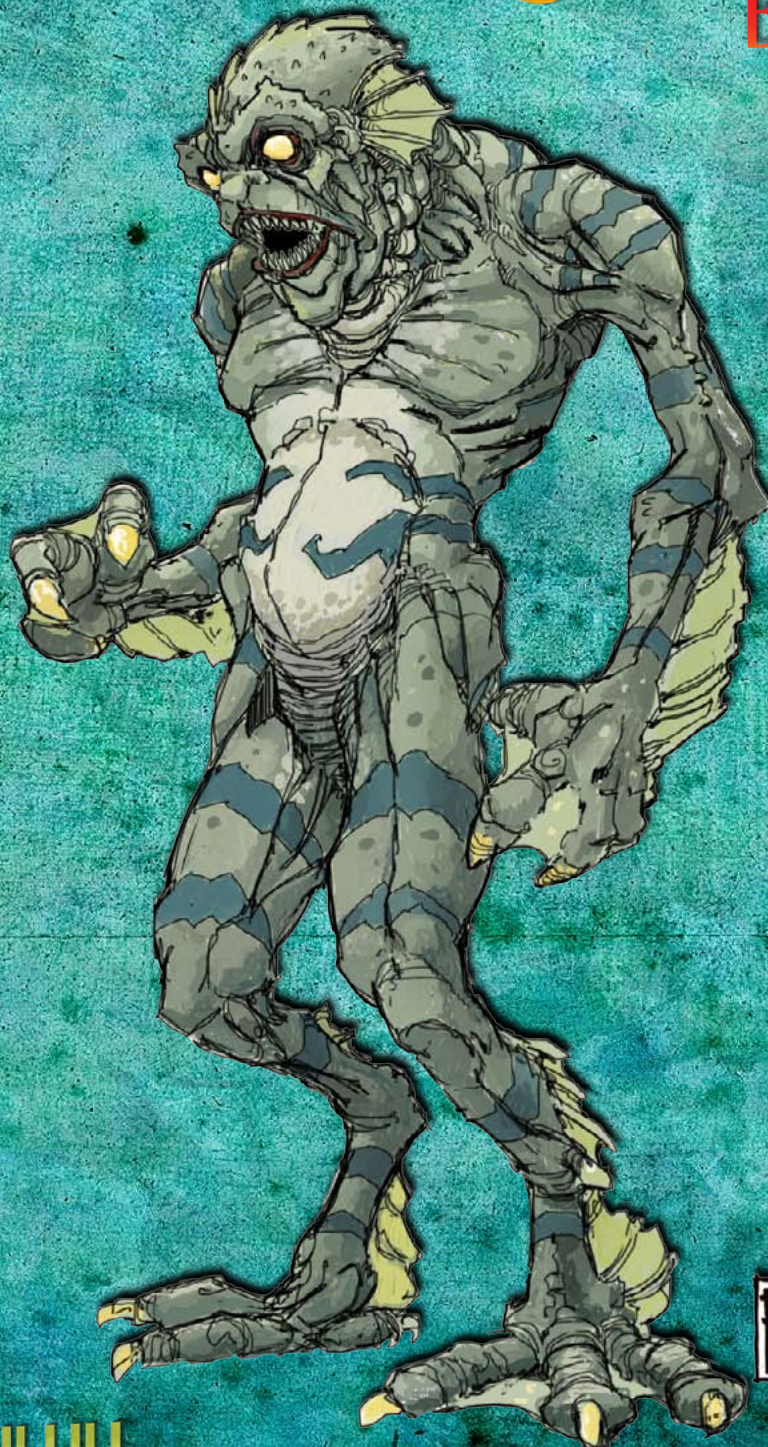


HIDEOUS CREATURES

DEEP ONES

BY KENNETH
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TRAIL OF CTHULHU



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Deep Ones

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Hideous Creatures: Introduction

Lovecraft created his various “shadowy congeners” because the stories of vampires, werewolves, and even ghosts had become too familiar and too formulaic to evoke true horror. Almost a century after he wrote, his own monstrous races have likewise begun to seem like comfortable story furniture rather than unnerving signals that the world is horrible and wrong.

Our goal with this series is to present a comprehensive look at Lovecraft’s hideous creatures, from as many angles as we can. Our goal is contradiction, surprise, and most especially the uncanny: the recognition of something familiar as something weird. As in the “Gods and Titans” section of the Trail of Cthulhu core book, this series deliberately contradicts itself, blurring boundaries and erasing certainties in the name of the uncanny. In your campaign, these variant truths might be misunderstandings, legends, heresies, or deliberate lies spread by the creatures to lull their foes into a false sense of familiarity.

Change anything and everything in these pages, most especially the ability scores. If you need a terrifying assassin, a brief but survivable fright, or a sanity-shattering horror, just add or subtract points at will.

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The Deep Ones

"I THINK THEIR PREDOMINANT COLOUR WAS A GREYISH-GREEN, THOUGH THEY HAD WHITE BELLIES. THEY WERE MOSTLY SHINY AND SLIPPERY, BUT THE RIDGES OF THEIR BACKS WERE SCALY. THEIR FORMS VAGUELY SUGGESTED THE ANTHROPOID, WHILE THEIR HEADS WERE THE HEADS OF FISH, WITH PRODIGIOUS BULGING EYES THAT NEVER CLOSED. AT THE SIDES OF THEIR NECKS WERE PALPITATING GILLS, AND THEIR LONG PAWS WERE WEBBED. THEY HOPPED IRREGULARLY, SOMETIMES ON TWO LEGS AND SOMETIMES ON FOUR. I WAS SOMEHOW GLAD THAT THEY HAD NO MORE THAN FOUR LIMBS. THEIR CROAKING, BAYING VOICES, CLEARLY USED FOR ARTICULATE SPEECH, HELD ALL THE DARK SHADES OF EXPRESSION WHICH THEIR STARING FACES LACKED."

– "THE SHADOW OVER INNSMOUTH"

The amphibious humanoid species known as the Deep Ones moves with alarming speed on land, and with predatory grace and power under water. Their teeth and claws are razor-sharp, and their skin combines scales with a thick subdermal layer for efficient protection against injury and cold. Ducts and nictitating membranes keep their large, black eyes moist. Although often described as fish-like or frog-like, the Deep Ones in your campaign might also resemble or at least evoke:

- Sharks (terrifyingly fast, rugose, voracious)
- Orcas (massive, bulbous, particolored, matriarchal)
- Dolphins (chattering speech, lustful, eerily intelligent)
- Snapping turtles (fierce, ambush tactics, flexible neck)
- Barracudas or piranhas (gigantic needle-sharp teeth, pack predator, dusky color, slimy)
- Alligators (blackish-green, leathery hide, powerful jaws)

Deep Ones are immortal unless killed violently. This makes their personalities sociopathically alien to us, even leaving aside the Deep One contempt for land-

dwellers. The only reliable points of communication between Deep Ones and humans center on human greed for gold (easily mined from seawater by Deep One magic, technology, or biological servitors) and desire for immortality. Deep Ones can also dominate a human society dependent on fishing for its survival; whether by magic, pheromones, or advanced genetic manipulation, they can ensure plentiful catches. Deep One and human aesthetics are not completely separate: Deep One art (usually metalwork or jewelry) captivates and intrigues some human artists, even those without Deep One hybrid ancestry.

Most Deep Ones live in submerged cities on the continental shelves, including Y'ha-nthlei off Innsmouth, Massachusetts, Ahu-Y'hloa near Cornwall, and G'll-Hoo off southern Iceland. Other unnamed Deep One cities lie near the Ryukyu Islands and Ponape in the western Pacific; a large Deep One complex likely surrounds sunken R'lyeh. However, they can also dwell beneath deep lakes such as Titicaca or Baikal: they do not require salt water to survive, or can use magic or bio-tech to live outside it.

Deep Ones bring monstrosities from the oceanic abysses to the surface, using them to guard their cities and their hybrids' land settlements. The Deep

Ones of Innsmouth had salvaged (or built, or summoned) a shoggoth.

Some Deep Ones interbreed with humans. Human reasons for such congress usually come down to greed for wealth, knowledge, immortality, or power. What the Deep Ones might want from humans is more of an open question:

- Human form is a part of the Deep One life cycle. All Deep Ones begin as humans in their "caterpillar stage" and then emerge.
- Deep Ones spread their seed in humanity to keep control of land-based events with a network of easily activated genetic "sleepers" who don't even know they were recruited by their own blood.
- Deep Ones are cruel; they enjoy raping humans, or do so to exercise dominance and power, just like Balkan war criminals.
- Cthulhu (or Dagon) told (or created) the Deep Ones to breed with humanity, perhaps to dilute the original Elder Thing engineering, or for ritual/magical reasons.
- Deep Ones need exogamous human genes because their own alien (or artificial) germ-plasm drifts,

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decays, or stultifies under Earthly conditions.

Whatever the reason, the result is hybrid offspring. Such a hybrid begins life as a human-looking child who gradually develops bulbous eyes, rugose skin at the throat, webbed digits, etc. Around adolescence or middle age (depending on stress levels and proximity to the ocean) the hybrid begins dreaming of his underwater heritage and eventually (often after severe stress) undergoes a monstrous transformation into a Deep One. Deep One hybridism can pass through several generations of seemingly normal humans, until it manifests as dominant, or surfaces after a trigger event.

Deep Ones

Abilities (on land/in water): Athletics 8/12, Health 9, Scuffling 8/12, Weapons 6/4

Magic: 7 (up to 10+ for Deep One priests/sorcerers); spells almost always include Contact Deep Ones, Contact Cthulhu, Contact Star-Spawn. These spells cost Deep Ones only 1 Magic point to cast.

Hit Threshold: 4/5

Alertness Modifier: +0/+1

Stealth Modifier: +0/+1

Weapon: +1 (claw), +1 (trident), +1 (spear gun or harpoon)

Armor: -1 vs. any (scales and skin)

Stability Loss: +0

Deep One Hybrids

Deep One hybrids refresh 3 pool points of Athletics or Scuffling per scene after being submerged in seawater. Their Athletics pools on land are halved from "normal" NPC values; their hopping, shuffling gait slows them down.

Deep One hybrid Investigators (usually with In the Blood as a Drive) take +1 Stability loss from seeing Deep Ones or their ilk, or from any trauma involving drowning or the ocean.



Possible Deep One Abilities

Mix and match these abilities for the Deep Ones in your campaign. Even within the same scenario, some batrachians might have more or fewer of these powers (and higher or lower ability pools). Not all hybrids breed true, perhaps, or some bloodlines

produce stronger spawn. Deep Ones may use bio-engineering to sculpt their shoggoths; surely, they can reshape themselves likewise.

Bite: A Deep One bite does +1 damage. Overlapping orca-like teeth bent slightly inward allow the Deep One to hold victims in place: by paying 2 Scuffling points, the Deep One clamps down on its foe and automatically

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hits with a free bite attack each round thereafter. It and its victim take -1 to their Hit Threshold against each other.

Call Storms: Deep One sorcerers or parapsychists can alter the weather, calling up storms, fog, and even waterspouts. Assign a value to the storm (the Difficulty number for a Piloting test to escape it, or for a Sense Trouble to see anything in it); the magus must spend 1 Magic point per hour until the total spent equals the storm value.

Deep Sight: Deep Ones can see in a highly energetic wave band even in the blackness of the ocean deeps. (Their cities glow in this wavelength.) They never suffer penalties for darkness.

Echolocation: Like dolphins or orcas, Deep Ones can map and track objects by sound underwater. Their Alertness Modifier goes up to +2 underwater, and +1 on land for noisy targets.

Frog-like Leap: Deep Ones can leap up to 10' vertically and 20' horizontally for 2 Athletics points.

Hypnotism: Some Deep Ones and hybrids have the Hypnosis ability (*Trail of Cthulhu*, p. 43) usually at 8+. Deep One Hypnosis can work on the unwilling, and includes simple commands ("open the door"); those with Deep One taint take -2 to their Stability roll to resist. These Deep Ones are also likely to have the Mind Exchange spell.

Inhuman Strength: Deep One muscles resist the crushing pressures of the ocean; on land, they can perform unnatural feats of strength from snapping ropes or chains to ripping car doors open. Each such feat costs 3 Athletics pool points. A Deep One can also spend 3 Athletics points to do an additional instance of claw damage after a successful claw Scuffling hit.

Sharkskin: Rubbing against a Deep One's hide abrades ropes and tears

softer human or animal skin, opening wounds and causing open bleeding. This might do 1 Health point of damage (automatic damage in any close combat with the creatures), but it mostly attracts predators or pollutes magical workings.

Size: Deep Ones grow larger and more powerful over time. Add 1 point to Athletics, 5 points each to Health and Scuffling, 3 points to Weapons, +2 to damage, and -1 to armor for every 1,000 years of age. Add the points to the land value, and extrapolate the water value accordingly.

Telepathy: A Deep One can read the mind of, and send its thoughts to, any Deep One, hybrid, or dreaming human within a mile. (Stability test against the Deep One's Magic pool to resist; the Deep One may add +1 to its Magic pool for every five Deep Ones assisting it.) Alcohol (drinking enough to cost 2 Health) may block the Deep Ones' telepathic abilities.

VARIATIONS

"THEY WERE THE BLASPHEMOUS FISH-FROGS OF THE NAMELESS DESIGN -- LIVING AND HORRIBLE."

- "THE SHADOW OVER INNSMOUTH"

- Deep Ones are a parallel race of amphibious hominids that evolved 15 million years ago during the Miocene. They became entirely aquatic during the subsidence of Lemuria or Atlantis; they have interbred with humanity since our evolution, linking the two species and explaining humans' relative comfort in the water compared to other primates.
- Deep Ones are alien beings with highly morphogenetic ontogeny: their DNA adapts to its planetary and birth environment. They evolved on a water world orbiting

Sirius C, and were brought to Earth by the Xothians.

- Deep Ones are a soldier caste genetically engineered from terrestrial armored fishes and temnospondyls by the Xothians 350 million years ago for their war against the Elder Things of Antarctica.
- Deep One taint is spread by inhaling a microorganism that blooms when the stars are right in certain stretches of coastal mud. It causes not only physical changes and pulmonary infarctions but religious mania, paranoia, and schizotypal homicidal frenzies.
- The crinoids' infra-genetic warfare memetically imprinted a fear of swastikas into all Deep Ones. They must make a successful Health test against Difficulty 6 to move in the direction of a swastika.
- As servitors of Cthulhu, Deep Ones can be warded off with an Elder Sign.
- The adaptable gametes of the Deep Ones can breed with any intelligent species - humans, dolphins, orcas, octopi, whales - to create other specialized hybrids. Deep One dolphin hybrids (called laniqua lua'huan) use telepathy and sonic mind control to dominate weak humans.
- Atlantis was the Deep One civilization, a merging of land and sea, a new R'lyeh on Earth. The Deep Ones of Atlantis ruled the world, spreading the worship of Tulu until their continent sank in 25,000 B.C. Its name is preserved in Y'ha-nthlei.
- Deep Ones (often mistaken for tritons) serve Nodens, Lord of the Deep Abyss, god of nets and fishermen, bearing his "chariot" (an

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extra-dimensional envelope) and hunting his enemies across the seas.

- Dolphins are actually the mature form of Deep Ones, the third stage of their evolution after human and batrachian. The Greek legend of Dionysus turning pirates into dolphins reflects this, as does the rudimentary hip and leg bone structure present in dolphins.
- Deep Ones are telepathic incorporeal entities like the Great Race of Yith; when they possess a creature, they mutate it over time into a batrachian form, although some rituals can hold the transformation at bay. Since they cannot be destroyed, they are immortal. They are the secret chiefs of the body-switching Cult of the Skull; recall Asenath Waite's "Innsmouth blood."
- Deep Ones are the children of Gol-Goroth, the batrachian Fisher From Outside. From him they receive their orgiastic cruelty and penchant for rape, and their power over tides and fish. Some of their rites and chants invoke Cthulhu because of his name's power, not because they revere him per se.

MYTHIC ECHOES

A malevolent species "who had lived since before man ever walked the earth" must have left traces in the "febrile phantasy and tenuous legend" of coastal peoples. Investigators may recognize the connections after a suitable Anthropology spend; orthodox scholars stubbornly refuse to see the pattern.

As with the variations and possible powers above, Deep Ones might more closely match their various mythic depictions than Lovecraft's fiction.

Adaro (Solomon Islands)

After death, the evil part of a human soul becomes the adaro. The adaro are man-shaped, with gills and flipper feet. Some adaro sport shark fins or sawfish blades on their heads; they hurl poisonous flying fish at their enemies. They travel inside waterspouts. Rainbows also herald their coming.

Akhlut (Esquimau)

Part wolf, part orca, this horrifying hunting creature can change shape to prowl the land or sea. Another Esquimau legend refers to the qalupalik, green-skinned humanoids who dwell in the ocean and kidnap children in pouches. They communicate by humming, possibly a reference to sonar or delphinoid squeak-speech. Both creatures serve Aipaloovik, the evil sea god.

Chiao-ren (China)

These mysterious beings (also called chiao-lung) live in the rivers, estuaries, and coastal waters along the South China Sea. The word *chiao* may derive from an older word meaning "cross-breed" or "mixture." They have been described as dragons, crocodiles, sharks, and "mermen." They take away fish, weave strange fabrics and create pearls, trap men with their stinking saliva and drink their victims' blood, and make weird croaking noises.

Kappa (Japan)

These vile "river children" resemble a cross between a monkey and a turtle with webbed feet and long, grasping arms. They smell unbelievably foul, eat human and animal livers, and rape women alone by the water. They are expert swimmers, of course. Their hair lies in a fringe around their heads, which contain a supernatural liquid giving them immense bone-breaking strength. Some Japanese legends say kappa taught the Japanese the arts

of farming and irrigation, possibly a memory of closer contact between Deep Ones and humans in prehistoric times.

Kullullû (Assyria/Babylonia)

Also called the *annedoti* ("repulsive ones"), these half-fish half-human beings played an unknown role in Mesopotamian lore. Some inscriptions indicate they provided mankind with learning and food; others list them with Tiamat and Abzu as chaos-born enemies of the good gods. Their name (which means "fish-man") is suggestive.

Mermaid (Medieval Europe)

Medieval bestiaries and sailors' tales described the mermaid as a cannibalistic creature consumed by lust. Some mermaids resembled sirens, somehow calling men to their deaths; others could predict or control the weather. Mermaids appeared off Ireland in 558, 887, and 1018, in the Bay of Biscay in 1147, near Greenland that century, Ceylon in 1560, and six sightings off Scotland between 1809 and 1870. Columbus and Henry Hudson saw mermaids, and Captain John Smith described the mermaid he saw in the Caribbean in 1614 as having large eyes, long ears, and green hair.

Nommo (Mali)

The Dogon tribe believe that an aquatic race came to earth and divided its blood among all mankind. The Nommos (from a Dogon word meaning "to make men drink") are hermaphroditic shape-shifters with humanoid torsos and fish-like skins and tails.

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Tritons/Nereids
(Greece/Rome)

The god Triton, the messenger of the sea, was the son of Poseidon and Celaeno, a Nereid or ocean-nymph. His spawn, the tritons, were half-fish, half-humans with gills who resembled marsh frogs. Their hands were webbed and clawed; they could command storms and fogs. Pliny describes Nereids seen off the coast of Spain in the reign of Tiberius as covered all over in green scales.

INVESTIGATIONS

Keepers should treat this section, and use these elements, even more idiosyncratically.

Clues

Performe, the clues in this section mostly point to “conventional” Deep Ones as painted in Lovecraft’s story “The Shadow Over Innsmouth.” Feel free to adjust them at will.

Accounting: These books show no expenditures for industrial equipment at all, just for coal and simple tools. It’s almost as though this “refinery” just melts down gold that it gets from somewhere else.

Anthropology: The people in this town seem to be moving in odd patterns. If I didn’t know better, I’d compare the populace here to shoaling fish.

Archaeology: Of all the settlements along this shoreline, this place had by far the largest fish middens. It seems like they caught more fish than the whole rest of the province.

Architecture: “Another thing which puzzled and disturbed me, even in some of the best-preserved mansions, was the tightly shuttered condition of many third-story and attic windows.”

Art History: Notice the idol’s bulging eyes, fishlike mouth, webbed hands, and ... er ... priapic tendency. This is a “Fisherman’s God” wood carving from the Cook Islands, near New Zealand; similar carvings appear all over the Pacific. (Anthropology)

Assess Honesty: This man doesn’t sweat. Or blink.

Astronomy: All of these murders for the past fifty years have happened right at high tide.

Biology: The shells in the sand left at the scene are from tiny deep-sea corals. Did the killer come here in a diving suit?

Bureaucracy: The files of the actual Innsmouth Raid in 1928 are sealed tight, but I can maybe find the files from the 1932 ACLU petition to unseal the files on the Raid.

Chemistry: “The material [of the tiara] seemed to be predominantly gold, though a weird lighter lustrousness hinted at some strange alloy with an equally beautiful and scarcely identifiable metal.”

Cop Talk: Sure, everyone knows when the shipments come in. Even where they come in. The trouble is that Sergeant Gilman knows who’s asking, and he’s got relatives who want the shipments to continue.

Credit Rating (6+): Oh no, one doesn’t marry an Eliot. Not an Innsmouth Eliot at any rate. Mater would throw a conniption; their people just aren’t fit to be seen. But if all you want is a quick ride, a big-eyed Eliot girl’s your ticket.

Evidence Collection: There are seawater pools by the smashed window, even though the sea was calm last night. That ties in with the dried salt in the rug, and in that webbed footprint.

Forensics: The neck is neatly slashed by four parallel wounds, like razor blades mounted on a frame of some kind. There are similar four-wound patterns on his arm, and on his leg, which was twisted nearly backwards.

Geology: Given the water table here, half the basements in this town must be permanently underwater. (Architecture)

History: Quincy, Massachusetts, a coastal suburb south of Boston, was originally Mount Wollaston. In 1626, its co-founder, Henry Morton, renamed it “Mount Ma-re” (as in *mare*, or sea) or Merrymount, where he openly worshipped Neptune and Triton; its Puritan neighbors called it “Mount Dagon” and destroyed it in 1630.

Law: Her will clearly leaves the estate to any relatives in only one line of descent, on the condition that such a relative dwell beside the ocean for three years.

Library Use: If we’re looking for information about these things in Norway, we should consult Olaus Magnus’ *Historia de Gentibus Septentrionalibus* (Rome, 1555) and perhaps Erik Pontoppidan’s *Versuch einer natürlichen Geschichte Norwegens* (Copenhagen, 1752-53). Both works, by leading scientific figures of the time, strongly emphasize the reality of mermaids and sea-folk in general.

Medicine: The books, drugs, and tools in this office haven’t been updated since the 1860s – it’s as though nobody in the whole town has gotten sick since then.

Occult: Hmmm ... this Masonic ritual reads a lot like the one used by the so-called Esoteric Order of Dagon in the 1890s – but the Masons rejected that rite decades ago. If this is an EOD rite, we’re missing the Third Oath, the secret they refused to reveal to their brother Masons.

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Oral History: When a whole town has a secret, it's best to find a town scapegoat. Not a true outsider, but one who relates enough to society that they can satisfy themselves by shunning him – and can therefore reveal their secrets to justify himself. The town drunk, say, or an old, childless woman involved in a property dispute.

Outdoorsman: These frogs are breeding way out of season. Something has completely disrupted their natural cycle, some toxic taint or huge predatory pressure.

Pharmacy: The pills in his coat pocket aren't anything I recognize, some kind of histamines perhaps, but if I had to guess, I'd hypothesize that they radically slow down dehydration.

Physics: What's weird about this spearhead is that it shows thousands of tiny folds under the electron microscope, but no known force can bend titanium this finely. I wouldn't have even thought this much titanium existed outside the laboratory!

Sense Trouble: It's an awfully warm day for that man to be wearing gloves and have his coat collar pulled up.

Streetwise: Below 14th Avenue? Nobody runs those docks. No sir. Tony Camonte tried it, and lost four men. Two drowned, one chopped up by a boat propeller ... or something worse. And one ... well, they never seen him again.

Theology: "Those churches were very odd -- all violently disavowed by their respective denominations elsewhere, and apparently using the queerest kind of ceremonials and clerical vestments. Their creeds were heterodox and mysterious, involving hints of certain marvelous transformations leading to bodily immortality -- of a sort -- on this earth."



SCENARIO SEEDS

Here are a few Deep One tales to get your tides rising.

The Shadow Over Dunwich

Dunwich, a thriving medieval town in Suffolk, England, suffered a great storm on the night of the vernal

equinox in 1286. Since then, it has spent the last 600 years or so being swallowed by the North Sea. Its last church tower collapsed and fell into the sea in 1919. It has become a locus of legends, especially about the "Bells of Dunwich," which toll underwater to predict doom. Poets and writers such as Swinburne, H. Rider Haggard, Edward Fitzgerald, and Jerome K.

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Jerome have all made pilgrimage there for inspiration.

A previous case's lead points to a powerful runic inscription carved into the drowned Templar preceptory in medieval Dunwich. And fortuitously, a recent seaquake has caused extremely low tides in the reach. The Investigators travel to England's fen country to copy that inscription, but the Deep Ones of Dunwich don't want anyone exploring their newest acquisition, and a boat load of surly "treasure hunters" don't want nosy strangers getting in the way. (Don't worry about the smugglers' pop eyes and webbed toes and fingers: they're "normal for Norfolk.") The crumbling churches, foggy fens, and desolate stretches of stinking black mud hold batrachian horrors ... and the tide is coming in fast.

1939 Goes Down in History

Three weeks. Three submarines lost.

- *USS Squalus* sinks during a test dive off Portsmouth, New Hampshire on May 23, 1939. 23 men drown, but divers from the *USS Falcon* rescue 33 survivors. *Squalus* is raised and salvaged that September.
- *HMS Thetis* sinks during trials in Liverpool Bay on June 1, 1939; 99 men on board drown or die of CO2 poisoning. *HMS Brazen* rescues four survivors.
- The French submarine *Phenix* sinks off Saigon on June 15, 1939 with 71 men on board.

Did the Deep Ones briefly declare war on the surface navies of the world? Or did a network of admirals with tainted blood plan a series of human sacrifices? Project Covenant wants to know how the "sea devils" found out about the *Squalus*' true mission, and who -- or what -- killed 23 American sailors.

Investigation on shore uncovers enough leads to send the Investigators on a globe-trotting tour to Liverpool and a final showdown in Saigon.

Night of the Living Fossil

In 1938, South African museum curator Marjorie Courtenay-Latimer discovered a coelacanth, a fish thought to have been extinct for 65 million years, in a fisherman's catch in East London, South Africa. Miskatonic University is among the many institutions that have sent ships (or at least scholars) to the scene to find more prehistoric fish. What the Investigators find in the ocean might be a time-gate from the Jurassic, a breached Elder Thing fortress, or a fragment of Lemuria. They have rivals who also want to uncover the source of this anomalous piscid: Deep Ones protecting their city of Yll'uddei, south of Cape Town. Dagon cultists in South Africa track the Investigators' movements, and try to steer them away from Yll'uddei and into a Deep One ambush at sea.

Down and Out in Marine Land

Marine Studios south of St. Augustine, Florida opens in 1938, initially as a location for "underwater" filming. (*Creature From the Black Lagoon* will be filmed there in 1954.) Its captive bottlenose dolphin proves an enormous attraction, drawing 20,000 visitors, from all strata of society. Marine Studios becomes the first truly successful dolphinarium, but there were earlier attempts. Between 1908 and 1913 the New York Aquarium trapped and exhibited as many as 10 dolphins; the last of them died in 1915. As it had previously done with a dolphin in 1883, in 1914 London's Brighton Aquarium exhibited a porpoise stranded on the beach; she died later that year.

The Investigators hear reports of women disappearing from the ad hoc ocean park;

like all the visitors, they had visited the dolphin, rapt and thrilled. The dolphin, of course, is a resonator for Deep One telepathy: the women have been abducted or awakened, depending on their blood. A cult of Dagon slowly forms among the drifters and roustabouts who work behind the scenes at the park.

BIBLIOGRAPHY

The seminal tale of the Deep Ones is, of course, Lovecraft's story "The Shadow Over Innsmouth." James Wade brilliantly adds dolphins to the Deep One myth in "The Deep Ones," and Brian Stableford implicates all mankind in "The Innsmouth Heritage." John Glasby reworks HPL's story from its original notes in "The Weird Shadow Over Innsmouth," and Neil Gaiman softens it to pathos in "Only the End of the World Again." Charles Stross' *The Jennifer Morgue* combines Deep Ones with 1960s-style spy action, while Fred Chappell's *Dagon* invokes the Southern Gothic.

A remarkable number of anthologies focus entirely on the Deep Ones and the Innsmouth story. Steven Jones edited *Shadows Over Innsmouth* and *Weird Shadows Over Innsmouth* for Fedogan & Bremer; Robert M. Price edited *The Innsmouth Cycle* and *Tales Out of Innsmouth* for Chaosium. As with most Mythos anthologies, all four of these are mixed bags, but they provide plenty of nuts-and-bolts scenes and ideas for Deep One atrocities.

Although not explicitly a Cthulhu Mythos work, Keepers should read John Wyndham's *The Kraken Wakes* (in the U.S. called *Out of the Deep*) for its apocalyptic war between humanity and a hostile, intelligent underwater race. Other useful inspiration can be taken from Ivan Sanderson's *Invisible Residents* (a cryptozoological/UFOlogical work of paranoia about undersea anomalies) and Robert Temple's *The Sirius Mystery*, an ancient-amphibious-astronaut theory grounded in classical and African myth.