

# The Escape from Innsmouth

You are a resident of Innsmouth, and fully privy to its terrifying secrets. If you haven't go read the story '*The Shadow Over Innsmouth*.' It is February 1928, and the night the Federal Government has decided to raid your town.'

## Who Are You?

What is your name? What is your job? Do you have a hobby? Figure that out. Perhaps you are an initiate at the Temple of the Esoteric Order of Dagon? Maybe you work on the docks? Are you a grandchild of Obed Marsh? Perhaps you were a sailor? Where you policeman? At least one of you should be a member of the temple clergy it is recommended.

## How Deep Are You?

All have the taint of the Deep Ones. How strong is it in you?

1 – You are ready to return to the sea. There is no way you can pass as human. The water is as easy for you as land is for humans. You can breathe underwater. You are fluent in Deep Speak.

2 – You are more fish than man at this point. You can't pass for human, but you aren't hopeless on land either. Your leathery skin is harder to hurt. You can speak a little Deep Speak.

3 – The taint grows strong in you. You can only pass for human with careful costuming, but you are not so far gone as to be caught out from a distance.

4 – You have the strange, hitching walk of an Innsmouth. You move a little slower on land, but a bit faster in water. You can understand, but not speak Deep.

5 – You have a bit of the 'Innsmouth Look.' Anyone who knows what to look for will see it.

6 – The taint has yet to show itself within you. You look like a perfectly normal human. You can't even understand the speech of the Deep.

## You Have Some Sort Of Useful Item

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|----------------------|---------------------|
| 1 – A pistol         | 4 – A knife         |
| 2 – A flashlight     | 5 – A bicycle       |
| 3 – A sigil of Dagon | 6 - A piece of gold |

## It Has Begun

You and your party members happen to be on a street corner when word comes that the streets out of town have been blocked off, and that Government agents are starting to flood into the town. They are going door to door it's said, arresting anyone they find. You've decided to help each other escape the city.

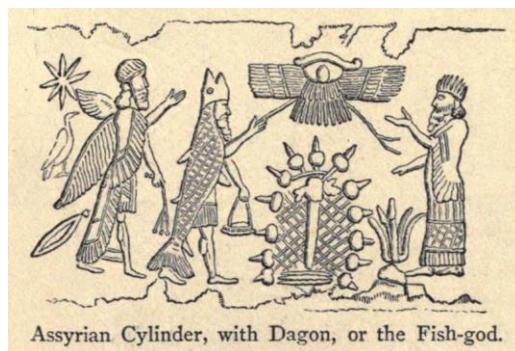
Broadly speaking, there are three ways out of the city: by getting to the ocean and either stealing a boat or diving in; finding a way past the roadblocks and heading out into the land around the town, or possibly by retreating to the temple and using the spellbooks there to try and open a portal elsewhere. All have their risks.

## How To Do Things

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If you are in the water, and rolled a 1,2, or 3 to see how tainted you are, you can roll two dice and take your pick.

If you rolled 4, 5, or 6 to see how tainted you are and if the roll comes to trying to pass as a normal human you can roll two dice and take your pick.



Assyrian Cylinder, with Dagon, or the Fish-god.