearances occur.

Roll D100

- 01-05 Pea-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

**Pea-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 daylight.

The Hellenes is (discernible) her hull and rigging and sides. This is intact, and the rigging is trailing. The deck is grating, and the rigging is faded.

Strand and de glow a (see below, The Growths Throughout the Ship).

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.

**LL. Cmdr. Charles Maddern**

Type: Commanding Officer  
Race: [ ]  
COMBAT  
Weapon: [ ]  
Hit: [ ]  
Dmg: [ ]  
HR Pts: 14

**Lt. Daniel Barkley**

Type: Executive Officer  
Race: [ ]  
COMBAT  
Weapon: [ ]  
Hit: [ ]  
Dmg: [ ]  
HR Pts: 14

**C.P.O. Warren Hayes**

Type: Ranking Enlisted Man  
Race: [ ]  
COMBAT  
Weapon: [ ]  
Hit: [ ]  
Dmg: [ ]  
HR Pts: 14

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GM

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

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### OO. INTRODUCTION

#### DEAD IN THE WATER

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 investigators of no more than 5th level. The scenario is set in the town of Kingsport, a small fishing town on the coast of the state of Massachusetts. The Water will protect them.

### O1. SUMMARY OF EVENTS

This section describes the events surrounding each of the Star Mother's attacks: names, dates, when and how they occur, what evidence is left behind, etc. If the keeper wishes, additional events may be created or the order of occurrence changed to suit tastes.

#### KEEPER'S INFO

It is early summer in Kingsport. But for the last few years, the town has been set out to sea. Several fishermen have disappeared without sign of the bodies. In the fog, the fish catches are small, and the fishermen are grumpy, hating the fishpacking houses.

The cause of the dark history. In 1773, a Congregational Church member managed to escape the town. He returned to Kingsport, then Customs House, where he was arrested. He broke out, resulting in the Helene. She was with all hands. For

### O2. SUMMARY OF EVENTS

#### DAY 1

Although three days pass before the investigators learn the disappearance of the lone Dutchman, Hendrik Van Dreedt, still a topic of conversation around town. He and his tiny boat vanished not long after leaving Kingsport three mornings ago. Van Dreedt was seen at night, and no trace of him has been found.

Van Dreedt was dragged from the Star Mother. The overtones somewhere, though devoid of

### O3. SUMMARY OF EVENTS

#### DAY 3

The second set of vanishings occurred. The investigators first hear of the loss of the Giuseppe Funaro, two Italian fisherman, this morning. Their boat will be found in the harbor. Cagni and Funaro were middle-aged men.

Cagni and Funaro were attacked by the Helene, slain, and fed to the Star Mother.

### O4. SUMMARY OF EVENTS

#### DAY 4

Day 4, Morning: Around 10 AM, the vessel Cagni and Funaro floats to port, the vessel is impounded by the U.S. Coast Guard.

### O5. SUMMARY OF EVENTS

#### SEA MONSTERS

Among the favorite legends relating to various parts of the mouth of the Mists are the serpents of various kinds, three-eyed shark, gill men, and others. Also told is the legend of the three-eyed shark, gill men, and others. Also told is the legend of the three-eyed shark, gill men, and others.

### O6. SUMMARY OF EVENTS

#### GHOST SHIPS

A number of fishermen tell stories of having sighted "ghost ships" of various kinds, abandoned hulks as well as ship-shaped vessels, all of antique design. The fishermen are sheepish about admitting these tales but suggest the investigators visit the lighthouse keeper, Basil Elton, if they wish to hear more (810).

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

Armand Medeiros

Type: Kingsport Fisherman Race: 10

COMBAT	
Weapon	Atk/Dmg
Flint	55 1d3+db

Bobby Silks

Type: Henchman of Arkham Crime Race: 14

COMBAT	
Weapon	Atk/Dmg
Flint	75 1d3+db
Head Butt	55 1d4+db
Kick	45 1d6+db
Grapple	70 N/A
Blackjack	75 1d8+db *knock
Fighting Knife	65 1d4+2+db
.38 Revolver	55 1d10
Damage Bonus	+1d4

Rough Thug

Type: Muscle for the Arkham Mob Race: 10

COMBAT	
Weapon	Atk/Dmg
Flint	75 1d3+db
Head Butt	55 1d4+db
Kick	45 1d6+db
Grapple	70 N/A
Blackjack	75 1d8+db *knock
Fighting Knife	65 1d4+2+db
.38 Revolver	55 1d10
Damage Bonus	+1d4









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