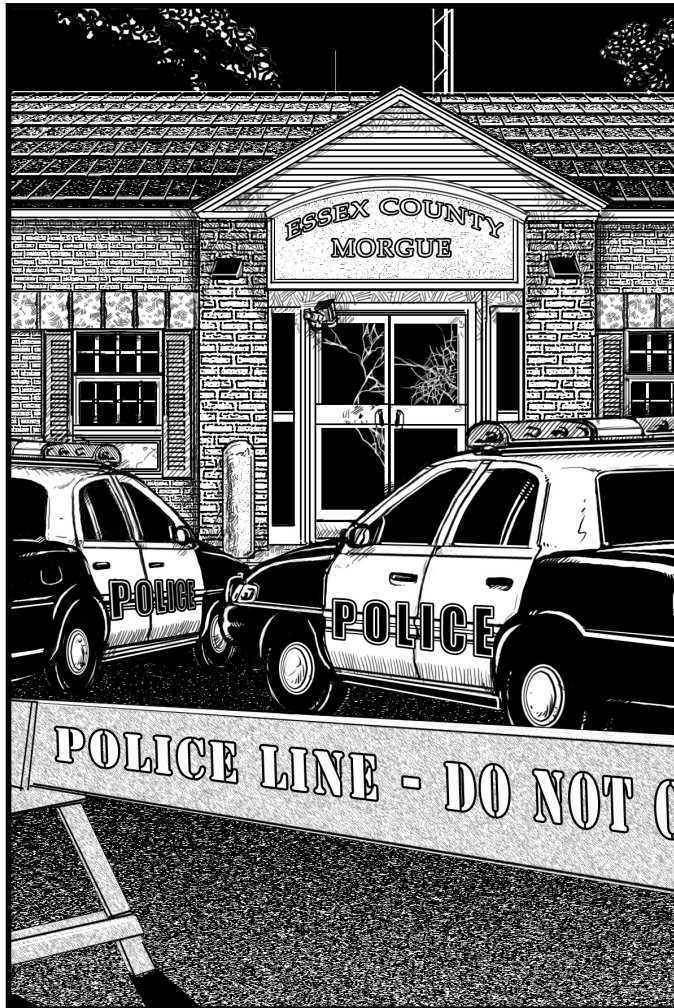


# Arkham Case Files

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# Arkham Case Files

## Deep Morgue

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## About Newburyport

The Massachusetts city of Newburyport was founded in 1635 as part of the Newbury Plantation that later evolved into the city of Newbury. It was a small town that focused on fishing, shipbuilding and shipping. As it grew more industries related to these trades increased and allowed for greater economic growth. The city continues to thrive and many people and industries sometimes show interest in Newburyport for potential business development.

## The Hook

Keepers are encouraged to find a creative way to bring their investigators to this small city. Several options are available from rumors coming from Miskatonic University and from locals around the area. Other options will work such as the investigators being on some short holidays in the area or just passing through and taking a break in the area. However the keeper chooses to draw their investigators to the city make sure there is something interesting to draw them here. Engage them as they interact within the town. Let them engage with some city residents allowing them to get a feel for the city and its area.

However the keeper and investigators get into the area they are quickly contacted by an anonymous caller who insists that they attend the county morgue on the west side of town on Merrimack Street. The caller tells the investigators that they recently had a body brought into the morgue that was dragged out of the river and something was not right. The morgue has been barricaded off and strange things are happening in there but he is hesitant to say what. A **Persuade** roll could convince them to tell the investigators that hearsay says there are monsters in the morgue but the caller laughs nervously at this idea. They also say that they have heard about the work the

investigators do and the caller believes they can help. He says to go to the morgue and ask for Sergeant Blake, a police officer who is part of a police line that is currently standing off with whatever is in the morgue.

## Sergeant Blake

The police officer the anonymous caller told them to talk to at first is difficult to find. Many officers will try and tell the investigators that this is none of their concern and should go back and leave it to them. The investigators can try to get more information or get into the stand off by posing as reporters or some other group that the police are forced to allow into the area around the morgue. Regardless of what reason the investigators tell the police of why they are there, they should be met with some resistance.

After a bit of patience on the investigators part, Sergeant Blake approaches them and inquires who they are. After the investigators explain the anonymous call the Sergeant becomes friendly and inviting. He wants to help the investigators get into the morgue and root out whatever is in there. He says a few squads of police have gone in there and very few have come out. Lots of screaming came following their entry and those that did come out of the morgue were mentally unstable and had to be taken to the local hospital.

A **Psychoanalysis** or **Psychology** roll will reveal that Black is overly friendly and inviting for an officer that has never met or heard of them. Further questions will reveal that it was Sergeant Blake that ordered the squads of officers into the morgue. If the skill check was successful then the investigators will realize that the Sergeant is showing little remorse for the loss and afflictions of the officers that he sent in there.

If the investigators mention anything about monsters the Sergeant laughs it off saying that there is no such thing as



monsters and any rumors that the investigators have heard regarding such things should be taken as words from scared officers. He will admit that some strange things seem to be happening in the morgue but that is only because they are not sure of what is going on in there. He assures the investigators that once their teams are able to get safely into the building that all these occurrences can easily be explained away.

Once investigators are done with the questions, Blake will move the investigators towards the front doors of the morgue. If the keeper has anyone question Blake, he will simply say that the investigators are special agents from Boston sent to help out. The officers in the stand off will grumble against the sergeant sending more men in but will allow the investigators through at the orders of Sergeant Blake.

**Sergeant Blake**

**STR 10 CON 14 SIZ 10 INT 12 POW 04**

**DEX 12 APP 08 EDU 06 SAN 0**

**Move 6 HP 12**

**Damage Bonus +0**

**Weapons:** 9mm 25%, damage 1d10

Shotgun 35%, damage 4d6/2d6/1d6

Fist 40%, damage 1d3

**Skills:** Climb 50%, Dodge 24%, Drive Auto 35%, Fast Talk 40%, Law 55%, Martial Arts 40%, Persuade 50%, Spot Hidden 30%, Track 55%, Handgun 25%, Shotgun 35%.

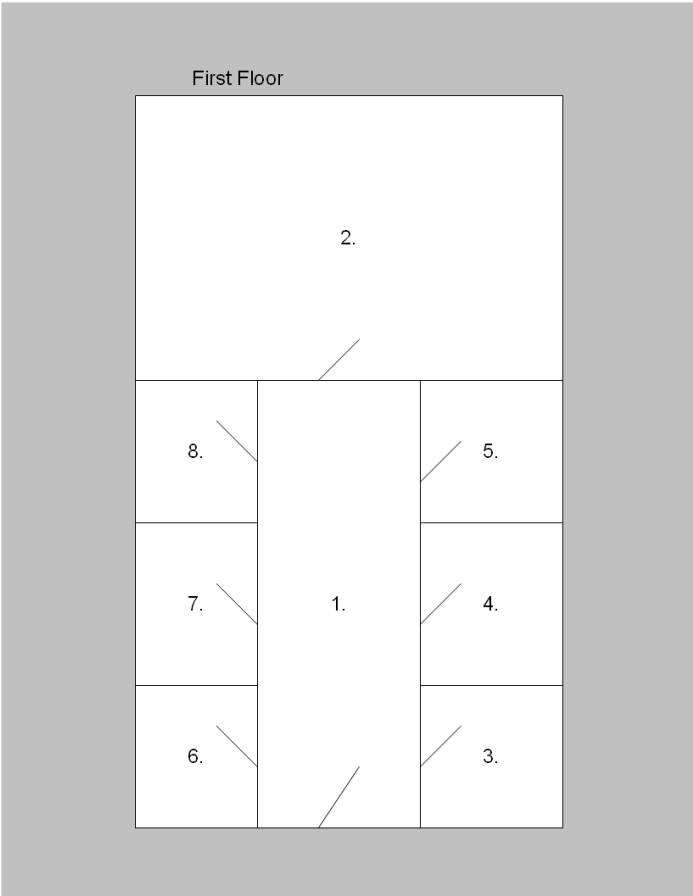
**County Morgue**

Once Sergeant Blake permits the investigators to enter the morgue they will immediately see that something unnatural is within the morgue. Seaweeds and river weeds are growing all over the outside of the walls and if the keeper decides it is not raining the front door and walls are wet as if it was down pouring. This makes the steps and railing difficult to walk on and handle, causing investigators to slip if the keeper so desires. A musty stench also surrounds the front door.

**1. Front Hallway**

The musty stench follows the investigators into the morgue. The overpowering stench can make anyone walking into it nauseous. Possibly causing investigators to gag or even all out vomit from the power of it. Once investigators get over the power of the mustiness, they will be able to focus on the scene before them. The front hallway is a mess with stretchers scattered along the hall, some tipped over in the middle of the hall. There are medical supplies laying all over the floor including some open syringes that investigators should be wary of stepping on. Any who do step on these syringes risk getting sick for a couple of days but will cause no further damage.

Once the investigators get their bearings within the front hallway they will see a couple of creatures emerge from one of the side hallways. The creatures appear as waterlogged corpses and investigators will be able to see water dripping from their mouths and eyes along with river weeds growing out of their nose and ears. The waterlogged creatures look to have been at once human and this is evident from one of them wearing a police uniform and the other medical scrubs.



After the creatures are overcome the investigators can attempt a **Spot Hidden** roll. If they succeed they will notice medical journals spread throughout the hallway. Most are files of bodies that have been brought into the morgue over the last few weeks but if they are diligent enough and continue to look they will find the files dealing with the body that they are here to investigate. The file is written by the chief mortician Dr. Edward Mahon. The file reads as follows:

July 6, 2012

The body that came in here today seemed for all purposes to be normal but upon closer examination several discrepancies have made themselves obvious.

First was the waterlogged condition of the body. No body, no matter how long it has been sitting in the water could absorb and retain this much water. In normal circumstances, a body would begin to start dropping away such waterlogged body parts since they are no longer able to retain normal body functions.

Second, the body is so calloused that a scalpel under initial pressure was unable to penetrate the skin's membrane. I have never seen a body so calloused over as to do this. It is almost as if the skin consistency was that of reptilian scales. I know of no natural disease or sickness that would cause this to a human body. The lifestyle that this unidentified person lived would be of interest to me to see what kind of circumstances occurred to allow such changes to happen. Luckily the scalpel was able to penetrate the skin but with more pressure than would be normally acceptable.

Lastly, the interior lay out of the organs was unlike anything

I have ever seen. It was like looking at a whole new species of human being. I am not one to believe in aliens, but this could convert me. There is no possible way this person could live with the way their organs were disorganized.

July 7, 2012

When I came in this morning the strange body that was brought in yesterday was sprawled out on the floor close to the door to the hallway. At first I accused the overnight security guard but he denied all involvement in moving the body. He said that he did his patrols through this room all night and never noticed the body moved so thought it had moved sometime in the last hour.

One more thing started to amaze me as I looked over the body. It was starting to change into something monstrous. The body was now deformed and it looked as if gills had formed on its neck. I am starting to wonder what I am dealing with and am concerned as to what may be visiting our fair city.

This is where any relevant journals end. There are more journals laying about but none of them hold any relevant information to the current case.

#### Waterlogged Creature

	1.	2.
<b>STR</b>	15	14
<b>CON</b>	18	16
<b>SIZ</b>	12	12
<b>POW</b>	1	1
<b>DEX</b>	10	12
<b>Move</b>	6	6
<b>HP</b>	15	12

**Damage Bonus:** +1d4

**Weapon:** Hand to Hand 35%, damage 1d3 +1d4

**Skills:** Pursue 30%, Track 50%

**Sanity Loss:** 0/1d3 Sanity points to see a waterlogged creature.

#### 2. Medical Observation Room

This room is just as much a mess as the front hallway with stretchers spilled on the floor and even some bodies pulled out of the refrigerated drawers on the left side of the room. More observation will reveal a thin layer of water all over the floor of the room with blood and some human organs mixed into it. Other fluids seem to be mixed into the water but nothing seems to be recognizable. A **Chemistry** roll can be made to realize that the fluids are nothing that should be here. They are alien in origin making it certain that they are dealing with something out of this world.

There is nothing else of interest in the room. Anything that may have been in here has been removed with no signs that anything of the sort has happened.

Once the investigators get ready to leave the room a group of four waterlogged creatures rise from the bodies on the floor and attack the investigators..

#### Waterlogged Creature

	1.	2.	3.	4.
<b>STR</b>	12	14	10	14
<b>CON</b>	14	12	16	18

<b>SIZ</b>	12	12	10	12
<b>POW</b>	1	1	1	1
<b>DEX</b>	12	14	10	12
<b>Move</b>	6	6	6	6
<b>HP</b>	12	10	14	16

**Damage Bonus:** +1d4

**Weapon:** Hand to Hand 35%, damage 1d3 +1d4

**Skills:** Pursue 30%, Track 50%

**Sanity Loss:** 0/1d3 Sanity points to see a waterlogged creature.

#### 3. Security Room

This room is fairly empty except for the camera equipment that sits on the desk in the room. A dead security guard with his face exploded from the back of the head is slumped over the control equipment requiring the investigators to clean off the equipment if they want to use it. A stench also encompasses the room making it evident that the dead security guard has been there for a few days.

A **Computer Use** check will enable the investigators to rewind the camera tapes and see what has been happening for the last few days. It will take a few hours, but if they keep at it they will start to see a lizard like creature walking around the morgue. The waterlogged creatures seem to be accompanying it as well as a man dressed in black clothes. A **Law** check will reveal that the garb is that worn by police special ops teams. The investigators may also try a **Cthulhu Mythos** check to see if they identify the lizard like creature. If they succeed they easily identify it as a deep one. Speculation can be made at what a deep one is doing on land.

The investigators can attempt to search and examine the security guards body. If they do so they will find a short automatic pistol (1d6 damage) and a baton. There is some spare ammo in one of the desk drawers but nothing else. A **Medicine** roll also reveals that there is no blood left in the security guards body. There are signs of needle punctures that must have been the source of the drained blood.

#### 4. Mortician's Office

This door seems to be jammed shut and is difficult for the investigators to open. A check on the resistance table versus a STR 10 is required to break the door open. Once the door is open they will hear someone in a panic behind the door. The first investigators through the door can make a **Spot Hidden** check to see the needle trap that falls from the ceiling. If they fail, a needle full of a blue liquid plunges itself into their neck. The liquid in the needle has a POT 30 that the keeper must roll on the resistance table against the investigators CON. If the liquid takes affect the investigator falls convulsing to the floor and will die within 1 minute. There is little the other investigators can do and the man who set the trap is cowering in the room laughing at his trap as the investigator dies.

#### Dr. Edward Mahon

The mortician that works here has completely lost all shreds of sanity and talks under his breath of all kinds of insanities. For the most part the investigators will not be able to make sense of anything he is saying. If the investigators proceed to ask him any questions he will start mumbling and cross his arms refusing to answer the question. Every now and then he will

mutter something about them being followers of the water creature. A **Persuade** roll will convince the doctor that they are there to help him but he will still be wary.

If the investigators ask him what happened he will start telling them about the day that the body was brought into the morgue and starts telling them the information that was on the reports the investigators should have found in the front hallway. If the investigators have found these journals then they can ask him what happened after those reports happened and the doctor will tell them that the body transformed into a lizard like creature and started to attack the people in the building. He called the police and is not surprised to see them dying against the monster. He doubts the investigators will be able to do anything.

The investigators can start to talk to him about mythos concerns and mention the deep ones but the doctor will say nothing about this and start to insist that they are crazy and should leave. The investigators can ask him for any final help and with a **Persuade** roll, he will give them the keys to the stairway next door.

Once the investigators leave, they will notice that the doctor once again secures the door and starts to rummage behind the door mumbling away his insanities.

**Dr. Edward Mahon**

**STR 6 CON 12 SIZ 8 INT 18 POW 2**

**DEX 10 APP 8 EDU 18 SAN 0**

**Move 6 HP 12**

**Damage Bonus -1d2**

**Weapons:** Fist 40%, damage 1

**Skills:** Anthropology 40%, Biology 60%, Computer Use 35%, Drive Auto 40%, Medicine 75%, Pharmacy 25%.

**5. Stairway**

This heavy metal door is locked and if the investigators think about it while they talk to Dr. Edward Mahon he will give them the keys with a **Persuade** roll. If they do not get the keys from his they can go and try to talk to him again (if they haven't already). They will have to try and push the door open again and will once again have to roll to avoid the same trap that they tripped when they first entered the room. The doctor will be surprised to see them again and will give them the keys if they convince him to do so.

Once they get the keys, they can easily open the door to a group of four waterlogged creatures. Once these creatures are defeated they will be able to see that a stairway going down into the basement is in the far corner.

**Waterlogged Creature**

	1.	2.	3.	4.
<b>STR</b>	15	13	14	12
<b>CON</b>	18	14	16	15
<b>SIZ</b>	12	10	10	11
<b>POW</b>	1	1	1	1
<b>DEX</b>	10	11	10	12
<b>Move</b>	6	6	6	6
<b>HP</b>	14	12	15	12

**Damage Bonus:** +1d4

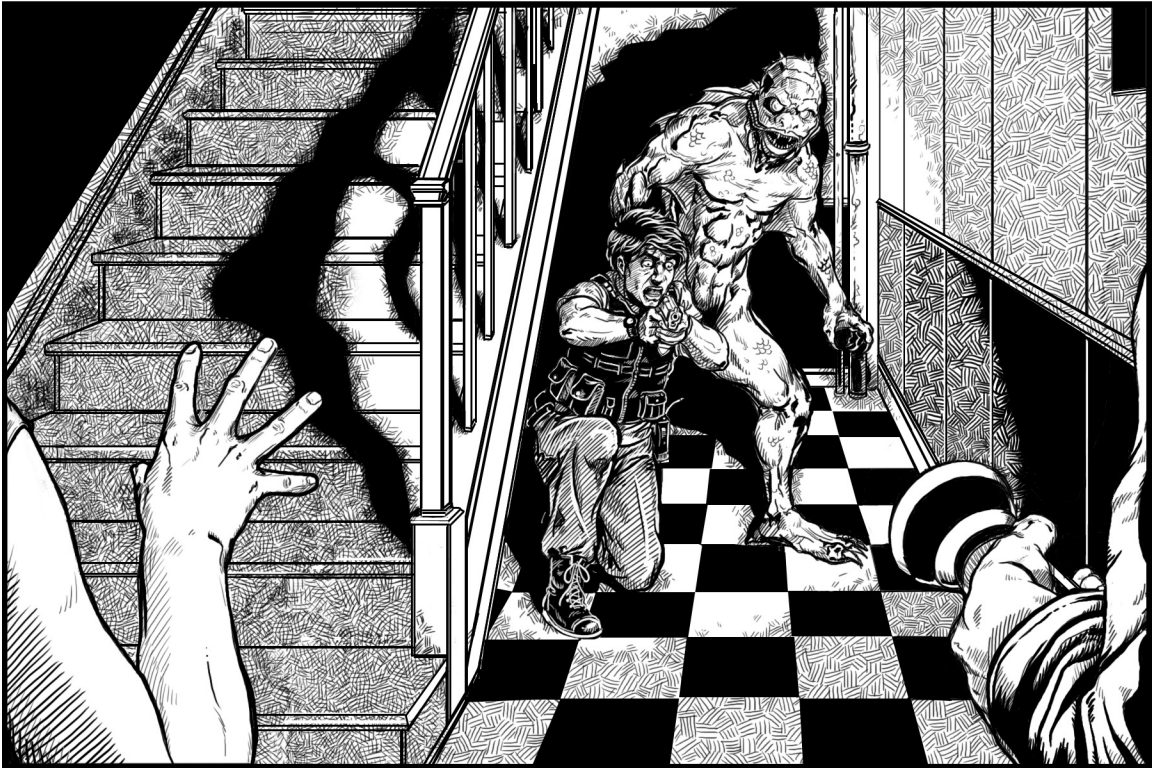
**Weapon:** Hand to Hand 35%, damage 1d3 +1d4

**Skills:** Pursue 30%, Track 50%

**Sanity Loss:** 0/1d3 Sanity points to see a waterlogged creature.

**6. Record Room**

The investigators can easily get into this unlocked room where they will find shelves full of boxes of medical and morticians reports concerning all bodies that have come through



here. The investigators can if they want go through some of the boxes but they will find nothing relevant about the current situation in here.

## 7. Lunch Room

The door to this room is open and inside is a body of a man slumped over a table. The body is wearing medical scrubs and seems to have been killed in a bloodless way. A **Medicine** check will reveal that the man was strangled and will also reveal that he too was drained of blood. No other signs of violence are on the body indicating that he was taken by surprise. The room is a bit of a mess as though someone was looking through overhead cupboards but there is nothing but broken dishes in them. The counter top along the far wall has a sink and a small refrigerator. The sink holds some sludge like water and the fridge holds some vials of blood.

## 8. Employee Washroom

This door is locked as well but can either be broken down on the resistance table verses a STR 10 or if they have the keys from Dr. Edward Mahon they can simply unlock the door.

Inside is a grisly scene where another one of the doctors assistants can be seen sitting on a toilet with a large hole in his head and a large blood splatter on the back wall. A pistol can be found on the ground making it more than obvious that this assistant committed suicide. There is nothing else of interest and the standard **Medicine** check will also reveal that there is no other blood in his body.

## The Basement

Once the investigators are done on the first floor they can move down to the basement. The musty smell once again becomes overbearing and may cause some of the investigators to get sick again.

### 1. Stairs

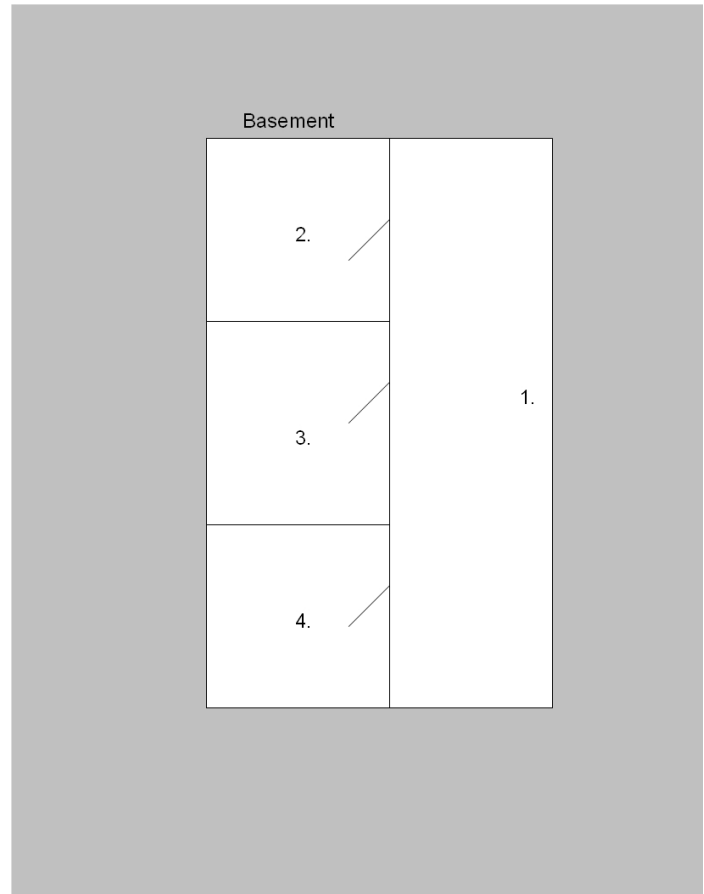
When the investigators first come down the stairs, there is nothing significant on the floors or about the area that can be taken note of. They will have time to look around the basement and in the various rooms once they get down the stairs.

Once they are done looking around the rooms in the basement and proceed to go back upstairs, they will hear a click from a pistol and see Sergeant Blake and a deep one emerge from a darkened area underneath the stairs.

The sergeant will not allow the investigators to say much and will demand that they submit to the deep one and recognize their superiority and praise them for the worship to great Cthulhu. The investigators can attempt to question Blake and he will answer on behalf of the deep one.

Blake will explain that he allowed them in here to help harvest their blood to retransform his master into a human form. He will not reveal how the deep one came to be here, only revealing that it was through an unfortunate set of circumstances. He once again demands that they submit. If they refuse the deep one will signal for the creatures to grab the investigators. A fight will inevitably ensue. Once the battle starts to turn against the deep one, Blake will run and not stick around. The deep one will try to flee as well while the creatures

are taken down. If an investigators pursues them, the deep one will turn and fight but Blake will continue to run until he is outside and safe.



### Deep One

**STR 14 CON 10 SIZ 15**

**INT 16 POW 12 DEX 12**

**Move 8/10 swimming HP 12**

**Damage Bonus +1d4**

**Weapons:** Claw 25%, damage 1d6 +1d4

**Skills:** Climb 50%, Dodge 25%,

**Sanity Loss:** 0/1d6 Sanity points to see a deep one.

### 2. First Storage Room

This storage room has been set up as a small shrine to Cthulhu. There is a small idol on a table surrounded by candles. Each investigator needs to make a SAN roll or lose 1d2 SAN. When they look around the room they will see pools of blood and other grotesque body parts laying around the floor and on various tables in the room.

### 3. Second Storage Room

This room was also used for storage but now has six police officers strung up against the walls and on stretchers. Four waterlogged creatures are working on the officers drawing blood out of them and into blood bags. What purpose these could possibly have remains a mystery as the waterlogged creatures take no notice of the investigators. Once the investigators move to try and save the officers do the creatures

move to stop them and try to kill the investigators.

#### **Waterlogged Creature**

	<b>1.</b>	<b>2.</b>	<b>3.</b>	<b>4.</b>
<b>STR</b>	10	14	12	16
<b>CON</b>	12	15	10	12
<b>SIZ</b>	12	11	10	12
<b>POW</b>	1	1	1	1
<b>DEX</b>	14	12	16	10
<b>Move</b>	6	6	6	6
<b>HP</b>	10	13	9	11

**Damage Bonus:** +1d4

**Weapon:** Hand to Hand 35%, damage 1d3 +1d4

**Skills:** Pursue 30%, Track 50%

**Sanity Loss:** 0/1d3 Sanity points to see a waterlogged creature.

#### **4, Utility Room**

Besides the furnace and water heater there are no items of note in this room. The walls are bare and the floor is concrete. Some cleaning supplies can be found in here, but other than that the room is sparse with any signs of activity or use.

#### **Conclusion**

When the investigators emerge from the morgue, they are quickly approached by a police captain wondering what happened in there and what became of Sergeant Blake. The investigators are free to tell the captain whatever they want but they must remember that the captain most likely has no knowledge of the mythos or its monsters so should probably be saved the details.

Once the captain thanks the investigators and sends them on their way, each investigator receives 1d3 SAN.