

# Welcome to Port Waite

Salty gusts of wind sweep the pungent smell of fish and gritty feel of sand onto skin and clothing. A repainted and hand-sanded sign creaks under the gloomy sky, saying “WELCOME TO PORT WAITE. POPULATION 100”. The pixelated face of a young acolyte crackles through the screen of the smartphone, “Alright team, remember, your job is to find out why we’re losing connection with this town. We’ve signed a 500-year contract with them and we’re only 2 years in.” The video starts to lag, “Find... Out...” Their voice crackles robotically, “Who’s behind... This.”

Welcome to the town of Port Waite, a tiny, forgotten corner of New England that joined the Beachify Initiative spearheaded by Vacāre, the up-and-coming god of sandy beaches. The Beachify Initiative targeted dwindling coastal towns looking to rebrand themselves as tourist destinations. Bolstered by a robust social media campaign, it became the textbook example of how to bring in the new generation of believers. That is, until earlier this year.

One by one, towns within the Beachify Initiative went dark in communications. The once torrential faith flowing from these towns began to dwindle, and an unknown barrier has barred Vacāre and his acolytes from investigating its cause. The player characters (PCs) are tasked with finding out who’s behind this and to take any action they deem necessary to deal with the root of the problem.

## Major NPCs

- Vacāre: The god of sandy beaches. His favourite form is a young man dressed in a black turtleneck, high-rise jeans, and a simple watch that costs more than the average human’s yearly income. Favourite catchphrase: “Hey, if they signed the contract, they’re owned by Beachify Inc.”
- Hal: The young, harried, and attractive acolyte of the god of sandy beaches. They’re the point person between Beachify Inc. and the PCs. Usually dresses in t-shirts, well-tailored jeans, gold-rimmed glasses, and a Beachify Inc. branded tote bag that says “Upcycle Our Towns”.
- The Townsfolk of Waite
  - Tom Pein: After getting his MBA and working for 3 years as a consultant in a major investment firm, he quit his job to revitalize his childhood hometown of Port Waite. Having shed his big-city persona, he’s often dressed in ragged jeans and t-shirts as he works at Skunk Hollow Tavern. Smart and idealistic, Tom is the one who convinced the mayor to sign onto the Beachify Initiative.
  - Patricia Khan: The Guyanese-American ocean biologist who has been studying the local wildlife. Her warnings that the creation of Sunrise Beach is destroying the local ecosystem have fallen on deaf ears both in Port Waite and the wider

community. Logical and passionate about preservation, she is often frustrated by the microaggressions she faces in a small town like Port Waite.

- Kevin Pein: If Tom is Port Waite's golden boy, then stooped and greasy-haired Kevin is the younger and forgotten Pein brother. He has recently found a new purpose in his previously directionless life by starting the Cult of the Aged One and has promptly recruited Sarah, his girlfriend. He resents Tom's return to Port Waite.
- Sarah Worthy: An intelligent young woman often swathed in bulky sweaters. She's currently dating Kevin, though their relationship has been on rocky grounds ever since she started helping out with the Beachify Initiative. She is close to her grandmother Deb and is torn between leaving the town behind to pursue her education or staying and helping with the town's revitalization. She hasn't told Kevin about college yet.
- Deb Worthy: The no-nonsense and wiry mayor of Port Waite. In her 60 years, she's lost both her husband and daughter to the sea. Her son-in-law, a city boy, left Deb's granddaughter and went out to the city, never to be heard from again. Deb is very proud of her granddaughter, Sarah, and wishes that she doesn't spend so much time with Kevin.
- Jennifer Pein: Co-owner of Skunk and Hollow Tavern. The mother of Tom and Kevin Pein, she lost her husband early on and has had to raise her sons by herself. She has a forcedly cheerful demeanour and often worries about Kevin's 'chip on his shoulder' mentality.
- The Aged One: The alternate and rebranded identity of the god of the sea in Port Waite. Their true name is Samuda. The Aged One co-opted Lovecraftian imagery to appeal to the taste of disenfranchised young men - tentacly, mysterious, and confident. They like to appear only at nighttime, dripping wet and stinking of fish. They chose Kevin as their entry point into Port Waite and have positioned themselves as a father figure to Kevin.

## Locations

- Port Waite: A small, dilapidated port town with a history of men dying off at sea. Its major figures, as a result, are often women. It has recently seen an economic upswing when it signed onto the Beachify Initiative and is still in the middle of its transformation into a tourist destination. Its cold, windy streets and sparse buildings are riddled with drawings of tentacled symbols.
- Skunk Hollow Tavern: A cozy wood-and-glass cafe and bar co-owned and run by Tom and his mother, Jennifer Pein.

- Sunrise Beach: A new beach that came into existence through the Beachify Initiative. It was named by Tom and contains no living organisms within a 1-mile radius of its pure white sand. A carefully aged boardwalk spans its length.
- The Cult of the Aged One: Its meeting place is in the drafty, once-abandoned old mill at the top of the hill. Its young members show up and perform rituals from a black book with a tentacled symbol on it.

## The Mystery and its Solutions

This is the story of a small town caught in the wake of gods battling for power. Samuda has gained power over Port Waite by rebranding itself as The Aged One and attracting followers, successfully cutting out Vacāre's influence. Players can choose what to do with this information: Aid Vacāre, Samuda, or help the humans in throwing off the gods' influence. There is no right or wrong solution. Potential outcomes can be Samuda revitalizing the fishing industry, Vacāre establishing tourism, or the humans starting something without either gods' help.