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Alec Tornton

Section M

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ACHTUNG! Cthulhu™

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Indicates a player friendly chapter

Hopefully that little lot will keep them out of mischief, Sir.

- Peggy

Foreword from Chris Birch

When I was poring over issues of Sgt. Rock and dreaming up battles with my plastic soldiers as a kid, I never imagined that I'd be able to bring to life the world of H.P. Lovecraft in World War Two.

A project like this isn't just a great idea you have one day, and the road to creating a game can be a long one. It often starts with sparks of imagination fed by many sources: movies, comics, books, toys, video games, and much, much more. My interest in the Second World War began with my Grandfather relating stories of his time serving in the Royal Navy, and grew through visiting war museums with my Dad. Sgt. Rock first showed me the potential of a "weird war" setting, but it was just a few years ago, whilst playing war games with friends and reading Lovecraft's "At The Mountains of Madness", that I started to think how cool it would be to add that fantastic horror element to our wartime games.

Digging deeper into World War Two "weird war" mythology, you can't help but read more and more about real people's experiences; to wonder if that young soldier in the photo made it through the very real horrors around him. I have continually stressed to our team that as we're writing about such powerful events, you can't let the fiction completely overtake what actually happened. So our goal through this wartime "fantasy" is to set our world very much within the reality of World War Two. The player characters are fighting the "Secret War" to ensure the history books are written as they were but, of course, you as a GM can decide to let world events play out differently!

Either way, our hope is to ignite a passion in you and your players for this incredible period of our collective history; about the real people who lived through events that you or I could simply not comprehend, or wish to. By helping to keep alive the interest in this period, we can honour the memory of those who lived and fought so valiantly to allow us the freedom to even contemplate producing a game like this.

I hope you, too, are inspired to create awesome stories of derring-do and fantastic adventure—joining the heroes in the skies, on the ground, or across the seas, in all walks of life, as they fight the Nazi regime, Cthulhu, and his nefarious lackeys!



Chris Birch
Autumn 2013

Foreword from Ryan Macklin

Working on **Achtung! Cthulhu** has been quite a fun and intriguing ride. For quite some time, I have talked online about the difficulties of making Fate work for the various sorts of horror games that people, including myself, love to play. So when Chris Birch first talked with me about designing the **Fate** edition of **Achtung! Cthulhu** (which he did while I was working with Leonard Balsera on designing **Fate Core**), I relished the challenge of making something that could be a pulpy adventure, a war story, and a Lovecraftian terror while staying true to **Fate**. That wasn't easy, and I'm grateful to my fantastic playtesters for helping me forge the rules in this edition.

During the project, I spent a bit of time going back through the **Call of Cthulhu Roleplaying Game**. Those of use who love horror gaming owe a significant cultural debt to Sandy Petersen, Lynn Willis, and the many others who created and fostered this roleplaying genre.

I sincerely hope you enjoy this blend of **Fate** and horror.



Ryan Macklin
Spring 2014



CHAPTER 1

From the Shadows

"That's the difficulty of these times: ideals, dreams, and cherished hopes rise within us, only to meet the horrible truth and be shattered."

- Anne Frank

Armstrong peered around the door, searching for his supervisor through the thick tobacco smoke that permanently seemed to pervade the office. Clutching the latest report in his hand, he slipped into the room as Department Supervisor Maitland glanced up and gestured to him, a look of bemusement and resignation already sweeping over his face.

"I'm very busy, Armstrong. What is it now, man? Another of your mysterious Nazi conundrums perhaps, or have you got Hitler's shopping list this time?"

Crumpling into the overstuffed leather chair in front of Maitland's desk, Armstrong ran his hand over his face hoping to clear the fatigue from his mind, but to no avail. Already feeling defeated, he settled for dropping the papers onto the desk's clutter, blowing a wave of ash from the overfull ashtray into the steaming cup of tea that sat beside it.

"This was intercepted by the Istanbul office last night, Sir. Hut 6 deciphered it, but it doesn't make any sense. We've had good intelligence for a few months on that region, but this is first we've heard of a 'Black Sun'."

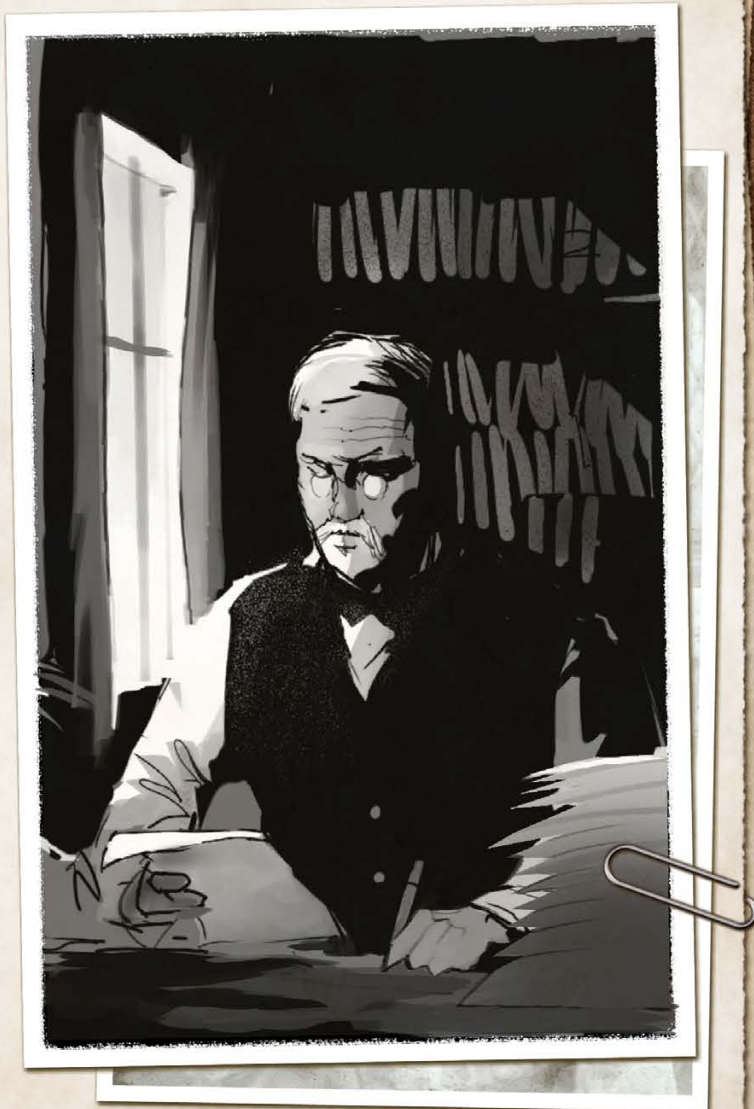
Maitland's look of boredom disappeared in an instant, and he lunged for the report, knocking the tin mug of tea from the desk and into the wastepaper bin, sending a hollow clang reverberating through the office.

"What else did it say?" he demanded, startling Armstrong with the force of his words.

"It goes on to talk about a key—well, a key and a gate to be precise. Then we couldn't translate the next bit; static in the line I suppose. Sothoth? That's not German is it, Sir?"

Rising from his chair, face ashen, Maitland dismissed the cryptographer; then, once certain the door was firmly closed, reached for the Bakelite telephone on his desk, wiping the splashes of his forgotten cup of tea from it, and onto his trousers.

"Section M, please, and tell them it's urgent!"



WHAT IS ACHTUNG! CTHULHU?

Achtung! Cthulhu is a World War Two-inspired setting for Lovecraftian roleplaying, where player characters investigate the dark machinations of madmen and monsters whilst battling to defend the world they know from the all-encompassing chaos that war brings.

This book has been created to be used with Evil Hat Productions' *Fate Core System*. It contains a timeline pinpointing the key historical events of the war, Mythos-related or otherwise, as well as a treasure trove of information to help you and your players develop the world of *Achtung! Cthulhu* using *Fate's* rules. It also further explores many of the concepts first encountered in the *Fate Investigator's Guide*, such as sanity.

To play the game, you will need a copy of the *Fate Core System* and some familiarity with *Fate*. Frequently, this book and the *Investigator's Guide* will refer to sections or pages in the *Fate Core System*. If you do not have this book, you can download a PDF copy from evilhat.com. (There are also some concepts that are drawn from *Fate System Toolkit*. You do not need to be familiar with that book but we have included references for those who wish to read further, and it is also available from Evil Hat Productions.)

If you are familiar with Chaosium Inc.'s *Call of Cthulhu* roleplaying game and how it handles characters and cosmic horror, playing horror in *Fate* will seem odd at first, as protagonists in *Fate* are more competent at a broader selection of skills and can use fate points to turn some failures into successes. This makes the tone of the *Fate Core* edition of *Achtung! Cthulhu* much pulpier than the *Basic Roleplaying* (BRP) edition.

A Quick Guide to *Achtung! Cthulhu*

As a game of Lovecraftian horror, *Achtung! Cthulhu* draws heavily from the creations and writings of H.P. Lovecraft and his contemporaries, and we assume that, at the very least, the GM is familiar with Cthulhu Mythos lore, particularly as developed by Chaosium Inc in their *Call of Cthulhu* roleplaying game. Naturally, Lovecraft's stories (and those of his fellow writers) will communicate an appropriate sense of atmosphere and the uncomfortable nature of the world at large. And while *Call of Cthulhu* is not required to play the *Fate* edition of *Achtung! Cthulhu*, the way the setting is explained and conveyed may prove useful to those who aren't familiar with Lovecraft's works. Another good Mythos reference book that should also be of help is the *Cthulhu Mythos Encyclopedia, Third Edition* by Dan Harms, published by Arc Dream Publishing.

For those coming to this game who are already familiar with *Fate*, you will find a number of changes within the *Achtung! Cthulhu* build that highlight playing in the tone and genre of the Cthulhu Mythos. Some of the information presented here is predominantly intended for the GM, as there are spoilers to surprises ahead. That said, many of the new and altered rules in this book will be of great use to players as well, and we encourage everyone to read through certain sections of this book in order to give them a better understanding of the rules as a whole; in particular, those rules covering game creation, character advancement, a character's degrading sanity, how aspect usage changes in the presence of otherworldly horrors, Mythos magic, and conflicts against inhuman threats. You'll find those rules in Chapters 7, 8, 9, and 10.

In the end, this means that characters in this edition of *Achtung! Cthulhu* are capable of the small victories, but always at some cost due to exposure to the Mythos—the hallmark of such stories. These heroes may buy the world a brief reprieve from annihilation, but they alone cannot do so forever. Heroism and sacrifice will still have meaning to the untold millions who are unaware of the doom that awaits, but the Mythos will still grind their mind and body into dust, no matter what roleplaying system you use.

THE SECRET CHRONOLOGY OF A WORLD AT WAR

Many events conspire to plunge the world into a state of war in 1939. Although traditional histories plant the seeds for the war in Europe firmly in the humiliation suffered by the German nation at the end of World War One, a variety of forces were conspiring long before that to bring about a change in the established world order.

Below is a timeline containing not only key details of what the world in general perceives during those dark years, but also information on the various other powers involved

All Change?

In the *Call of Cthulhu* roleplaying game, a player character is usually referred to as an "investigator". For the *Fate* edition of *Achtung! Cthulhu*, we have made the decision to use the term "character" instead—it fits better for the pulpy action-horror tone that we are aiming for.

Similarly, in *Call of Cthulhu* the person running the game is usually referred to as the "Keeper". However, we have decided to stick to *Fate Core's* terminology here too, so gamemaster (GM) it is! (Although you will still see the word "Keeper" and "Investigator" in references to the GM and player guides, matching our other editions of *Achtung! Cthulhu*.)

in shaping the conflict in some way. Some, based on real occurrences, have been twisted to bring them into the Secret War and provide ideas for your campaigns. Events within each year are arranged chronologically and, where possible, on a month-by-month basis, with specific dates included where appropriate.

1907

DECEMBER

25th: Lanz von Liebenfels establishes the *Ordo Novi Templi* (ONT) (see p.57).

1909

The Secret Intelligence Service (SIS), also known as Military Intelligence 6 (MI6), is established in Great Britain for intelligence gathering operations outside of the Empire. MI5, the within-Empire security service, is also established.

1918

JULY

Rudolf von Sebottendorf founds the Thule Society in Munich (see p.71).

NOVEMBER

Germany signs the armistice which ends World War One. The meeting takes place in Marshal Foch's private rail car in a clearing in the Forest of Compiègne, northern France.

1919

JUNE

28th: The Treaty of Versailles is signed by Germany.

NOVEMBER

1st: The Government Code and Cypher School (GC&CS; waggishly referred to as the Golf, Cheese, and Chess Society) is formed by the British Government to handle signals intelligence (sigint).

1920

The Thule Society mounts an expedition to Sumatra, during which strange blue crystals are discovered (p.86).

1921

The *Abwehr*, German military intelligence, is founded (see p.52). The *Sturmabteilung* (SA), or Brown Shirts, officially comes into being. The Order of the Black Sun is founded by Reinhardt Weessler, recruiting largely from the ranks of the Thule Society.

Reverend Montague Summers

Alphonsus Joseph-Mary Augustus Montague Summers (1880-1948). The son of a wealthy Bristol banker, Summers is a man out of time. Graduating from Oxford with a theology degree, those who know him insist he is a jolly, kindly man, although rumours of dark practices follow him wherever he goes. His theatrical dress, distinctive hairstyle, and old-fashioned language instantly mark him out. After converting to Catholicism, he becomes an expert on the occult, particularly in the fields of witchcraft, vampires, and werewolves, but as an ardent prosecutor not a practitioner.

1922

Dion Fortune, also known as Violet Evans, founds the Fraternity of the Inner Light (p.55) as an offshoot of the occult order, Alpha et Omega (itself formed after a schism within the Hermetic Order of the Golden Dawn in the early 1900s).

OCTOBER

Benito Mussolini, also known as *Il Duce*, leads his Fascist Party in the March on Rome and thence to power in Italy.

DECEMBER

The Union of Soviet Socialist Republics (USSR) is formed.

1923

NOVEMBER

8-9th: The Munich Beer Hall Putsch—Adolf Hitler and his SA troops march on the *Bürgerbräukeller* beer hall in a failed attempt to topple the Bavarian government. With Hitler are Hermann Göring, Rudolf Hess, and Alfred Rosenberg. Sixteen members of the Nazi Party (NSDAP) are killed, their blood soaking into the Nazi flag they are carrying, leading to the creation of *Die Blutfahne* (blood flag) artefact (p.177).

1925

The Vrili Society is formed to research the existence and use of the mysterious power source, vril. Hitler establishes the *Schutzstaffel* (SS) to act as a protection squad for Party leaders (see p.35).

OCTOBER

Germany agrees to the Locarno Treaties, undertaking never to invade France or Belgium again.

NOVEMBER

29th: Rudolf Gorsleben founds the Edda Society, a mystical study group. It does not become allied with the NSDAP until 1933, long after Gorsleben's death.

1928

The Kellogg-Briand Pact is signed. A colony of Tibetan monks is founded in Berlin. German scientists begin to develop magnetic tape for recording purposes, although the exact technology is kept secret. The Reverend Summers publishes the first English translation of the *Malleus Maleficarum*.

1929

Josef Stalin becomes the outright leader of the Bolshevik party in the Soviet Union. Heinrich Himmler is put in

charge of the SS and promptly begins to remodel it along the lines of von Liebenfels' ONT.

OCTOBER

The Wall Street Crash leads to the Great Depression.

1930

DECEMBER

A strange, poisonous fog cloud kills over sixty people in the Meuse Valley, Belgium.

1932

Hitler is described as a destroyer of the old world at the end of a cosmic era by Kurt von Emsen, the first time in literature that the Nazi leader is associated with esoteric forces.

1933

JANUARY

Frankling Delano Roosevelt (FDR) becomes President of the United States. Hitler becomes Chancellor of Germany. One month later, after Reinhardt Weessler and Himmler meet for the first time, the *Reichstag* burns down, with Communist agitators taking the blame; the exact cause of the fire is still open to conjecture (see p.73). Himmler creates the *Sicherheitsdienst* (SD), the Nazi party intelligence service. Dachau, the first of the Nazi concentration camps, opens.

APRIL

26th: The *Gestapo* (*Geheime Staatspolizei*), the German secret police, is founded by Göring.

MAY

Party supporters and students begin burning books to cleanse the country of any "un-German spirit" (i.e. anything the Nazis don't like). Although many blasphemous, twisted books are burned, far too many are rescued by the various occult societies with members in positions of influence.

1934

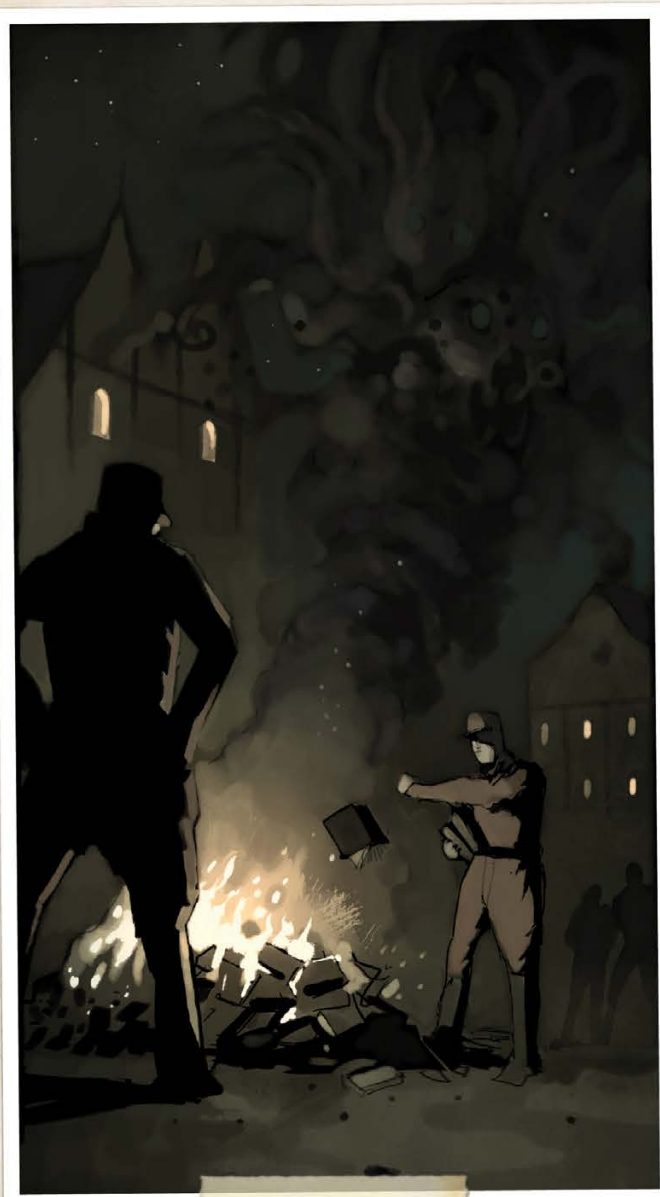
Amt Rosenberg (ARo) is established by Alfred Rosenberg to take care of cultural policy and surveillance within the Third Reich (see p.73).

JANUARY

The *Freiwilliger Arbeitsdienst* (FAD or Voluntary Labour Service) begin to rebuild Wewelsburg Castle in accordance with Himmler's (or rather, Weessler's) plans (see p.74).

JUNE

The French esoteric magazine *Le Chariot* publishes an article by René Kopp looking at the esoteric and "power



Otto Rahn

Otto Wilhelm Rahn (1904-1939). Fascinated by Germanic legends, such as Parsifal, and the Albingensian heresy, Rahn develops a theory that the Cathars were the secret guardians of the Holy Grail, and that clues to the Grail's location can be found beneath their fortress of Montségur. His book on the subject, *Kreuzzug gegen den Gral* (1933), brings him to Himmler's attention and he is taken into Karl Maria Wiligut's SS department, first as a civilian but later as a full member of the SS. He produces a second book, *Luzifers Hofgesind* (1937), after an SS-sponsored research tour across Germany, Italy, France, and Iceland. His failure to locate the Grail sees him gradually fall from favour. The reasons for his sudden resignation are shrouded in mystery.

From Death to Detection

In 1934, the British Air Ministry sets up the Committee for the Scientific Survey of Air Defence (CSSAD). One of its remits is to investigate the possibility of Germany having developed a death ray that could destroy cities and their inhabitants in the blink of an eye, particularly after the *New York Times* reveals Nikola Tesla's claims to have constructed one of his own. As well as offering a prize to anyone who can manufacture such a weapon, capable of killing a sheep at 100 yards, they also approach Watson-Watt. Whilst he confirms that the theory of a radio wave death ray is more than feasible, he is not convinced that anyone has a power source big enough to actually run one. His research does, however, lead to what he thinks of as a far more practical use of radio waves: RDF.

behind the throne" aspects of Napoleon, Mussolini, and Hitler's reigns.

AUGUST

2nd: Hitler becomes the supreme ruler of Germany.

1935

Hitler begins to rearm Germany and reinstitutes conscription. *La Cagoule*, a violent, anti-communist, fascist-leaning group officially known as the *Comité Secret d'Action Révolutionnaire*, is founded to overthrow the French Third Republic; its members are initiated into the order by a Grand Master dressed all in red, aided by black-garbed, masked assistants.

JANUARY

Admiral Wilhelm Canaris takes control of the *Abwehr*.

FEBRUARY

Robert Watson-Watt carries out a proof of concept test of Range and Direction Finding (RDF) in a field in Northamptonshire, England. The US Navy introduces the alternative term "RADAR" in 1940.

MAY

Otto Rahn, Grail specialist, begins working for Himmler.

JULY

Himmler, Hermann Wirth, and Richard Darré set up the *Ahnenerbe* to "research" German prehistory (see p.74).

SEPTEMBER

15th: The state-sanctioned persecution of Jews begins in Germany with the passing of the Nuremberg Laws.

1936

The *Gestapo* merges with Himmler's SS. By the end of the year, all German children of Aryan descent are legally obliged to join the Hitler Youth. Black Sun sends their first expedition, under the guise of the *Ahnenerbe*, to Karelia, Finland.

Black Sun sends their first expedition, under the guise of the *Ahnenerbe*, to Karelia, Finland.

MARCH

The German remilitarisation of the Rhineland begins.

AUTUMN

Black Sun's expedition to Bohuslän, Sweden, discovers what are believed to be Hyperborean runes carved into cave walls. The carvings are removed and taken to Wewelsburg Castle for further study.

NOVEMBER

Germany and Japan sign the Anti-Comintern Pact.

1937

Franz Altheim is sent by the *Ahnenerbe* to study ancient, mysterious rock carvings in the Italian Alps. *New Frontiers of the Mind*, a book describing the parapsychology research undertaken at Duke University, North Carolina, is published. Mina Wolff demonstrates her new weapon, *die Draugar*, for the German High Command at Peenemünde, gaining Hitler's personal patronage as a result (p.75). Her actions lead to the formation of Black Sun's rival occult organisation, *Nachtwölfe*.



Harry Price

Harry Price (1881-1948). Journalist, writer, amateur archaeologist, and member of the Magic Circle. Price is a well known investigator of paranormal phenomena and debunker of fraudulent mediums and spirit photographers. He establishes the National Laboratory of Psychological Research in London in 1925, moving it to the University of London in 1934 and closing it in 1939 after complaints about its research methods and findings. A member of the Ghost Club from the late-1920s, his evidence is used in the final witchcraft trial held in Britain in 1944.

SEPTEMBER

The first of the so-called "Dare stones" is discovered in Edenton, North Carolina (p.55).

NOVEMBER

La Cagoule is infiltrated and broken up by the French Police. Many of those arrested are released at the outbreak of war to fight in the army. An underground group of former members establishes *La Cagoule Rouge-Sang* (see p.57).

1938

Bletchley Park, Buckinghamshire, is acquired from a local builder by SIS; Harry Price revives the Ghost Club, London, as a dinner society for discussing supernatural encounters.

MARCH

The *Anschluss* ("Union") of Austria and Germany takes place. Section D is established by SIS to carry out sabotage and propaganda activities. The Foreign Office forms Department EH (Electra House) to disseminate propaganda (p.45).

APRIL

Ernst Schäfer, backed by the *Ahnenerbe*, travels to Tibet, allegedly on a biological survey mission, and one that leads to the discovery of the "Iron Man" statuette (see *Achtung! Cthulhu: Shadows of Atlantis* for further details).

AUGUST

Prisoners from Dachau begin to build the prison/slave labour camp at Mauthausen, Austria.

SEPTEMBER

The Munich Agreement: Germany successfully acquires the Sudetenland (part of Czechoslovakia) after French and British capitulation.

AUTUMN

The British War Office forms MI-R, originally known as GS(R), to carry out research into guerrilla warfare tactics and equipment.

NOVEMBER

9th: *Reichskristallnacht* takes place across Germany.

1939

Hermann Rauschnig writes *Hitler Speaks*, which paints the Nazi leader as being in thrall to supernatural forces; the offending passages are strangely missing from the 1940 German edition of the book. Édouard Saby writes *Hitler et les Forces Occulte*, which instead posits Hitler as a sorcerer's apprentice, secretly supported by the Vehm (see p.58).

JANUARY

Captain Alfred Ritscher arrives in the Antarctic on a secret mission for the Third Reich. He discovers there a land free from snow and ice, and names it Neuschwabenland, having seeded the area with metal swastikas (p.89).

MARCH

Otto Rahn dies in unusual circumstances shortly after resigning from the SS. His death is officially declared a suicide. Prof. Richard Deadman arrives in Oxford to begin his visiting lecturer secondment at Trinity College. He meets Alec, Viscount Towton soon afterwards at a College formal dinner.

MAY

An Anglo-Saxon burial ship is discovered on Mrs. Edith Pretty's land at Sutton Hoo in Suffolk. **15th:** The Ravensbrück concentration camp for women opens in northern Germany. **22nd:** The Pact of Steel is signed between Germany and Italy.

SUMMER

The events of the *Zero Point: Three Kings* supplement take place.

All At Sea

The Battle of the Atlantic, a term allegedly coined by Winston Churchill, is the longest continuous campaign of the war, beginning with the naval blockade of Germany the day after war is announced. After the U-boat "happy times" of the early war, when Admiral Dönitz's wolf packs hunt at will, later improvements in sonar (ASDIC) and radar (HF/DF—"Huff Duff"), code-breaking, and air cover turn the tide, effectively ending the battle in the summer of 1943, although skirmishes continue for the rest of the war.

AUGUST

The German-Soviet (Molotov-Ribbentrop) Pact is signed. CG&CS and SIS move into Bletchley Park, now referred to as Station X, under the guise of "Captain Ridley's Shooting Party".

SEPTEMBER

1st: Germany invades Poland (Case White). **3rd:** Britain and France declare war on Germany. The Battle of the Atlantic begins. A terrific storm hits the north of England the evening after Chamberlain makes the announcement that Britain is at war. The *Wehrmacht* begins using the old Bergen-Belsen military camp, Germany, to house prisoners of war. From April, 1943, the site also houses a concentration camp. The T4 euthanasia programme against the "incurably sick" begins in Germany.

OCTOBER

Section M (p.60) moves into the Metropole Hotel, London, and sets up office in the suite next door to Section D.

DECEMBER

MI9, the evasion and escape department, is formed to help resistance fighters and POWs (see p.44).

1940

La Chute d'Hitler is written by C. Kerneiz, claiming that Hitler is Ludendorff's golem; although this is not true, such a creature does exist (p.210). Viktor Schauberger begins work on an electromagnetically-powered, bell-shaped, copper flying craft in Vienna.

JANUARY

Karl Ernst Krafft begins interpreting the prophecies of Nostradamus for Himmler and Goebbels.

MARCH

British ships begin to be fitted with a new "anti-magnetic apparatus", allegedly to protect them from mines. Not everyone is convinced that this is all the equipment is actually for.

Karl Ernst Krafft

Karl Ernst Krafft (1900-1945). This Swiss mathematician turned astrologer comes to Rudolf Hess' attention after he successfully predicts the Munich plot to assassinate Hitler (see *Achtung! Cthulhu: the Fate Investigator's Guide to the Secret War*, p.8 for further details). Cleared of any involvement in the plot, he is summoned by Goebbels to search the works of Nostradamus for useful propaganda prophecies. Officially, he falls foul of the backlash against astrologers caused by Hess' flight to Britain and is imprisoned by the SS, but many believe that his incarceration is actually the result of discovering something in the quatrains that the Party does not want to hear.

A Very British Affair

The aim of the BSC is to deal with intelligence and propaganda in the US. Run by Canadian businessman William Stephenson from offices in the Rockefeller Centre, it is officially known as the British Passport Control Office. Noël Coward, Roald Dahl, and Ian Fleming are amongst its employees. J. Edgar Hoover is, needless to say, not impressed by such foreign interference on his turf.

APRIL

9th: Germany invades Denmark and Norway.

MAY

Winston Churchill becomes British Prime Minister. The British Security Co-ordination (BSC) covert group is set up in New York by SIS and Churchill. **10th:** the German

British ships begin to be fitted with a new "anti-magnetic apparatus", allegedly to protect them from mines.

invasion of France begins. **27th:** Operation Dynamo, the evacuation of the British Expeditionary Force (BEF) and the French Army from Dunkirk, begins. After a narrow escape from a strange encounter in Norway, Captain Eric "Badger" Harris returns to Britain to convalesce.

SUMMER

The events of *Zero Point: Heroes of the Sea* take place. The Auschwitz-Birkenau extermination camp in Poland receives its first prisoners.

A Crushing Blow

Hermann Göring's aerial campaign against Britain, to soften it up in preparation for an amphibious invasion, has two main offensives: *Kanalkampf*, consisting of raids against shipping which begin in July, and *Adlerangriff*, the destruction of the RAF, of which Eagle Day is the starting point. The Battle of Britain officially ends on 15th September after the *Luftwaffe* switches to night-time raids as it is unable to withstand the massive attrition rates associated with daytime operations, concentrating on bombing British cities and industrial targets instead: the Blitz.

JUNE

5th: the Battle of France (Case Red) begins. **9th:** Norway surrenders to Germany. **21st:** Italy invades southern France. **22nd:** France signs an armistice with Germany and, two days later, one with Italy. "Badger" Harris is recruited into the newly formed No. 11 Special Service Unit. Harris' small band is immediately seconded to joint operations with Sections D and M, based on its members' unusual prior experiences.

JULY

22nd: Hugh Dalton brings together Section D, MI-R, and Electra House to form the Special Operations Executive (SOE), which operates as SO1 ("words") and SO2 ("deeds"); its members refer to themselves as the Baker Street Irregulars, after Sherlock Holmes' street gang of "invisible" informants and the location of their new headquarters. The Folboat Troop is formed, named after the folding canoes they use for operations; it will later be known as the Special Boat Section (SBS). The naval Battle of Britain begins.

AUGUST

13th: The main aerial battle between the *Luftwaffe* and the RAF begins, lasting until mid-September.

SEPTEMBER

7th: the London (Big) Blitz begins. **27th:** the Tripartite Pact is signed by Germany, Italy, and Japan. American cryptanalysts crack Japanese military and diplomatic codes. Operation *Seelöwe*, the proposed invasion of Britain by Germany, is indefinitely postponed.

NOVEMBER

The SOE begins to send advisors into France to aid the fledgling Resistance. Roosevelt is re-elected President of the United States. The Special Fires (later known as Starfish) initiative begins in Britain, creating incendiary diversions for German bombers in rural areas to keep them away from towns and cities (see p.64).

Code Names

Decoded Japanese intelligence is known in the US as "Magic", as opposed to "Ultra", which refers to decoded German and Italian intelligence. In Britain, Ultra is also referred to as the "Most Secret Sources".

DECEMBER

29th: incendiary bombs destroy at least eight of Christopher Wren's London churches.

1941

Lewis Spence publishes *Occult Causes of the Present War*, where Hitler is now portrayed as a Satanist, and Alfred Rosenberg is the German equivalent of the anti-Christ.

JANUARY

The Twenty, or Double Cross (XX), Committee, involved in British counter- and anti-espionage operations, meets for the first time at Wormwood Scrubs prison.

Churchill establishes the London Controlling Section (LCS) to co-ordinate... the Allies' strategic deception plans.

APRIL

The Soviet-Japanese Non-Aggression Pact is signed.

MAY

Rudolf Hess, Hitler's second in command, parachutes into a small Scottish village near Glasgow carrying an unsanctioned peace plan and is promptly arrested. Various other intriguing papers are also found on his person, and his defection prompts a Black Sun-mediated cleansing of all known minor occult organisations within Germany. Louis de Wohl is sent to America by the SOE to spread disinformation. The *Pacte Synarchique* document is found describing the foundation of the *Mouvement Synarchique d'Empire*. The London Blitz is officially declared over, although bombing continues throughout the war.

JUNE

22nd: Operation Barbarossa, the German invasion of the USSR, begins.

JULY

Radio Inconnue, a "French" clandestine radio unit (alternatively known as a Research Unit, or RU), begins broadcasting

about the Knights of the Sweeping Broom (*Les Chevaliers du Coup de Balai*) (see p.56). Göring instructs Reinhard Heydrich, head of the Reich Security Main Office (or RHSA) to devise the Final Solution. Mass deportations of so-called “undesirables” begin to the death camps.

AUGUST

SO1 separates from the SOE to become the Political Warfare Executive (PWE), operating under the guise of the Political Intelligence Department.

SEPTEMBER

Roosevelt orders all US vessels to attack German and Italian shipping which threatens the passage of the Atlantic convoys (the “shoot first” policy) after the USS *Greer* is attacked by a German U-boat. Churchill establishes the London Controlling Section (LCS) to co-ordinate first British, and then later the Allies’, strategic deception plans.

DECEMBER

7th: Japanese aircraft bomb Pearl Harbor, officially bringing America into the war. The Arcadia conference begins in Washington between Roosevelt and Churchill, confirming the Allied “Europe first” strategy.

1942

The 600kW radio transmitter “Aspidistra” is installed in a two-storey underground bunker at Crowborough, England. RAF pilots flying over Germany report seeing a red ball of fire hovering in the air alongside them—this is the first of the “foo fighter” sightings.

The SS sets up Operation Bernhard at the Sachsenhausen concentration camp, Germany, to produce forged British bank notes in an attempt to destabilise the British economy; the forgery team does not attempt to counterfeit American currency until February 1945, and then only samples. The events of *Zero Point: Code of Honour* take place.

Great Balls of Fire

Observed by both the Axis and the Allies, and allegedly taking their name from Bill Holman’s Smokey Stover cartoon strips, foo fighters are apparently intelligent red balls of flame that can fly in formation. European foo fighters are observed to “play” with fighter pilots and are resistant to all attempts to shoot them down, whereas the ones seen over the Pacific are frequently larger, often immobile, and can be shot out of the skies. The term itself becomes popular for any unidentified flying object by 1944, particularly amongst radar operators.

JANUARY

The Mildenhall Treasure, a Roman silver hoard from the 4th Century AD, is discovered in a field in Suffolk. **20th:** The Wannsee Conference takes place in Berlin to formalise the plans for the Final Solution. The Japanese invade Burma.

FEBRUARY

RAF Bomber Command begins a concerted bombing effort against German cities, with a view to destroying transport and industrial infrastructure, as well as other specially requested “targets”.

MARCH

The “German” radio show *Astrologie und Okkultismus* is broadcast for a few weeks by Sefton Delmer’s PWE operation,

Dennis Wheatley

Dennis Yates Wheatley (1897-1977). After serving as a soldier in World War One, Wheatley takes over the family wine merchant business and begins to write. The business goes bust as a result of the Great Depression, but his writing career takes off with a vengeance. In 1934 he publishes the occult thriller *The Devil Rides Out*, whose plot details a struggle to avoid war with Germany. In May 1940, he is commissioned to write a series of papers on war strategies for MI5, and as a result is directly drafted into the Joint Planning Staff as a Wing Commander, RAF Voluntary Reserve, to serve on the LCS board.

Louis de Wohl

Ludwig von Wohl (1903-1961). A failed banker turned astrologer, de Wohl moves to England in 1935 to avoid the Nazi regime. He is recruited by the intelligence services as Karl Ernst Krafft’s opposite number. His job is to produce bogus horoscopes for members of the German High Command which can be used for propaganda purposes and to influence their military planning. His lecture tour of America is part of this deception scheme, aimed at preparing the American public for war. The SOE suddenly loses interest in de Wohl when he returns to Britain in 1942, but he continues to work for the Political Warfare Executive on a freelance basis.

Has Parker got that contraption from the U-boat working yet?

E.H.



purportedly relaying messages from dead German soldiers to their families. **28th:** The Commando raid Operation Chariot takes place, destroying the dry dock at Saint-Nazaire.

MAY

Reinhard Heydrich is attacked in Prague by two British-trained Czech agents; he dies in early June, leading to brutal German reprisals. **30th-31st:** Cologne is targeted in the first RAF 1,000 bomber raid (Operation Millennium).

JUNE

Prof. Deadman returns to the US to help set up the Majestic (MJ) branch of the OSS. German saboteurs are landed on Long Island and in Florida, although all are rapidly captured; Majestic is brought in to handle the interrogations.

AUGUST

Churchill and Stalin meet in Moscow to discuss a second front. **19th:** Operation Jubilee, a joint Anglo-Canadian raid against Dieppe, with a view to holding the port for a short time and gathering intelligence and materiel, embarrassingly fails in all of its objectives. The use of the raid as a cover for an even more clandestine operation is swiftly denied by the British Government.

SEPTEMBER

The Battle of Stalingrad begins.

OCTOBER

British seamen retrieve the new Enigma keys from a wrecked German submarine in the Eastern Mediterranean, as well as several other unusual items that are transferred quickly and quietly to Section M.

NOVEMBER

Operation Torch, the US-led invasion of Vichy Northwest Africa, begins. When the French army surrenders, German forces occupy Vichy France in retaliation. The tide of war on the Eastern Front begins to turn against the German Army.

DECEMBER

The "Cockleshell Heroes" canoe-borne Royal Marine commando raid on Bordeaux Harbour takes place (Operation Frankton).

1943

JANUARY

The Symbol conference takes place in Casablanca, Morocco, between Churchill, Roosevelt, de Gaulle, and Soviet officials to discuss opening up the Western Front. The siege of Stalingrad ends. Hitler begins to withdraw from public life.

SPRING

The events of *The Trelborg Monstrosities* supplement take place.

MAY

Operation Vulcan ends the war in Africa. The Trident conference in Washington between Roosevelt and Churchill confirms the date for the Normandy landings. The month is declared "Black May" for German U-boats, with twenty-five percent of the U-boat fleet sunk; this is considered as the beginning of the end of the Battle of the Atlantic.

JULY

The Battle of Kursk (Operation Citadel), the largest tank battle in history, takes place on the Eastern Front. Later in the month, Mussolini is deposed and arrested.

AUGUST

17th-18th: RAF bombers attack Wernher von Braun's factories at Peenemünde (Operation Hydra), the first raid of the Crossbow campaign to destroy V1 and V2 rocket sites across Europe; rumours persist that there are other, more "unusual", targets besides the rockets. Roosevelt and Churchill meet at Quebec, Canada, to discuss Operation Pointblank (the Combined Bomber Offensive to put the *Luftwaffe* out of action) and Operation Overlord (the Normandy landings).

SEPTEMBER

Italy surrenders to the Allies, leading to a German invasion of the Italian mainland (Operation Black). Otto Skorzeny rescues Mussolini from the Hotel Campo Imperatore, Gran Sasso, in the Abruzzi Mountains (Operation Oak), and the puppet rule of the Italian Social Republic begins in Salò. **22nd:** midget submarines attack the battleship *Tirpitz* (Operation Source).

OCTOBER

Italy declares war on Germany. Project Rainbow, looking into electronic camouflage using Einstein's Unified Field Theory and "recovered materiel" (see the upcoming *Achtung! Cthulhu: Shadows of Atlantis* campaign for further details), takes place. Also known as the Philadelphia Experiment, it is a repeat of a trial carried out on the same ship, the USS *Eldridge*, in July of this year.

NOVEMBER

Roosevelt, Churchill, and Chiang Kai-shek, Chinese President and leader of the Kuomintang (KMT) Nationalist Party, meet in Cairo, Egypt, to discuss the war in China. The meeting of Churchill, Roosevelt, and Stalin in Tehran, Iran, codenamed Eureka, takes place to discuss pushing ahead with opening up the Western Front as a theatre of war.

DECEMBER

Bevin's Boys: British conscripts between the ages of eighteen and twenty-five are sent into the pits (coal mines) rather than to the frontline to make up for a chronic shortage of miners. The selection is made by a random lottery, ensuring that a very strange mix of people end up serving underground.

Hanna Reitsch

Hanna Reitsch (1912-1979). More interested in flying than medicine, Reitsch leaves medical school to become a glider pilot and instructor and is soon breaking records like her English contemporary, Amy Johnson. She becomes a test pilot for the *Luftwaffe* and is the first female helicopter pilot. She continues to test and develop aeroplanes during the conflict, although a bad crash lands her in hospital for five months. A poster girl for Nazi propaganda, Reitsch is awarded the Iron Cross for her services to the *Reich*. She works with Otto Skorzeny to develop the German equivalent of the Japanese kamikaze bombers, the Leonidas Squadron, who fly modified V1 bombs.

Operation Overlord

Although planning for the invasion of France begins in the Spring of 1943, it is not until 1944 that the Allies have sufficient ships and troops in place to launch the assault, much to Stalin's annoyance. Huge efforts are made through Operation Bodyguard to deceive the Germans as to exactly where the landings will take place, including drawing attention to fake targets such as Norway and the Pas-de-Calais. Normandy is chosen due to the beaches and the relative weakness of the Atlantic Wall in this area, as well as its proximity to ports that would be useful to the Allies as they move across Europe.

1944**FEBRUARY**

Famed test pilot Hanna Reitsch presents plans for a German suicide bomber squadron to Hitler.

MARCH

Aleister Crowley publishes his version of the *Book of Thoth*. Fifty Allied officers are shot after making their escape from a German POW camp (p.30).

JUNE

6th: D-Day. The Normandy landings, part of Operation Overlord, begin.

AUGUST

15th: Operation Dragoon-Anvil sees Allied troops land in the south of France. **25th:** Paris is liberated. Alongside the Red Ball Express (*Achtung! Cthulhu: the Fate Investigator's Guide to the Secret War*, p.8), a second set of trucks is seen traversing the highways and byways of Europe, its vehicles

Pint-sized Perfection

Towards the end of 1944, and desperate to prove to the world that Parisian fashion has not been dealt a fatal blow by four years of occupation, a group of the city's finest designers work feverishly on their latest masterpiece: *la Théâtre de la Mode*. Due to a shortage of fabrics, the designers create their new fashion lines for miniature mannequins, around 30" (76cm) in height, dressed to perfection and posed against specially created backdrops. Such famous names as Worth and Schiaparelli are involved, as is a young up-and-coming designer by the name of Christian Dior. The exhibition opens in March 1945, to a rapturous reception.

and routes marked out by white balls instead. They are part of Majestic's covert Operation Brad (see p.66 for further details).

SEPTEMBER

V2 rockets are fired on London. Operation Market Garden is launched.

DECEMBER

The Battle of the Bulge begins in the Ardennes Forest, ending January 1945. The events of the *Kontamination* scenario take place.

1945

FEBRUARY

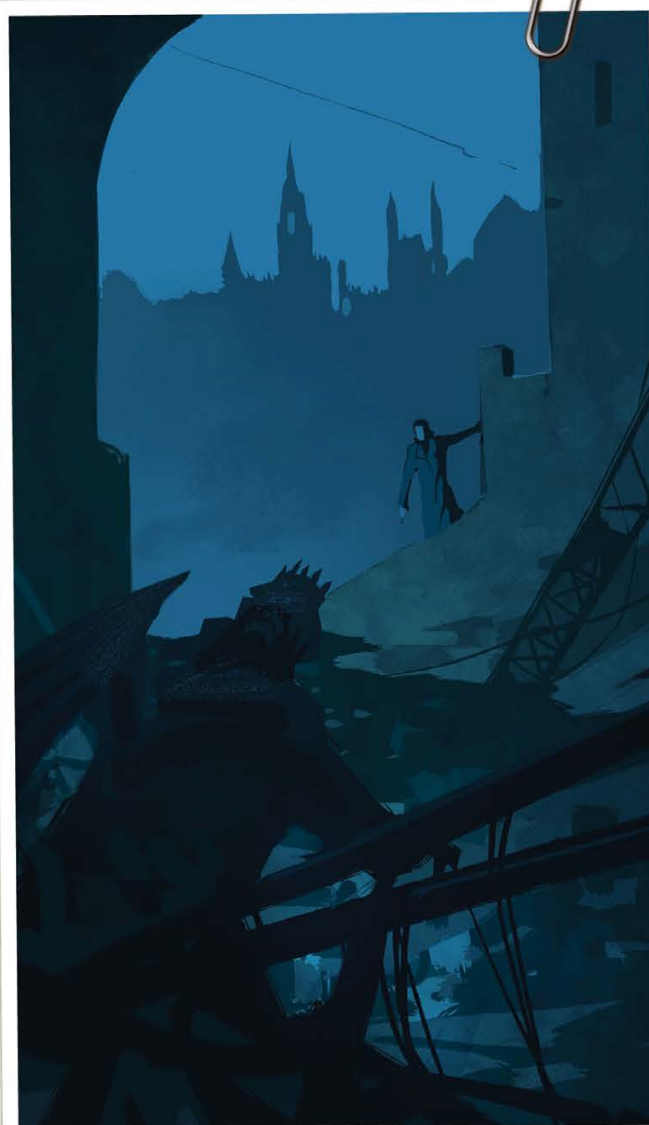
The Magneto Conference: Churchill, Roosevelt, and Stalin meet at Yalta, Crimea, to discuss the post-war reorganisation of Europe. The liberation of Belgium is complete.

MARCH

A strange fashion show opens in Paris. **23rd**: Allied forces begin crossing the Rhine.

APRIL

The Battle of Berlin begins between the Red Army and a mixed bag of German military and civilian forces. Soviet troops capture Vienna. The Allies meet up with Soviet troops on the banks of the River Elbe. Mussolini is assassinated, then taken to Milan and hung up on a meat-hook from a petrol station roof. Food and medical parcels are dropped by RAF and USAAF on the Netherlands. **12th**: FDR dies. **30th**: Hitler commits suicide in his Berlin bunker.



The End?

Of course, in our world, events play out beyond this point, resulting in the German surrender in May, followed by the Japanese surrender in August. But this isn't our world, and as Black Sun face up to the reality of their situation, they plan to activate their final, desperate strategy for world domination, as detailed in the upcoming *Achtung! Cthulhu: Assault on the Mountains of Madness* campaign and *Achtung! Cthulhu: Bye Bye Baby* supplement.

*There were more than just humans fighting
tooth and nail in the ruins of Berlin.*

-R.D.



CHAPTER 2

Inside the Reich

*"This is no war of chieftains or of princes, of dynasties or national ambition;
it is a war of peoples and of causes."*

- Winston Churchill

Achtung! Cthulhu is, first and foremost, a historical horror game, one in which the Axis and Allied powers fight out a Secret War behind the scenes of major battles and campaigns (with occasional centre-stage appearances). Whilst this Secret War will have an influence on the events and outcome of World War Two, neither the Secret War nor the Mythos can fully explain how the conflict pans out.

Furthermore, neither the Secret War nor the Mythos are the cause of, or reason for, every event or outcome of the war. In particular, the Secret War and the Mythos are not the source of the evils that are perpetrated by the Nazis, or anyone else, during World War Two.

The issue of playing German characters (other than exiles) is not discussed in the *Achtung! Cthulhu: the Fate Investigator's Guide to the Secret War*. Because of the sensitive nature of the actual horrors committed during the conflict, it is up to individual groups to determine whether they wish to include German characters in their games. The following section aims to provide some advice on how to portray German characters (both player characters and NPCs) and the involvement of the Mythos in an *Achtung! Cthulhu* campaign.

Suggested Scenario Styles

It is suggested that German-based campaigns involve espionage, resistance activities such as sabotage, and the infiltration and dismantling of secret societies such as Black Sun, either on behalf of the Allies or those who have no love for Nazism (such as Wilhelm Canaris).

There is also a home front timeline, similar to those provided elsewhere for Britain, America, and France, to furnish you with more information on conditions within Germany both before and during the war. Whilst it refers to several events already mentioned in the main GM's timeline, it does not contain any references to the Secret War and is therefore suitable for players to read as well.

Neither the Secret War nor the
Mythos are the cause of every event or
outcome of the war.

THE SONG OF GERMANY

The Nazi Party's climb to power, which inevitably flings the German nation into war, begins over a decade before Adolf Hitler finally seizes control after a long campaign of rhetoric and violence. His credo, Nazism, is a particularly dark form of fascism imbued with vicious racism, where only the "right" sort of people are fit to serve the glory of the state.

The timeline below details the major historical events unfolding around those living within Germany's borders in the run up to the war and during the conflict itself.

1920

DECEMBER

The National Socialist German Workers Party (NSDAP, or Nazi Party) begins publication of its newspaper, *Völkischer Beobachter* (The People's Observer), a major organ for Nazi propaganda.

Sympathy for the Devil

BY KENNETH HITE

Over 18 million men served in the *Wehrmacht*, the German armed forces, during the existence of the Third *Reich*. They were not cartoon cut-outs, but human beings, acting from the whole panoply of recognizable human motives: hope, fear, patriotism, revenge, inertia, camaraderie, hatred, battle-lust, and self-sacrifice. In addition to the martial virtues of courage, fortitude, loyalty, and diligence, many individual German soldiers no doubt exhibited mercy, integrity, piety, curiosity, and other admirable behaviours.

Although Nazi propaganda painted the war as a racial struggle from its beginnings, German soldiers' letters and diaries clearly indicate that many of them—initially, perhaps, a plurality of them—deprecated or ignored such arguments, seeing instead a war to secure Germany's right to exist against encircling enemies, to gain revenge for defeat

and disgrace in 1918, or to eliminate the existential threat of genocidal Soviet Communism. Indeed, 150,000 Jews (mostly of mixed descent) served at one time or another in the *Wehrmacht*, often receiving special permission to do so. Most *Wehrmacht* personnel were draftees who would doubtless rather have been at home not killing anyone. It is difficult to demonstrate, at least from the historical records available, that the average *Wehrmacht* soldier in 1939 was any more anti-Semitic than the average French, Polish, or Russian soldier he fought against.

But the *Wehrmacht* were hardly paragons. To begin with, every soldier, sailor, and airman swore a personal oath of loyalty to Adolf Hitler. The general staff was particularly

(continued on the next page...)

1921

The *Abwehr*, German military intelligence, is founded. The *Sturmabteilung* (SA), the Nazi Party's brown-shirted storm trooper unit, officially comes into being.

1923

APRIL

The NSDAP brings out a weekly tabloid newspaper called *Der Stürmer* (The Attacker).

NOVEMBER

The Munich Beer Hall Putsch: Adolf Hitler and his SA troops march on the *Bürgerbräukeller* beer hall in a failed attempt to topple the Bavarian government. Hyperinflation peaks.

1924

Whilst in Landsberg Prison as a result of his involvement in the Beer Hall Putsch, Hitler begins to write *Mein Kampf*.

1925

Hitler establishes the *Schutzstaffel* (SS) to act as a protection squad for Nazi Party leaders. The organisation is based on an earlier small SA unit.

1926

The Hitler Youth, having developed from the 1922 Nazi Party youth group *Jugendbund*, is incorporated into the SA. By the end of 1936, membership is mandatory for all boys of Aryan descent between the ages of fourteen and eighteen.

How Much?

After World War One, the German economy goes into decline, in large part due to the punitive reparation sums demanded by the Allies and the way the Weimar government handles paying them. In January 1923, after a missed instalment, French and Belgian forces invade the country's industrial heartland, the Ruhr Valley, leading to a general strike and further monetary problems. The value of the Mark crashes, with prices going up faster than people can spend their wages, and wheelbarrows are required to carry the gigantic quantities of cash needed for even the most basic commodities. Introduction of the Rentenmark in November 1923 helps to stabilise the free-falling economy, which is further helped by the Dawes Plan and the arrival of the *Reichsmark*, both introduced in the autumn of 1924.

The girls' version, *Bund Deutscher Mädel* (BDM, or the League of German Girls), is not founded until 1930.

1927

JULY

Der Angriff (The Attack), another Nazi propaganda paper renowned for its crudity and viciousness, is published.

1928

JUNE

The Germans make the first rocket-powered flight using an adapted sailplane (glider), the *Lippisch-Ente* (Duck).

(...continued from the previous page)

craven, of course, shrinking from the possibility of *coups d'état* or assassination even after Hitler's actual insanity and drug-fuelled mania became obvious. The *Wehrmacht* carried out orders to kill political prisoners, burn towns, massacre POWs, slaughter hostages, and use human shields: possibly 7 million civilians were killed outright not including strategic bombing raids, and over 3 million POWs were shot or allowed to starve or freeze. With the tacit approval of the generals, *Wehrmacht* personnel committed perhaps 10 million rapes on the Eastern Front. Such activities disgrace any possible claim of *Wehrmacht* "honour" even before one takes into account that—after 1942—every heroic last stand, noble charge, or brilliant tactical manoeuvre prolonged a clearly lost and disastrous war and, worse, bought more time for the SS to exterminate the Jews and Romany of Europe.

The SS were, of course, vastly worse. The *Waffen-SS* was only the best of a very bad lot, a million soldiers who (with some exceptions, mainly in the Baltic States after 1943) explicitly volunteered to fight on behalf, not of Germany, but of Nazi ideology. Their war crimes record beggars that of the *Wehrmacht* (or the Red Army*), reaching perhaps its nadir during the 1944 Warsaw Uprising, when even the SS military police had to intervene to rein in units and commanders run amok. And this is before one even gets to the *SS-Totenkopfverbände*, who ran and guarded the concentration camps and death camps, and the *Allgemeine-SS* who kept the paperwork machines (and torture machines) going behind the lines. But even those SS men griped about their jobs, or listened to Mozart, or played with their kids. Even the SS was human.

And that's really the worst part of it all. In other games, you can use the Nazis as targets, as orcs, as notches on your gun barrel. But in **Call of Cthulhu**, you are playing a horror game. And horror depends on real emotions, and real fears, not video game violence.

Players have it relatively easy: they're not likely to be playing Germans. If they are, they can (without too much damage to the historical record) play "good Germans" who deprecate the Nazi movement, or even resist it. The extent of the anti-Nazi "German Resistance" has been greatly exaggerated by post-war German historians (for obvious reasons), but it was real, and it encompassed people from all walks of life: Catholic priests, Communist street-fighters, right-wing military officers, and left-wing jazz fiends. The Nazis executed some 77,000 people for anti-state activities, and imprisoned at least four times that many in concentration camps for the same reason. Even if one assumes the *Gestapo* arrested four "innocents" for every genuine anti-Nazi, the total still adds up.

It is up to the GM to portray even the *Gestapo* as human beings. Provide evidence or moments of the Nazis' humanity during the investigation: an overheard joke, or a doodle in the corner of a memo. If the characters machine-gun the

SS guards (even for good and sufficient reason), the guards should die as humans die, not topple like ninepins or stunt men. Their bowels give out, they cry for "Mutti", or beg for water. Their eyes stare, their arms twitch. If such roleplaying cues aren't having an effect, restore perspective and impose a 1-point SAN loss, even on combat-hardened veterans, for visible killings like this.

Showing the Nazis' humanity is important, but not in order to be "fair" to the *Gestapo* or even the *Wehrmacht*. It is crucially important because if the Nazis aren't human, then their crimes aren't human, either. Suddenly their 20 million victims weren't murdered by humans, but instead were killed by a freak amoral accident, or died of a plague spread by orcs. The Nazis did monstrous things, but they were humans, and their monstrosity was human monstrosity.

This becomes still trickier when the Nazis meet the Cthulhu Mythos. At all costs, do not paint the Holocaust, or the Oradour-sur-Glane massacre, or even the "high altitude experiments" in Dachau, as caused by the Mythos. Nyarlathotep did not dictate the Wannsee Conference memorandum on the Final Solution; Mengele was not channelling Y'gononac in his surgeries. Playing it that way lets the Nazis off the hook: they were only following orders from Cthulhu's nightmares! Rather, point your causality in the other direction: humans who build industrial-scale gas chambers, massacre towns down to the children and house pets, and torture women in low-pressure capsules are the kinds of humans who find the Mythos. The *Necronomicon* doesn't make Himmler evil and crazy: Himmler is so evil and crazy already that he wants to weaponize the *Necronomicon*.

As Lovecraft put it, first mankind "become[s] as the Great Old Ones," then the Old Ones "teach them new ways to shout and kill."

One interesting way to meet both requirements is to introduce NPC Nazis who, like the characters, fear and hate the Cthulhu Mythos, even (or especially) if the entity in question was summoned by their own *Sturmabführer*. Do the players accept help from the *Luftwaffe*? From the *Waffen-SS*? From *Einsatzgruppen* troopers, fresh from shooting Jewish civilians in the head all day? The GM can twist the knife by flavouring the alliances on offer. Does *Oberführer* von Kemmel's plan to contain the Deep Ones—bombard the coastal village and massacre the survivors—seem eerily sensible? Tempting (or pressuring) the players to make common cause with the worst of humanity paints the real horror of the Mythos in stark relief—at the core of the universe is something so appalling, so incomprehensible, so alien, that it can't tell you apart from Adolf Hitler.

After all, you're both human.

**Yes, Stalin killed just as many people as Hitler, many in a similarly horrific fashion. Prisoners in Auschwitz and Vorkuta had roughly the same life expectancy. Resist the temptation to dehumanize the NKVD as well, despite its seemingly inhuman cruelty.*

OCTOBER

A coalition of conservative parties, including the NSDAP, lobby for the introduction of a Liberty Law, renouncing the war guilt and reparation payments demanded by the Treaty of Versailles. The movement is defeated in December after a referendum shows little public support.

1929

Heinrich Himmler is put in charge of the SS.

1931

The collapse of the *Darmstädter-Nationalbank* of Berlin triggers the beginning of another financial crisis, leading to soaring unemployment and national unrest.

1933

President von Hindenburg passes the Enabling Act to suppress Communist activity. It also removes freedom of the press, the right of assembly for all, and the guarantee of personal liberty and right of appeal, as well as instituting the death penalty for a wide variety of crimes. The *Ahnenpass*, a certificate of ancestry, is developed by the German government in order to track citizens' racial purity. Initially it is only required for Party members, the SS, and SA, but from August 1940 it becomes compulsory for all. Foreign

newspapers and periodicals are banned. The *Reichsluftschutzbund* (RLB), is founded to carry out air raid precautions training.

JANUARY

Hitler is asked by von Hindenburg to become Chancellor of Germany. Himmler creates the *Sicherheitsdienst* (SD), the Nazi party intelligence service.

APRIL

The *Gestapo* (*Geheime Staatspolizei*), the German secret police, is founded by Hermann Göring.

The *Ahnenpass*, a certificate of ancestry, is developed by the German government in order to track citizens' racial purity.

MAY

Nazi supporters and students begin burning books to cleanse the country of any "un-German spirit". Trade unions are outlawed, and many of their leaders sent to concentration camps. The unions are replaced by the *Deutsche Arbeitsfront* (DAF). Membership is compulsory for all racially- and politically-sanctioned workers.

Commander Marrero wished Corporal Emerson and the crew of the experimental *WeeGam* had been with him in the Spanish Civil War, as it appeared that virtually nothing could stand in their way.



JULY

The NSDAP becomes the only legally permitted political party.

1934

JUNE

The Night of the Long Knives (30th June-2nd July): during a four-day series of executions and arrests, Hitler removes his political enemies, particularly those in the SA, whose power within the Nazi Party now falls into terminal decline.

JULY

The *Reichsarbeitsdienst* (RAD), or German National Work Service, is formed from previously existing labour services, such as the *Freiwilliger Arbeitsdienst* (FAD, or Voluntary Labour Service). From June 1935, it becomes compulsory for all eligible young men to undertake a compulsory six-month RAD tour of duty before their two-year compulsory military service. A young women's version is established in August 1936.

AUGUST

With the death of von Hindenburg, Hitler combines the offices of President and Chancellor and takes absolute control of Germany, making all politicians and members of the army swear a personal oath of loyalty to him as their *Führer* (Leader).

SEPTEMBER

Leni Riefenstahl films the propaganda documentary *Triumph of the Will* at the Nazi Party Congress in Nuremberg.

1935

Hitler begins to rearm Germany and reinstitutes conscription. The *Gestapo* begins tapping the phones of undesirable citizens.

JANUARY

Admiral Wilhelm Canaris takes control of the *Abwehr*.

MARCH

The SS begins publication of its own official, more intellectual newspaper, *Das Schwarze Korps*. General Beck, Chief of General Staff, presents the *Lebensraum* (living space) report, urging remilitarisation at the earliest opportunity.

JULY

Heinrich Himmler, Hermann Wirth, and Richard Darré set up the *Ahnenerbe* to "research" German prehistory.

SEPTEMBER

The state-sanctioned persecution of Jews begins in Germany with the passing of the Nuremberg Laws.

1936

The *Gestapo* effectively merges with Himmler's SS.

AUGUST

The Summer Olympic Games are held in Berlin, where black American athlete Jesse Owens wins four gold medals. The games nearly do not happen when a major boycott is proposed after Hitler initially bans black and Jewish competitors from taking part. There are no Olympic Games during the course of the war.

OCTOBER

Göring is put in charge of managing Hitler's Four Year Plan, giving him total control over Germany's economy.

NOVEMBER

Germany and Japan sign the Anti-Comintern Pact.

1937

The *Luftschutzwarndienst* (LSW) is formed to track enemy aircraft movements.

Leni Riefenstahl

Helene Bertha Amalie Riefenstahl (1902-2003). Starting her career in show business as an interpretative dancer, Riefenstahl becomes fascinated by "mountain films" whilst recuperating from an injury. Once recovered, she becomes a silent movie star and an accomplished mountaineer. Studying film technique as she works, she later becomes a director and sets up her own production company. An ardent admirer of Hitler, Riefenstahl is best known outside Germany for her documentaries, including those on the Nuremberg rallies (such as *Triumph des Willens*) and the 1936 Olympic Games.

The Best Laid Plans

Since 1933 there has been a long-term economic plan in place to begin war preparations. The Four Year Plan of 1936 expands on its predecessor and aims to make the German nation self-sufficient in four years. Its goals include the eradication of unemployment, multiple large public and civic works projects, and the development of both the military and the road infrastructure. Its time frame is extended at the outset of war and it achieves many of its stated aims as the conflict progresses.

1938

Women become eligible for civil conscription, but are rarely called upon if not already in work. *Organisation Todt* (OT) begins building the *Westwall*, known to the Allies as the Siegfried Line, opposite the Maginot Line.

JUNE

All non-exempt, fit, and healthy men and women are ordered to take up an allocated job post for a fixed time period. Once the service is complete, they are permitted to return to their previous employment.

NOVEMBER

9th: *Reichskristallnacht*, the Night of Broken Glass, takes place across all German-held territories.

1939

AUGUST

The flight of the first jet-powered aircraft, the Heinkel He178, takes place at Rostock, Germany. "Undermining the war effort" becomes a capital crime.

SEPTEMBER

Small-scale food rationing is introduced. Listening to the BBC and other foreign radio stations is outlawed.

DECEMBER

The War Economy Decree is instituted, cutting wages, removing bonuses for overtime, night, and weekend work, abolishing holiday rights, and introducing a war tax on workers' salaries. Most of the measures are relaxed or removed by January 1940 due to mass passive resistance by the German workforce. Foreign-published newspapers and journals written in German are banned.

The Oldest Profession

With the outbreak of war in the various belligerent nations, there is a boom in prostitution. Some see the sex trade as a way to make good money through the running of brothels and associated bars and clubs. The military takes a fairly relaxed view of such institutions, encouraging safety rather than abstinence on the part of their soldiers. Some women see it as a direct way to get hold of otherwise practically unavailable items from relatively well-supplied soldiers. However in many nations, as food and fuel shortages begin to really bite, a huge number of desperate women are forced to sell the only possession they have, i.e. themselves, in order to obtain the basic materials they and their families need to ward off starvation and prevent themselves from freezing to death.

1940

MAY

Josef Goebbels establishes a much more high-brow newspaper, aimed at intellectuals and foreigners, called *Das Reich*.

AUGUST

The RAF begins bombing Berlin.

1941

JANUARY

Franz von Werra, *Luftwaffe* ace, having been moved from Britain to a Canadian POW camp after repeated escape attempts, manages to flee to America and eventually back to Germany, becoming the only German POW to officially successfully escape from captivity.

SEPTEMBER

Jews are ordered to wear yellow stars in German-held territories.

OCTOBER

The Iron Savings Scheme, a tax-exempt savings deduction from weekly wages to help the war effort, is introduced. Although technically voluntary, those refusing to comply are "seen by their local Party representative"...

DECEMBER

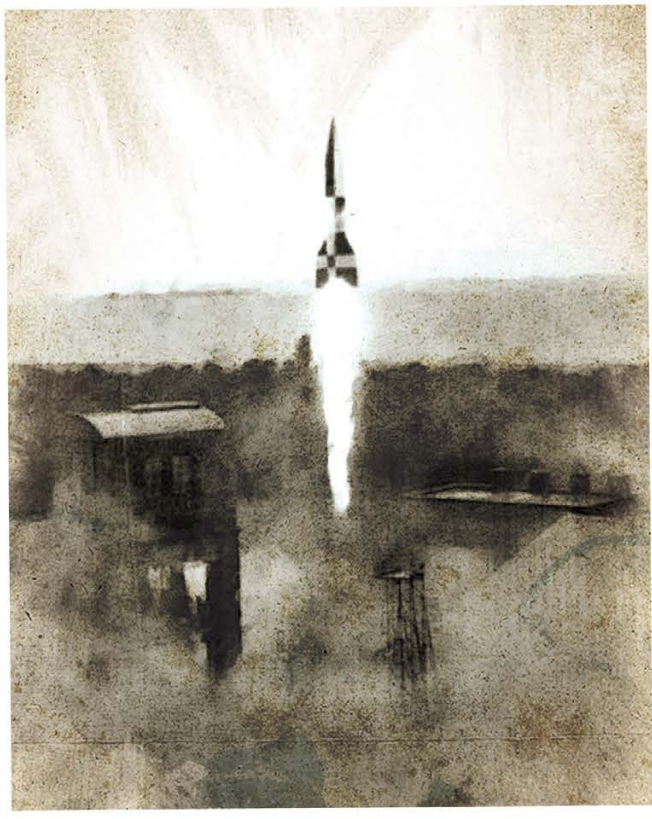
Goebbels appeals for the public to donate warm winter clothing for troops on the Eastern Front.

1942

The V2 rocket is developed by Wernher von Braun at Peenemünde, at a site specifically chosen by his mother. Hitler appoints Albert Speer, the man behind the spectacle of the 1934 Nuremberg rally, as head of war mobilisation. The German people's trust in their own press is severely weakened due to their failure to truthfully report German losses.

Breaking Glass

Officially declared as a public reaction to the assassination of a German official in Paris by a Polish Jewish exile, the destruction and theft of Jewish property and the internment of male Jewish citizens is, in reality, a carefully state-orchestrated act of extreme violence and repression carried out by the SA and Hitler Youth, mostly dressed in civilian clothing to reinforce the lie. To add insult to injury, the Jewish communities are blamed for the attacks and subsequently fined.



"They [the Party] told us we would be safe from the bombing because the Allies would need our harbour for their invasion plans. They were wrong. Part of me feels that this is a punishment for the crimes of our leadership and our soldiers abroad. God help us all."

—Matthias, Hamburg, July 1943.

destroyed in the space of one week. A new greeting is coined: "Bleib übrig!" which roughly translates as "Stay alive!". It is often shortened simply to "BU!".

DECEMBER

The military conscription of the German Youth Movements begins.

1944

Germany is forced to institute severe controls on food, prices, and wages. Later in the year, Himmler begins to organise a secret commando force to harry invading Allied troops, codenamed *Werwolf*, and staffed by members of the SS and Hitler Youth.

JANUARY

German schoolchildren are now eligible for war work.

JUNE

Canaris is dismissed as head of the *Abwehr*.

MAY

Martin Bormann issues a decree stating that no German citizen will be punished for assaulting or killing downed enemy aircrew.

SEPTEMBER

The *Volkssturm*, the German equivalent of the Home Guard, is formed. By November, any eligible German who has not registered is subject to court martial.

1945

FEBRUARY

The Dresden firestorm takes place.

MARCH

Goebbels delivers his "Werewolf" speech, urging every German citizen to fight to the death against the invading forces.

APRIL

The Battle of Berlin begins between the Red Army, and a mixed bag of German military and civilian forces.

SPRING

Goebbels announces severe penalties for black marketeers and hoarders. A food crisis leads to a cut in rations and much bitterness from workers. All schoolchildren over the age of ten have to undertake agricultural labour rather than attend classes, in a scheme lasting until November 1942.

1943

JANUARY

Hitler's failure to speak to the German nation on the tenth anniversary of the Nazis taking power heralds his increasing withdrawal from public appearances. All German women aged seventeen to forty-five are required to register with their local Labour Office if not exempt from doing so, as must men aged sixteen to sixty-five.

FEBRUARY

Hitler orders the closure of 100,000 restaurants and clubs to force the German populace into contributing more to the war effort. A highly unpopular move amongst the NSDAP's core supporters, the order is rescinded in September 1943. Goebbels gives his "Total War" speech in front of a carefully selected audience at the Berlin *Sportpalast*.

JULY

The Hamburg firestorm (Operation Gomorrah) takes place, when "Window" (anti-radar chaff) is used for the first time. Fifty-six percent of all family dwellings in the city are



CHAPTER 3

Might Makes Right?

*"Man is a military animal, glories in gunpowder and loves parade."
- Philip James Bailey*

As *Achtung! Cthulhu* is set during a time of mass conflict, it is important to have at least some understanding of military structure and procedure, particularly if you are intending to run a military-based campaign. This chapter looks at organisation within the armed forces, as well as providing a host of ready-made NPCs for you to use in your scenarios.

If you have decided to permit German military player characters in your game, the NPCs on pp.32-36 can also be used as occupation templates for player characters, which can be fully fleshed out using the rules in the *Achtung! Cthulhu: the Fate Investigator's Guide to the Secret War*.

MILITARY STRUCTURE

Developed over centuries of warfare, all the major factions of World War Two use a broadly similar framework for the organisation for their forces, though with often confusing differences—the British, for example, refer to a squad as a section, while in other armies a section is two squads. In *Achtung! Cthulhu*, the following generic structure is employed to allow the GM to focus on gameplay and not get lost amidst organisational charts, rules, and exceptions, though please feel free to research these differences further should you wish to include a greater degree of realism in your own campaign. A simplified comparative German rank structure is provided in Table 1, along with additional uniform information in Table 2.

The structure assumes units are at their full strength (as they march on paper, as the saying goes) and does not take into account casualties, men on leave, illness, and other factors which will reduce their overall strength. It is also important to bear in mind that once a unit enters combat, it suffers attrition both through enemy action and accident,

not to mention the malingerers common to every army, thus altering the overall composition. Additionally, as the situation on the battlefield often remains fluid, units can be repurposed or reorganised into mixed formations temporarily, based on the needs of the moment.

SQUAD/SECTION (GERMAN: GRUPPE)

Number of men: 10-13.

The basic unit for all armies, consisting of ten infantrymen, and commanded by a non-commissioned officer (NCO). The squad is armed with rifles or submachine guns (SMGs), depending on the unit's role, with a single light machine gun (LMG) provided for support. In the case of armour and artillery, a squad equates to a single vehicle or weapon and its associated personnel. If the troops are mechanised, their vehicle and its crew are also added to the squad.

As stated above, the British refer to a squad as a section, while for US and German forces a section consists of two squads commanded by a senior NCO.

In the Air Force, a single aircraft stands as the equivalent to a squad.

PLATOON (GERMAN: ZUG)

Number of men: 35-50.

A standard platoon consists of three to five squads accompanied by any relevant transport units, plus a command and support squad, usually formed from a junior commanding officer (typically a Lieutenant), plus the platoon's support weapon. Early in the war, the support weapon is likely to be a mortar or anti-tank rifle, being replaced later by additional LMGs or anti-tank rockets, such as *Panzerfäuste* or Bazookas. Platoons frequently have a medic assigned to the command squad. If artillery support is available to a



platoon, forward observers are often assigned to join the unit and provide information about the target for the artillery.

An armoured platoon consists of three to five tanks, depending on the size and role of the vehicles in question, while artillery platoons are formed from between two to four guns, plus transport and crew.

The Air Force equivalent of a platoon is a flight (*Rotte* to the *Luftwaffe*), which consists of either two fighter aircraft or three bombers.

COMPANY (GERMAN: KOMPANIE)

Number of men: 150-200.

A company is composed of three to five platoons plus vehicles, as well as command and support personnel. Usually led by a Captain, the command squad includes heavier support weapons, such as heavy mortars or medium machine guns, and additional medical staff, along with radio operators or messengers and additional artillery spotters.

An armoured company consists of three to five armoured platoons, plus a command contingent of one to two tanks. Artillery companies are referred to as batteries and consist of between six and twelve guns, plus transportation. The US Army refers to their cavalry, artillery, and reconnaissance companies as troops.

Two or more Air Force flights form a squadron (German: *Schwarm*), the aerial equivalent of a company and the smallest air unit to merit a headquarters element (Squadron Leader).

BATTALION/REGIMENT (GERMAN: BATAILLON)

Number of men: 500-1,000.

Comprised of three to five companies and command staff, plus support staff and vehicles, the battalion will often be commanded by a Major. Unlike smaller formations, the

command element of a battalion rarely includes support weapons as its function is to direct the main battalion force, not engage in combat (though some fighting Majors do buck this tradition). Infantry battalions include one company of heavy weapons, such as heavy machine guns and mortars, to support the battalion. In addition, a battalion is the smallest unit that is equipped with dedicated field medical facilities capable of treating the seriously wounded.

Germany refers to its armour and artillery battalions as *Abteilungen*. Just to confuse matters, the British refer to armour and artillery battalions as regiments and all of their regiments as brigades, although, in all fairness, most army structures are based around the British Army model. Additionally, the US Army refers to their cavalry and reconnaissance battalions as squadrons, commanded by a Lieutenant Colonel. An armoured battalion will have approximately 45 tanks, plus repair and recovery vehicles and, quite likely, anti-aircraft weaponry.

Despite the huge industrial capacity of some countries, such as the United States, overall the size of armoured units reduces significantly during the war as losses outpace production, resulting in an overall reduction in the number of vehicles that compose a battalion. It is therefore extremely rare to encounter a full strength armoured battalion from any army, and spectacularly unlucky if it belongs to the enemy.

German infantry battalions are composed of three rifle companies plus anti-tank support, a machine gun company, and a heavy mortar platoon, making them far more independent than their Allied equivalents.

In the Air Force, two or more squadrons form a group (German: *Gruppe*), and always consist of aircraft with the same broad role (fighter, fighter-bomber, bomber, or reconnaissance).

Table 1: Comparative Ranks for German Forces

The following table provides a simplified overview of the ranks employed within the various arms of the German military, along with their comparative ranks in Allied formations. Some ranks do not have direct equivalents in other services, or their direct equivalent could not be confirmed (—), but all are shown in order of seniority.

ENLISTED MEN

Heer (Army)	Waffen-SS	Allied Equivalent (UK/US)
Grenadier	SS-Schütze	Private
—	SS-Oberschütze	—
Obergrenadier	—	—

ENLISTED MEN

Kriegsmarine	Allied Equivalent (Royal Navy/US Navy)
Matrosengefreiter	Ordinary Seaman/ Seaman Recruit
Matrosenobergefreiter	Able Seaman/ Seaman Apprentice

NON-COMMISSIONED OFFICERS

Heer (Army)	Waffen-SS	Allied Equivalent (UK/US)
Gefreiter	SS-Sturmmann	Lance Corporal
Obergefreiter	SS-Rottenführer	Corporal
Unteroffizier	SS-Unterscharführer	Corporal
Unterfeldwebel	SS-Scharführer	—/Sergeant
Feldwebel	SS-Oberscharführer	Sergeant/ Staff Sergeant
Oberfeldwebel	SS-Hauptscharführer	Sergeant Major
Stabsfeldwebel	SS-Sturmscharführer	Warrant Officer

NON-COMMISSIONED OFFICERS

Kriegsmarine	Allied Equivalent (Royal Navy/US Navy)
Maat	Petty Officer (Junior)
Obermaat	Petty Officer
Bootsmann	Petty Officer
Hauptbootsmann	Chief Petty Officer
Oberstabsbootmann	Warrant Officer

OFFICERS

Heer (Army)	Waffen-SS	Allied Equivalent (UK/US)
Leutnant	SS-Untersturmführer	Second Lieutenant
Oberleutnant	SS-Obersturmführer	Lieutenant/ First Lieutenant
Hauptmann	SS-Hauptsturmführer	Captain
Major	SS-Sturmbannführer	Major
Oberstleutnant	SS-Obersturmbannführer	Lieutenant Colonel
Oberst	SS-Standartenführer	Colonel
—	SS-Oberführer	—
Generalmajor	SS-Brigadeführer	Brigadier/ Brigadier General
Generalleutnant	SS-Gruppenführer	Major General
General	SS-Obergruppenführer	Lieutenant General
Generaloberst	SS-Oberstgruppenführer	General
Generalfeldmarschall	Reichsführer-SS	Field Marshal/ General of the Army

OFFICERS

Kriegsmarine	Allied Equivalent (Royal Navy/US Navy)
Seekadett	Officer Cadet/ Midshipman
Fähnrich zur See	Naval cadet/—
Oberfähnrich zur See	Midshipman
Leutnant zur See	Sub-Lieutenant/ Ensign
Kapitänleutnant	Lieutenant
Korvettenkapitän	Lieutenant-Commander
Fregattenkapitän	Commander
Kapitän zur See	Captain
Konteradmiral	Commodore
Vizeadmiral	Rear Admiral
Admiral	Vice Admiral
Generaladmiral	Admiral
Grossadmiral	Admiral of the Fleet/ Fleet Admiral

ENLISTED MEN

Luftwaffe	Allied Equivalent (RAF/USAAF)
<i>Flieger</i>	Aircraftman 2nd Class/Private
<i>Obergefreiter</i>	Aircraftman 1st Class/Private 1st Class
<i>Hauptgefreiter</i>	Leading Aircraftman/—

NON-COMMISSIONED OFFICERS

Luftwaffe	Allied Equivalent (RAF/USAAF)
<i>Unteroffizier</i>	Corporal
<i>Untersfeldwebel</i>	Sergeant/Staff Sergeant
<i>Feldwebel</i>	Sergeant/Technical Sergeant
<i>Obersfeldwebel</i>	Warrant Officer/Master Sergeant
<i>Stabsfeldwebel</i>	Warrant Officer

OFFICERS

Luftwaffe	Allied Equivalent (RAF/USAAF)
<i>Leutnant</i>	Pilot Officer/Second Lieutenant
<i>Oberleutnant</i>	Flying Officer/First Lieutenant
<i>Hauptmann</i>	Flight Lieutenant/Captain
<i>Major</i>	Squadron Leader/Major
<i>Oberstleutnant</i>	Wing Commander/Lieutenant Colonel
<i>Oberst</i>	Group Captain/Colonel
<i>Generalmajor</i>	Air Commodore/Brigadier
<i>Generalleutnant</i>	Air Vice Marshal/Major General
<i>General der Flieger*</i>	Air Marshal/Lieutenant General
<i>Generaloberst</i>	Air Chief Marshal/General

*This rank varies depending on the branch of the *Luftwaffe* the officer belongs to, such as *General der Fallschirmtruppe* (airborne troops), *General der Flakartillerie* (Air Defence).

Table 2: Uniform Tab Colours by Military Service

In addition to rank insignia, soldiers in the German military wear coloured tabs on their collars to indicate their service branch, as follows:

Colour	Luftwaffe	Heer	Waffen-SS
White	General Officers	Infantry	Infantry
Gold/Yellow	Aircrew/Airborne Troops/ Ground personnel	Recon/Cavalry	Cavalry/Motorised Recon
Yellow	—	Signals	Signals/Propaganda
Orange	Recalled Officers	Ordnance	—
Crimson	General Staff	General Staff/Veterinary	Veterinary
Brown	Signals	—	Concentration Camp Guards
Purple	Legal	—	—
Bright Red	Anti-aircraft/Ordnance	Generals/Anti-aircraft/Artillery	Artillery
Orange Red	—	Military Police	Engineer Officers/Replacement Services
Wine Red	—	Specialist Services	—
Pink	Engineers	Armour/Armoured Recon	Armour/Anti-tank
Blue	Medical	Medical	Medical
Grey Blue	—	Specialist Officers	—
Light Grey	—	Propaganda Troops	General Officers
Light Green	Radar units	Mountain/Light Infantry	Mountain Infantry
Light Blue	Transport/Supply	Transport/Supply	Transport/Supply & Tech
Dark Green	Attached <i>Wehrmacht</i>	Armoured Infantry	SS Police Rifle Regiments
Dark Green	Attached <i>Wehrmacht</i> troops under <i>Luftwaffe</i> control	Armoured Infantry	SS Police Rifle Regiments

REGIMENT/BRIGADE (GERMAN: BRIGADE)

Number of men: 3,000-4,000.

At regimental level (brigade level in the British Army), organisation changes significantly. A regiment can be composed of mixed units, including infantry, armour, and artillery, working in support of one another. Additionally, while smaller units maintain relatively fixed rosters, regiments and larger formations change composition, with different subordinate units assigned to a regiment on a temporary and often ad hoc basis, depending on the current battlefield situation. A typical infantry regiment can include three infantry battalions, an artillery battery in support, plus an anti-tank or armoured company.

Commanded by a Colonel, along with a number of executive officers of lower ranks, a regiment has a significant support element, including vehicles, administration, and supply troops, along with medical, signals, and (possibly) intelligence personnel on hand. While multiple regiments form a division, they can also be independently assigned to an army depending on their composition.

At this level, armoured units number in the hundreds of vehicles, including those required for support and maintenance; likewise for artillery units, which include munitions, transport, and forward observers. Infantry support is provided by other units.

The Air Force equivalent to a regiment is a wing (German: *Geschwader*), composed of two or more groups of aircraft with the same role.

DIVISION (GERMAN: DIVISION)

Number of men: 9,000-15,000.

Commanded by a Major General with a plethora of command staff and other officers, a division is the smallest army formation to maintain its own support network, including administration, supply, and catering units. Thanks to this large supply and logistics force, a division is capable of operating in the field without external support for significant periods of time. A typical infantry division will consist of three infantry regiments with an artillery regiment in support, plus battalions composed of reconnaissance troops, anti-tank and anti-aircraft weapons, engineers, signals, and a huge supply and support contingent—a division on the move is truly a sight to behold though, as can well be imagined, not a particularly fast one.

A unique feature of the German Army is the decentralisation of heavy weapons within a division, meaning that each regiment maintains its own anti-tank and infantry gun companies, plus its own headquarters with a staff company, and signals, messenger, and engineering platoons.

Beyond divisional level, units are formed into army corps, armies, and army groups, though from an **Achtung! Cthulhu** perspective these are unlikely to be of direct relevance. A corps fields around 50,000 men, an army 150,000, and an army group anywhere up to one million personnel.

The Realities of War

Having reviewed the standard military structure, the GM should bear in mind that these are the optimum formations as specified by military doctrine, whereas in reality battlefield formations are likely to be far more varied and chaotic in their organisation, and unlikely to be at full strength once engaged in battle.

Both the British and Germans maintain a policy of removing depleted units from the line in order to reinforce them with new recruits and to give the men time to rest and recuperate from the horror of war. The United States, though, goes against this policy, instead keeping depleted units in the field and replenishing them with new recruits. This has a negative effect on the units for a number of reasons: firstly, the new recruits are unable to integrate fully with the veteran soldiers who have bonded as a unit. This leads to resentment, with the knock-on effect that green recruits are prevented from learning from the more experienced veterans. Secondly, the veteran core of the unit slowly depletes through attrition, significantly weakening the unit as time goes on. Despite this issue, US troops are some of the most proficient and reliable soldiers in the world.

Likewise, as the war progresses, German forces begin to suffer an ever greater depletion of manpower, particularly after the Soviets begin their unstoppable advance towards Berlin. At the start of the war, German units are tough, resilient, and a force to be reckoned with, but as both attrition and political retribution begin to take their toll, what should be a full-strength unit may well turn out to be a militia unit (*Volkssturm*) manned by raw recruits, fresh from Hitler Youth training, and old men who last saw action in the trenches.

The GM should keep this fatigue, morale, and training in mind when handling battlefield units, especially when player characters are attempting to command them. Tired and disgruntled soldiers do not make an effective fighting force and are unlikely to want to put their lives on the line; they are also highly likely to desert the player characters' command if pushed too far—after all, everybody has a breaking point. Add the possibility of fighting the Mythos, and you have a recipe for potential mutiny.

Both the British and Germans
maintain a policy of removing depleted
units from the line in order to reinforce
them with new recruits.

ARMY LIFE

The daily life of a soldier is very much dictated by the service in which he enlists, with the men of the Air Force probably suffering the fewest hardships in daily life, thanks to their relatively stable home bases, though this by no means belittles the dangers they face each time they climb into their aircraft.

After basic training (which is brief by peacetime army standards), life for the infantryman is an endless cycle of marching, digging latrines and trenches, and sleeping in terrible weather conditions (often without adequate protection, thanks to supply lines being cut or delayed). Added to these delights are the cold, fear, and boredom of sentry duty, as well as generally terrible food (at least until US troops are able to eat their own standard rations, which are a banquet compared to the meagre British ones). All of this is, of course, interspersed with the horror of actual warfare: the terror and unholy din of artillery fire, the zip of tracer rounds tearing through the air, and the sudden loss of friends, cut apart by enemy fire without warning.

Soldiers spend much of their existence trying to fill the time between engagements; anything is better than waiting around like sitting ducks, not knowing if the next battle will be your last. Fortunately, the Army can always find something for a man to do, even if it is just digging more trenches or filling sandbags. Meanwhile, men occupy what time remains with a variety of activities: smoking, reading magazines, playing cards and, occasionally, if headquarters can muster up a projector, watching movies and newsreels. Though frowned upon, troops often resort to drinking, particularly if they can secure alcohol from the local population, or if some bright spark has built a still. And, of course, there is always fraternisation with the local women.

BEHIND THE LINES

An army cannot be an effective combat force without a huge supply and logistics force supporting its combat troops. Some historians cite Germany's lack of support personnel as one of the compounding factors in their worsening troubles during the conflict, especially as supply lines increase in length during the Soviet campaign. Some figures place Germany's ratio of support troops to combat troops as 1:1 which, when compared to America's approximate 7:1 figure, illustrates the problem faced by the Nazis in maintaining their military. Britain and France, while unable to match America's sheer weight of numbers, fair better than the Nazis, and the British are fortunate in receiving significant support from their American allies once they integrate command structures.

While some areas of support, such as the vast military bureaucracies, are unlikely to be of interest to player characters, the following sections detail some supply and support units that can be encountered, and that can be of benefit or hindrance to their activities.

Supply & Ordnance

One of the most impressive feats of the US Army in particular is its vast supply and logistics infrastructure, which by the latter days of the war moves millions of tons of supplies from

Mail & Censorship

Torn from their families and loved ones, and not knowing if they would return to their civilian lives, letters to and from home become an important lifeline for many soldiers during the war, and the irregular mail deliveries are eagerly awaited by even the most hardened troopers. Owing to its importance to morale, the distribution of mail is taken very seriously by all combatant nations, but at the same time security has to be considered. Britain alone employs around 10,000 censor staff based in twenty offices around the country (though most worked at Aintree, near Liverpool), meticulously reading every piece of correspondence sent through the Post Office and blacking out any phrases or sentences that could provide intelligence regarding British wartime activities. This applies to all civilian mail, as well as to the letters and cards for active servicemen.

With several million men stationed around the globe, one of the problems faced by the Allies is the sheer amount of post being sent between servicemen and their loved ones. The solution first developed by the British, then copied by the US, is known as Airgraph, and involves writing letters on specially prepared forms. Once complete, these are censored, photographed, shrunken down onto microfilm, and flown to their destination where they can be printed back onto paper and distributed. The British Airgraph system is used to send and receive over 135 million letters, while the US V-Mail system (short for Victory Mail) is used to send over 550 million letters, providing a much needed link with home for millions of servicemen around the world.

Unfortunately, due to the mercurial nature of war and the need to send men from place to place with little or no notice, for many men the postal service is never able to fully catch up with them, resulting in some letters following a serviceman but never actually being delivered.

production centres to every battlefield. At the heart of this network are the quartermasters, operating at divisional level to ensure food, equipment, and weapons are shipped from ports to frontline units. Relying on a mixture of naval, rail, road, and even pack animal transport, the quartermasters endeavour to make sure that combat units are able to keep fighting no matter what.

The US Quartermaster Corps is responsible for the general supply of equipment, the registration of graves, the distribution of rations and food, the provision of showers, laundry and repair services, and, of critical importance, the distribution of fuel and water. Behind the frontline, player characters in need of specific materials, or just a general resupply, can approach the quartermaster to restock.

General resupply can be achieved through the Soldier skill (as detailed in the *Fate Investigator's Guide*), though for rare and unusual equipment other methods may be required—possibly through Rapport, Resources, or Contacts.

Unsurprisingly, quartermasters are often privy to, if not pivotal in, the black market that operates within every army. If the player characters need anything that the military usually disapproves of (alcohol, the services of certain women, or any other nefarious goods), player characters may attempt to engage in bribery or Fast Talk/Persuasion to ingratiate themselves with the quartermaster to secure their goods. One vice that is always in plentiful supply is cigarettes, with smoking being almost a prerequisite for combat duties. Any player character worth his salt should be able to secure several cartons of cigarettes from the quartermaster, which may prove useful if negotiating with locals suffering from rationing restrictions.

The GM wishing to add some fun into their quartermasters should refer to Don Rickles' character "Crapgame" in the movie *Kelly's Heroes*: a wheeling, dealing, ever-so-slightly-corrupt quartermaster who can buy and sell anything for a commission and who, in the right circumstances, could be the player characters' best friend (or their worst enemy).

Quartermasters are not responsible for the distribution of ammunition, primarily due to the special requirements for handling explosives and munitions when transporting them. Ammunition and ordnance is handled by the Ordnance

troops, who situate ammunition dumps well away from the other men, as they present such tempting targets for enemy forces. (For more information on ammunition, see the *Fate Investigator's Guide*, p.86)

The dangers of ordnance are illustrated in July 1944, when munitions stored at the Port Chicago Naval Magazine detonate while being loaded onto a cargo vessel. All 320 of the mostly African-American troops working at the pier are killed in the blast, which creates a three mile wide fireball that engulfs ships, pier, and men alike. Huge fragments of ships' hulls are blown hundreds of feet into the air, and much of the surrounding dock is reduced to a blazing ruin.

Medical

The period between the two World Wars sees rapid developments in medical science, and troops in the Second World War benefit greatly from its numerous advances. In the Great War, only around four percent of soldiers wounded in battle survive their wounds, while in the Second World War this figure is closer to fifty percent. However, the types of wounds suffered also changes dramatically—in the Great War, the most common causes of wounds are bullets and poison gas, but in this war, shrapnel from artillery and bomb attacks is much more prevalent, resulting in a far greater number of head injuries and traumatic amputations.

Photo: Unknown - Heer, Deutschland, June 1943 - Bundesarchiv, Bild 101-219-0597-18 / CC-BY-SA.



The Army medic can be considered to be one of the real heroes of the war, braving the battlefield to rescue and treat wounded soldiers. Under the terms of the Geneva Convention, medics are unarmed and must display the Red Cross (or Crescent) on their uniform to identify themselves as medical personnel. They are considered non-combatants regardless of which side they serve, and firing upon medical personnel is considered a war crime. However, should a medic pick up a weapon and use it in anything other than the defence of a patient, they lose their Geneva Convention protection.

The medic's main role in battle is to stabilise wounds and attempt to move injured troops to medical facilities behind the frontline. To do this, they rely on the process of triage; determining the severity and survivability of wounds and treating patients accordingly. Triage categorises wounds into three groups: those who are likely to live regardless of the care received, those likely to die regardless of the care received, and those for whom immediate care will make a positive difference to survival.

Under the terms of the Geneva Convention, medics are unarmed and must display the Red Cross (or Crescent).

All medics carry a set of paper tags with them which they use to identify patient categories, though in the heat of battle any marker will do. For terminal cases, the medic carries a needle with which to administer the morphine ampoule issued to each trooper. If the terminal patient is still alive after all "survivable" patients have been treated, then medics will administer to his wounds as best they can, but triage is a cold, rational process. Once a wounded soldier has been given morphine, the empty syrette is pinned to his uniform to ensure further doses are not administered (in order to avoid a potentially lethal overdose). Having said that, sometimes when a soldier's wounds are too severe and medical treatment is impossible, the administration of additional doses may be seen as a mercy.

Aside from morphine, medics also carry several recently developed wonder drugs, the most important being penicillin. Discovered accidentally by the Scottish scientist Alexander Fleming in 1928, the antibiotic is not available in large quantities until much later in the conflict. Protecting against a wide range of infections, penicillin drastically reduces cases of gangrene in wounds, thereby increasing survival rates.

As well as their combat duties, medical staff are responsible for giving instruction in general hygiene among troops and, of course, the prevention of sexually-transmitted disease, the bane of every army since warfare began. Despite education and prevention, including the distribution of prophylactics to all servicemen, the US Army on average still loses 600 men per day to venereal disease and, while most are back in active service within five days, this still presents a massive drain on manpower.

Signals

With the ongoing developments in radio, the men of the Signals Corps are an essential component of combat operations, often finding themselves on the front line alongside the infantry, ensuring communication between units and headquarters and providing radio links with artillery formations and air support units, frequently under heavy enemy fire. Signalmen are trained in the use of cryptography and Morse code, as well as the repair and maintenance of what can be deeply unreliable radio equipment. Behind the lines, signals units maintain a network of wired telephones and switchboards to enable reliable communication, and will often be encountered installing and repairing the miles of telephony cables laid down to permit integrated communications.

In the German military, radio detection is also a major role of the signals units, and they operate trucks loaded with sensitive radio detection equipment which roam the occupied countryside in an attempt to triangulate radio signals broadcast by Allied and Resistance agents. After the Normandy landings, the Allies also employ similar vehicles using what is known as 'Huff Duff'—High-Frequency Direction Finding equipment—to pinpoint German forces. Meanwhile, on the home front, signals personnel perform a critical intelligence role, intercepting huge volumes of German radio traffic for decryption by the analysts of Bletchley Park.

Linguistics

With the war spreading across the globe and encompassing countless nations, the role of linguists and translators has become critical to operations in the field. Responsible for translating enemy intelligence captured in action, as well as providing liaison officers to help engage with the local population, language specialists are in high demand as the war progresses and, after the Normandy landings, units are sent into the field to assist directly in operations. Player characters may find these men a valuable resource should they come across texts that require translation from a language they are unfamiliar with, though they should consider the ramifications of asking a translator to read a copy of *Unausprechlichen Kulten* for them, unless of course they are prepared to explain the man's sudden mental breakdown to his commanding officer.

Engineers

"When you refer to 'Bailey crap', I take it you mean that glorious, precision-made, British-built bridge which is the envy of the civilised world?"

- Lt. Colonel Vandeleur, A Bridge Too Far.

As well as their role in combat, clearing obstacles, and breaching enemy defences, engineers are an essential element of army operations. When not directly involved in combat operations, engineers are engaged in more civilian

The Great Escape

One of the most famous camps is *Stalag Luft III* in Lower Silesia, near the town of Sagan, which saw the largest simultaneous POW breakout of the war. Under the command of Squadron Leader Roger Bushell of the RAF, tunnels named Tom, Dick, and Harry were dug with the intention of enabling the escape of at least 200 men. Three tunnels were excavated, based on the principle that if one were to be discovered (as happened with the entrance to Tom, which became the 98th tunnel to be uncovered at the camp), the others could continue undisturbed. After the planned exit point of Dick fell inside the perimeter of a camp expansion, all efforts became focussed on Harry. Finally, in the early hours of March 25th, 1944, the tunnel was judged ready and the escape began. However, the exit point was discovered to have fallen short of the tree-line surrounding the camp, resulting in far fewer men being able to break out than planned. Despite this setback, a total of seventy-six Allied airmen made good their escape into the German countryside.

Seventy-three of the escapees were quickly recaptured and, despite protestations by Hermann Göring, Wilhelm Keitel, and other members of the German High Command, Hitler ordered Himmler to execute many of them, with a total of fifty (including Roger Bushell) dying at the hands of the *Gestapo*.

engineering projects, such as repairing roads and bridges and, with the assistance of the Bailey portable bridge, creating new crossings. Combat engineers are most often encountered by player characters while they are constructing emplacements and defences, though trench digging tends to be left to the PBI ("Poor Bloody Infantry"), whose lot in life appears to revolve around digging holes when not sitting in them being shot at. The engineer's knowledge of explosives and breaching charges can prove invaluable to player characters when attempting to gain access to sealed chambers, while their general knowledge of building and construction can be useful in identifying man-made structures that the untrained eye might miss.

PRISONERS OF WAR

Life after capture by enemy forces very much depends on the nationality of the soldier and that of his enemy; so while Western soldiers are, by and large, treated according to the rules of the Geneva Convention by German forces, the same cannot be said for Soviet prisoners, or for Allied servicemen captured by the Japanese (who have not ratified the terms of the Convention).

In accordance with the Geneva Convention, officers are not usually required to work by their captors, and in many cases Allied enlisted men are either compensated for work or are equally exempt. The main complaint of Allied soldiers in German Army POW camps is a shortage of food, especially later in the war, though under the circumstances their captors are not much better provided for.

The Germans operate two main types of POW camp: the *Stalags* (short for *Stammlager*), which are used to house enlisted men, and *Oflags* (*Offizierslager*), in which only officers are detained. The *Luftwaffe* maintains its own camps, primarily for captured airmen, which use the suffix *Luft* to signify their administration, while the *Kriegsmarine* maintain *Marine-Lager* (*Marlag*) for naval servicemen.

Before entering a POW camp, a captured combatant passes through a *Durchgangslager* (*Dulag*), or transit camp, where prisoner details are recorded. Here they are interrogated, though under the terms of the Geneva Convention, soldiers are only obligated to provide their name, rank, and serial number, although interrogators will attempt to trick them into revealing further information. After processing, prisoners are transported by train to the POW camps, a journey often taking many hours as their trains are shunted into sidings to allow German troop transports to overtake them.

The majority of camps are simple enclosures of one-storey wooden barracks surrounded by barbed wire fences, with guard towers at every corner. Facilities are basic, with only a charcoal-burning stove in the centre of each barracks to provide heat. Meals are twice daily, usually consisting of thin soup and black bread, and hunger is a regular feature of camp life for most POWs. The Red Cross are permitted to make regular inspections of camps, and the food parcels provided by the organisation bring a welcome respite with their "luxury" items such as butter, biscuits, and chocolate, as well as dried fruit and vegetables.

Prisoners are expected to parade once daily for roll-call but, aside from those expected to work either in the camp or in the surrounding area (under constant guard), the men are free to spend their time as they wish. Sports, gambling, and the occasional concert help to break the monotony of camp life.

Though POW camps are well guarded and usually deep within German territory, escapes do take place. In fact, the officers of most nations are under orders to at least attempt escape at every opportunity and, in some cases, they almost enjoy the constant game of cat-and-mouse with their captors. Indeed, the British airman Douglas Bader, who famously returned to flying after losing both legs in an air crash, considered it his duty to cause the Germans as much trouble as possible, and successfully escaped by climbing down a rope made from bed-sheets from a camp hospital. British Intelligence assists in the attempts to escape by secreting useful items among relief parcels including, for example, maps hidden between the cardboard sheets of Monopoly boards.

The Germans attempt to prevent serial escapees from continuing their activities by placing them in their highest security camp, *Oflag IV-C*, better known as Colditz Castle. Situated on a cliff overlooking the town of Colditz in Saxony, the castle is considered to be inescapable. It is therefore ironic that Colditz has one of the highest records for successful escape attempts, in part due to the Germans letting their guard down, firm in the belief that the castle is secure, but more due to the nature of the men sent there. Many look upon the concept of an inescapable prison as a challenge to be taken on with relish. One particularly madcap scheme, involving the secret construction of a glider, was never completed due to the Allies liberating the camp; as daring and foolhardy as it sounds, it has subsequently been demonstrated to have been a viable escape plan.

Colditz is also used to house prisoners the Germans considered particularly dangerous, so it is quite feasible that player characters unfortunate enough to be captured could find themselves as inmates.

The Germans attempt to infiltrate spies into POW camps in order to keep tabs on any planned escapes, but in most instances they are unsuccessful. Allied prisoners are generally aware of this ploy, and at *Stalag Luft III* any new prisoner is required to have two existing POWs know him by sight and be prepared to vouch for his trustworthiness. Those that cannot meet these criteria are scrutinised carefully, and a rota of other prisoners is established to escort him at all times.

German troops (and particularly airmen) captured by the Allies generally receive better treatment in British and American POW camps; early in the war, those captured by the British are, more often than not, sent to camps in other parts of the Empire and Commonwealth as Britain, already in the grip of food shortages, can barely feed its own population let alone enemy prisoners. Before being sent to camps, German troops are interrogated to determine their loyalty to the Nazi regime. Those considered indifferent, or even hostile, to National Socialism are assigned a white patch to wear; those with ambiguous loyalty are given a grey patch, while ardent Nazis (mostly *Waffen-SS* prisoners) are issued a black patch and kept under regular surveillance. In most cases, these last prisoners are sent to remote camps in the Scottish Highlands where escape would be difficult and they can be easily identified.

As is well documented, German atrocities in the Soviet Union result in horrific retaliation against German POWs by the Soviets, resulting in a tendency for German troops to attempt to surrender to Western forces rather than face the prospect of the rest of their lives in Siberia. This leads to a huge influx of German troops into British and American POW camps, and a logistical nightmare for the Allies as the war grinds towards its denouement.

KNOW YOUR ENEMY

Achtung! Cthulhu campaigns add a major factor into the already perilous lives of the characters. Not only must they battle the horrors of the Mythos and their insane worshippers, but at the same time they must face off against one of the most advanced and experienced military machines yet to be seen. Although this may fill some characters with dread, others may see the opportunity to trade blows with the Nazis as light relief when compared with the cosmic terror they usually encounter.

Whatever style of campaign the GM intends on running, this section provides an overview of the forces characters are likely to encounter, both friend and foe, and the threats they will face. The GM should carefully consider the deployment of special units as adversaries for their characters, both in terms of the types of action these units are involved in and their strength compared to the characters. Most infantrymen the characters encounter are likely to be regular army units, not crack squads of *SS Einsatzgruppen*, who would likely be deployed only for special operations.

This guide is not intended to provide an exact simulation of wartime forces, but instead give the GM a wide range of enemy troops to deploy against player characters; the emphasis here is on gameplay, not historical detail. A GM wishing to create greener or more experienced troops can modify these statistics as required.

Early in the war, do not be surprised
to see German infantry platoons cycling
past on push-bikes.

German Infantry Units

REGULAR INFANTRY

The ubiquitous German infantry platoon, as well as being the most common unit player characters are likely to encounter, is probably one of the most important in the war. Considered to be the backbone of the *Heer* (German Army), they are tough, experienced, well-equipped, and disciplined troops, instilled with a strong *esprit de corps* and permitted to accomplish objectives with far greater freedom than other infantry units. Junior officers are encouraged to take aggressive action whenever possible, resulting in their alarming ability to overcome enemy forces through rapid, decisive attacks.

Aggressive on the attack and stubborn in defence, the infantry are the heart of the German military machine. A typical German infantry platoon at the start of the war consists of three squads armed with Karabiner 98k Rifles, one MG34 LMG and *Modell 24 Stielhandgranaten* (better known as the "Stick Grenade", or "potato masher"). For anti-tank purposes, infantry are equipped with an anti-tank grenade,

On NPCs Listed in the Book

Most of the NPCs listed in this book come in three flavours: nameless NPCs, supporting NPCs, and creatures. Nameless and supporting NPCs work as described in Chapter 8 of **Fate Core System**, Running the Game. Creatures are defined in Chapter 12 of this book. Keep in mind the mob rules (**Fate Core System**, p.216) when using a group of nameless NPCs. Naturally, you will find times where you want to upgrade a nameless NPC into a supporting NPC, or a supporting NPC into a main NPC. Use the guidance in **Fate Core** for those moments, tailoring those characters to your story and the nature of the opposition.

Nameless NPCs have just one general aspect in their write-ups, which GMs are encouraged to add to and alter to fit the current situations. For instance, **Trained Soldier** might become **Bored Guard** (and later **Alert Guard** if the PCs do something to announce their presence). Some also have stunts or notes for customisation—though you might further swap some of the skills around or shift the skill

ranks up or down one, to customise the NPC while keeping it nameless. Once you find yourself wanting to add more cerebral skills to a combat-focused NPC or vice versa, it's time to upgrade that NPC to a supporting character.

A rare few NPCs are full-blown main NPCs, as per **Fate Core System**, p.220. These are among the biggest movers and shakers in the setting that the PCs are likely to face on some mission, and so are fully fleshed out (including details like the languages they know).

Some of these write-ups will include notes on abilities, spells, spell energy, and equipment. Abilities refer to special stunt-like things that creatures have, and are noted in Chapter 12. Spells and spell energy is detailed in Chapter 10. Equipment refers to the rules in Chapter 7 of the *Fate Investigator's Guide*, with extensions to that in the Warzone Conflicts chapter of this book (Chapter 8), but only details anything significant or special that they have; otherwise, they have the normal gear that you would expect (pistol or officers, rifles or submachine guns for infantry, etc.)

colloquially known as *Geballte Ladung*, which is effectively a standard stick grenade with six grenade heads strapped around it with wire, capable of damaging light armoured vehicles but of little practical use against heavier tanks. Commanding this platoon is one junior officer accompanied by a senior NCO, three messengers, and two soldiers tasked with manning the platoon mortar; initially a 2" (5cm) mortar, though later replaced with the 3" (81mm) version. Later in the war, infantry units are equipped with *Panzerschreck* and *Panzerfaust* anti-tank launchers to enhance their anti-armour capabilities.

Despite what the propaganda films would have you believe, most German infantry squads are still "ground-pounders" with no mechanised or motorised transport. As the war progresses, regular infantry are more often provided with medium trucks for transport, but early on do not be surprised to see infantry platoons cycling past on push-bikes. Regular infantry are likely to be encountered as garrison units and in front line positions.

INFANTRY SOLDIER (REGULAR)

Aspects: • *German Infantryman*

Skills: *Fair* (+2) Shoot and Survival
Average (+1) Athletics, Fight, and Physique

Gear: *Steel Helmet, 2 Stielhandgranate, Kar. 98K Bolt-action rifle, MP38 Maschinenpistole, MG34 Maschinengewehr*

INFANTRY OFFICER (REGULAR)

Aspects: • *German Infantry Officer*

Skills: *Fair* (+2) Provoke and Survival
Average (+1) Athletics, Shoot, and Soldier

Gear: *P08 Luger Pistol, MP38 Maschinenpistole*

PANZERGRENADIER (REGULAR)

Originally called *Schützen* or *Kavallerieschützen*, *Panzergrenadiere* are the motorised or mechanised infantry of the German Army, usually upgraded from regular infantry as the war progresses. Intended to work in co-operation with fast moving tank formations, *Panzergrenadiere* are armed and organised in an analogous manner to regular infantry but are transported in either medium trucks or in Sdkfz 251/1 half-tracks, often with a Sdkfz 251/10 in support (armed with a 37mm cannon for anti-armour fighting). As these units are often upgraded from regular infantry, the GM can assume that these men are more experienced than regular units, and may be used to represent heavy or elite infantry, acting as a spearhead for attacks.

Aspects: • *German Mechanised Infantry*

Skills: *Good* (+3) Shoot
Fair (+2) Drive and Physique
Average (+1) Athletics, Fight, and Survival

- Stunt:** **Natural Shot.** Use Shoot for Heavy Weapons. (p.79 of the *Fate Investigator's Guide*)
- Gear:** *Kar. 98K Bolt-action Rifle, MP38 Maschinenpistole, MG34 Maschinengewehr*
- Notes:** Some may have Operate instead of Drive, or Drive's Behind Any Wheel stunt (p.71 of the *Fate Investigator's Guide*).

- Aspects:** • **Veteran German Sniper**
- Skills:** *Good (+3) Shoot and Tradecraft
Fair (+2) Athletics and Survival
Average (+1) Fight, Physique, Soldier, and Will*
- Stunt:** *Uncanny Accuracy.* (p.79 of the *Fate Investigator's Guide*)
- Gear:** *Steel Helmet, Kar. 98K Bolt-action Sniper Rifle, GEW 98 Bolt-action Mauser Rifle*

PIONEER INFANTRY (REGULAR)

Pioneers are the combat engineers of the German Army, tasked with placing or clearing obstacles, mines and other defences, fording rivers, and other engineering activities under combat conditions. Trained as regular infantry in addition to their engineering skills, Pioneers are not strictly frontline troops though they are more than capable, particularly in urban fighting where their flamethrowers and explosive charges can be used to great effect in clearing buildings. Pioneers are more often encountered reinforcing emplacements and laying obstacles than spearheading attacks.

- Aspects:** • **German Combat Engineer**
- Skills:** *Good (+3) Demolitions
Fair (+2) Physique and Survival
Average (+1) Athletics, Fight, and Shoot*
- Gear:** *Steel Helmet, Demolition Grenade, Kar. 98K Bolt-action Rifle, MP38 Maschinenpistole, Flammenwerfer 35*
- Notes:** Some Pioneers might instead have a Good (+3) Mechanics, along with the Combat Engineer stunt (p.74 of the *Fate Investigator's Guide*).

SNIPER (VETERAN)

Ever since the invention of firearms, marksmen have been used to great effect by all armies. During World War Two, German snipers (*Scharfschütze*) armed with the Mauser *Gewehr 98* bolt-action rifle, and later the semi-automatic Walther *Gewehr 43*, are deployed with lethal effect, targeting enemy officers and key personnel from well camouflaged emplacements in rural and urban areas. German snipers are often used as rear guard units to cover withdrawals and retreats, based on the principle that one well supplied sniper can hold off a significantly superior force when deployed correctly. While particularly unfair for the sniper, the sacrifice of one soldier to protect the retreat of other men is seen as a fair trade on the battlefield.

In rural environments, snipers build hides in thick undergrowth or in trees, while the church bell tower is always a favourite nest in urban combat.

FALLSCHIRMJÄGER (VETERAN)

Formed shortly before the outbreak of war, the *Fallschirmjäger* ("Parachute Fighters") are Germany's elite parachute infantry. Heavily indoctrinated and instilled with a fearless warrior mentality, these troops are committed and ferocious shock troops, and their model of combat is copied by both the British Paratroops and US Airborne forces.

Fallschirmjäger often suffer heavy casualties as they drop into enemy positions, resulting in Hitler's decision to curtail airborne operations later in the war. However, whenever and wherever they are deployed they rarely fail to secure their objectives regardless of the cost. Early in the war they are armed as standard with either the Karabiner 98k rifle or the MP38/40 SMG, but are later issued with the StGw 44 battle rifle, the first true assault rifle, increasing their lethal effect even further.

Fallschirmjäger also field their own combat engineer troops, though unlike standard Pioneers these troops emphasise storm tactics, employing flamethrowers and satchel charges to quickly clear enemy positions. *Fallschirmjäger* troops most notably invade Crete in 1941, suffering heavy losses against British defenders, as well as joining Otto Skorzeny in his rescue of Mussolini.

- Aspects:** • **German Elite Paratrooper**
- Skills:** *Good (+3) Athletics and Shoot
Fair (+2) Fight and Survival
Average (+1) Demolitions, Soldier, and Physique*
- Gear:** *Steel Helmet, Kar. 98K Bolt-action Rifle, MP38 Maschinenpistole, Sturmgewehr 44, Flammenwerfer 35*
- Notes:** Some *Fallschirmjäger* may have the Tradecraft skill, reflecting adept saboteurs. *Fallschirmjäger* Pioneers should have the Natural Shot stunt to use Shoot as Heavy Weapons (p.79 of the *Fate Investigator's Guide*)

ANYONE WHO'S PREPARED TO THROW
THEMSELVES OUT OF A PLANE DESERVES
A CERTAIN AMOUNT OF RESPECT.

-SGT. CARTER

GEBIRGSJÄGER (VETERAN)

The *Wehrmacht's* elite alpine infantry unit, trained in mountain warfare and survival, *Gebirgsjäger* tend to be lightly armed compared to other troops, preferring speed and agility in treacherous mountain conditions over heavy firepower. As a result of their specialist training, many *Gebirgsjäger* are excellent snipers and are often transferred to other units to bolster their marksmanship abilities. The symbol of the *Gebirgsjäger* is the Edelweiss flower, signifying the heavy concentration of Austrian troops amongst their numbers.

Aspects: • *German Elite Alpine Soldier*

Skills: Good (+3) Shoot and Physique
Fair (+2) Athletics and Survival
Average (+1) Fight, Soldier, and Tradecraft

Stunt: **Uncanny Accuracy.** (p.79 of the *Fate Investigator's Guide*)

Gear: Camouflaged uniforms, 2 Stielhandgranate, Kar. 98K Bolt-action Rifle, MP38 Maschinenpistole

BRANDENBURGER (ELITE)

Brandenburger are Germany's commandos, designed to operate in small units behind enemy lines, disrupting command and control functions. Specialists in small unit infiltration and sabotage, *Brandenburger* are organised along regional

and language lines (for example, Baltic/Russian, French, English-speaking) which they use to great effect after the Normandy landings, posing as American troops to wreak havoc behind the American lines during the Ardennes offensive. Despite their successes and evident proficiency in unconventional warfare, the *Brandenburg* units eventually fall foul of internal Nazi politics and are transferred to the SD, who deploy them as elite conventional infantry. They perform a fighting retreat from the USSR, during which their units are effectively destroyed, with the survivors disappearing amidst the chaos of the Soviet advance into Germany.

Specialists in small unit infiltration and sabotage, *Brandenburger* are organised along regional and language lines.

Aspects: • *German Commando*

Skills: Good (+3) Deceive and Survival
Fair (+2) Fight and Tradecraft
Average (+1) Athletics, Physique, Shoot, and Soldier

Gear: Kar. 98K Bolt-action Rifle, MP38 Maschinenpistole, Sturmgewehr 44

Notes: **Uncanny Accuracy.** (p.79 of the *Fate Investigator's Guide*)



Photo: Toni Schneiders - Bundesarchiv
Bild 1011-587-2253-15 / Schneiders, Toni / CC-BY-SA.

Hitler's Commando

Otto Skorzeny epitomises the German soldier, and at one point is described as “the most dangerous man in Europe” due to his unorthodox tactics and brilliance as a combat officer. Originally trained as a civil engineer, Skorzeny's attempts to join the *Luftwaffe* are refused due to his considerable height, and he joins Hitler's bodyguard regiment, the *Leibstandarte-SS Adolf Hitler*. His natural talent both in combat and in engineering quickly wins him merit in the Netherlands, France, and the Balkans, and he is promoted to the rank of *Obersturmführer* in the *Waffen-SS* after forcing the surrender of a numerically superior Yugoslav force.

Serving with distinction on the Eastern Front, Skorzeny is injured and forced to take a command position while he recuperates, giving him the opportunity to research unconventional warfare and commando combat, which he duly forwards to the High Command. Skorzeny's reputation results in Hitler personally selecting him to lead the raid to rescue Italian dictator Benito Mussolini, who had been overthrown and imprisoned by the Italian government. The Italians, fearful of a German rescue attempt, had placed

Mussolini in the *Campo Imperatore Hotel* on the top of the Gran Sasso mountain, a location only accessible via cable-car. However, Skorzeny devised and then carried out a daring raid, crash-landing a Storch reconnaissance aircraft in the hotel gardens, before liberating the dictator and escaping in the same aircraft, all without firing a shot (though some accounts do indicate that he kicked a radio operator to death to prevent the alarm being raised).

After the Normandy landings, Skorzeny and his English-speaking men become the bane of Allied forces, operating behind enemy lines in captured American uniforms to sow confusion in support of the German counterattack in the Ardennes. One of the simplest yet most effective tactics his unit carries out is to switch road signs around in the French countryside, resulting in numerous Allied units becoming lost in the unfamiliar terrain.

Skorzeny is rumoured to have recovered the Holy Grail from Montségur for Himmler, following Otto Rahn's clues to its secret location. Although he denies this, he does not deny his involvement in both the *Leonidas* and *Werwolf* projects.

WAFFEN-SS (VETERAN)

Created as the armed wing of the SS, the *Waffen-SS* fights alongside the *Heer* regular army, although it is fully independent and answers to the political leadership of the Nazi party, rather than to the *Wehrmacht*. However, in tactical situations command is often given to the High Command of the Armed Forces (*Oberkommando der Wehrmacht*, or OKW).

Initially membership of the *Waffen-SS* is open only to Aryan Germans, mirroring Hitler's twisted racial ideology, but after 1940 Hitler authorises the formation of units comprised of largely foreign volunteers, particularly from the Eastern European nations (though Poles and Jews are permanently excluded).

Waffen-SS troops are, as a rule, fanatical in their Nazi beliefs and, as the war progresses, are responsible for some of the conflict's most terrible war crimes. Ruthless and disciplined soldiers, *Waffen-SS* units receive the best training, equipment, and vehicles, and are deployed as shock troops designed to shatter enemy lines. The *Waffen-SS* field a number of infantry regiments including regular infantry, pioneers, and *Panzergrenadiere*, as well as their own *Panzer* regiments—indeed, *Waffen-SS Panzer* regiments are assigned the majority of Tiger I and II tanks when they are fielded.

For *Waffen-SS* formations, use the write-ups from their *Wehrmacht* counterparts (infantry, pioneers, or *Panzergrenadiere*). *Waffen-SS* troops, though, are more dedicated and fanatical and will be equipped with the best weapons and vehicles available.

EINSATZGRUPPE (VETERAN)

The *Einsatzgruppen* are the vilest manifestation of the Nazi regime, and truly represent the black heart of their war machine. Formed in 1938 by Reinhard Heydrich, their initial function is to act as death squads, following regular troops into occupied territories and murdering anyone considered an enemy of the Nazi regime such as Jews, Poles, intellectuals, and Communists.

Utterly without mercy or humanity, the men of these murder squads are even more fanatical than the *Waffen-SS*, committing endless atrocities in the field as well as being instrumental in the policing of the concentration camps. Unsurprisingly, *Black Sun* have an affinity with the *Einsatzgruppen*, regularly employing them for both defence and strike missions to further their diabolical aims. Player characters are most likely to encounter these brutes in the company of *Black Sun*, unless they are unfortunate enough to find themselves in one of the Nazi death camps where they will soon learn the depths to which these men will go in the name of the *Reich*.

Use the regular infantrymen write-up for *Einsatzgruppen* but, like the *Waffen-SS*, they are fanatical in their belief in the National Socialist dream.

SS SONDERKOMMANDO (REGULAR)

SS *Sonderkommando* units are temporary combat groups formed from existing SS units to accomplish specific objectives. Due to the fluid nature of these missions, SS



Sonderkommando units are formed as required, and not even the SS leadership have a clear idea of how many units are in operation. While not strictly combat units, SS *Sonderkommandos* are often reinforced with elements of the *Waffen-SS* should their missions involve field operations and, like their *Waffen-SS* brothers, they are provided with any resources they require to fulfil their objectives. Black Sun and *Nachtwölfe* both make great use of SS *Sonderkommando* units, such as *Sonderkommando H* (“Hexen”), who Black Sun have officially tasked with uncovering evidence of the persecution of German witches by the Catholic Church during the Middle Ages. In reality, this mission is far more concerned with elucidating the rituals and practices of the witches themselves.

When encountered in the field, SS *Sonderkommando* units are often accompanied by Black Sun or *Nachtwölfe* operatives, acting as advisors to their commanders. In combat situations, they are always supported by *Waffen-SS* infantry. Wherever player characters encounter the SS *Sonderkommando*, it can be assumed that the Mythos is not far behind.

Use the regular infantrymen write-up for SS *Sonderkommandos*, though they will often be accompanied by German intelligence officers, particularly from the SD (see *The Other Secret War*, p.53).

ALLIED FORCES

This section provides the GM with ready-made statistics for a variety of British, American, and French forces likely to be operational alongside characters, or who might be

encountered in the field during the course of their operations. The GM should feel free to change the statistics to reflect green or more seasoned troops, though as with German forces each gives a general indication of their experience level.

American Forces

US INFANTRY (REGULAR)

In theory, the US Infantry is the backbone of the US Army, and is a flexible and effective combat force. Unfortunately, the Army’s induction process, which tends to place higher intelligence and well-educated candidates into specialist units, can result in the infantry receiving poor quality personnel. Coupled with the Army’s counterproductive replenishment policy, these factors tend to produce underperforming and under-strength units.

Despite these failings, the US infantryman is well-equipped and well fed compared to other Allied or Axis troops, and can rely upon the largest support structure of any army, with ample air power, artillery backup, and first class medical care. Regardless of the failings in the Army selection process, the US infantryman is tough and resilient and should never be underestimated.

US INFANTRYMAN

Aspects: • *American Infantryman*

Skills: *Fair* (+2) Shoot and Physique
Average (+1) Athletics, Fight, and Survival

The Devil's Brigade

Established in 1942, the First Special Service Force is unusual in that it is composed of both American and Canadian servicemen, organised into an elite commando unit intended for winter warfare and mountain combat operations. Originally the plan is for the unit to harass German forces in Norway, but due to changes in the course of the war, they first see combat in Italy in 1943, before going on to fight in southern France until they are disbanded in 1944.

Each member undergoes intensive training, including mountain warfare, jump training, hand-to-hand combat, and ski instruction before activation. With their role defined as winter combat, the unit is issued with a range of non-standard equipment, such as skis and winter clothing, alongside the M1941 Johnson machine gun; a light, accurate automatic rifle which they use rather than the standard Browning Automatic Rifle (BAR) for squad support.

Gear: *Steel Helmet, 2 Mk.II Grenades, Knife, M1 Garand Semi-automatic Rifle, BAR Light Machine Gun*

US INFANTRY OFFICER

Aspects: • *American Infantry Officer*

Skills: *Fair (+2) Provoke and Shoot*
Average (+1) Athletics, Soldier, and Survival

Gear: *M1911A1 Pistol*

US AIRBORNE (VETERAN)

Formed in 1942 under the command of Major General Matthew Bradley, the 82nd Airborne Division is the first of its kind in the US military, followed shortly afterwards by the "Screaming Eagles" of the 101st Airborne. Composed of both paratroopers and glider infantry, US Airborne is initially intended as light infantry trained for air assault operations. However, as the war progresses its role expands, as do its capabilities, and they begin to field airborne engineers, anti-tank infantry, and their own mobile artillery battalions, equipped with the M1 75mm Pack Howitzer, parachuting their field guns in with the troops. Later, they expand the artillery to include M3 105mm Howitzers, flown into combat in glider transports.

US Airborne forces, all of whom are volunteers, are tenacious combatants, trained to drop into and hold strategic positions against enemy forces, but like all paratroopers they are not equipped for long-term battle, relying instead on relief by conventional ground forces.

Aspects: • *American Elite Paratrooper*

Skills: *Good (+3) Fight and Shoot*
Fair (+2) Physique and Survival
Average (+1) Athletics, Soldier, and Tradecraft

Gear: *Steel Helmet, M1A1 Carbine, Thompson Submachine Gun*

Notes: Some Airborne should have the Natural Shot stunt to use Shoot as Heavy Weapons (p.79 of the *Fate Investigator's Guide*). Others may replace Tradecraft with Demolitions (or Mechanics with the Combat Engineer stunt).

US ARMY RANGERS (ELITE)

Formed in 1942, the Rangers are the American equivalent of the British Commandos, following the same live-fire training programme. The 1st Ranger Battalion first sees action in the disastrous Dieppe Raid only two months after the activation of the unit, before moving into North Africa, where it excels in night raiding behind enemy lines. Army Rangers are volunteers drawn from other Army units with an emphasis on physical discipline, tactical expertise, and combat ability, giving them the capacity to adapt rapidly to an ever-changing battlefield while working as close-knit teams.

Aspects: • *American Elite Soldier*

Skills: *Good (+3) Shoot and Physique*
Fair (+2) Athletics and Fight
Average (+1) Soldier, Survival, and Physique

Gear: *M1 Garand Semi-automatic Rifle, Johnson Light Machine Gun, Thompson Submachine Gun*

Notes: Some Rangers should have the Natural Shot stunt to use Shoot as Heavy Weapons (p.79 of the *Fate Investigator's Guide*). Others may have the Tradecraft skill, reflecting adept saboteurs.

British Forces

At the outbreak of war, the British Army is a well-equipped, professional force designed for rapid mechanised warfare. However, the conservative thinking of the British and French High Commands reduces them to a defensive combat force, a move which proves fatal in the face of the German *Blitzkrieg*. After the miracle of Dunkirk, despite the loss of much of their armour and heavy equipment, the British are able to rearm through the aid of the American Lend-Lease Act and, once their US allies join the war, are able to truly take the fight back to the Germans.

BRITISH INFANTRY (REGULAR)

Despite the tendency of British officers to value consolidation and caution over risk-taking in battle, British infantrymen are tough and professional soldiers, displaying typical British

reserve even in the midst of battle. While the British Army suffers a series of defeats during the early stages of the war, at no point in the course of the conflict are they routed, always ensuring an orderly retreat. The standard infantry weapon is the Lee Enfield rifle, though after encounters with the German MP38/40 submachine gun, some mixed units also field Sten guns to supplement their rifle firepower. A standard section carries a single Bren light machine gun as a support weapon, providing significantly more firepower than the US BAR. Early in the war, squads are provided with the Boys anti-tank rifle for anti-armour firepower, though this is later replaced by the more powerful PIAT launcher after 1943.

BRITISH INFANTRYMAN

Aspects: • *British Infantryman*

Skills: *Fair (+2) Fight and Shoot*
Average (+1) Athletics, Physique, and Survival

Gear: *Steel Helmet, 2 36M Grenades, Bren Light Machine Gun, Lee-Enfield No.4 Mk.I Rifle*

BRITISH INFANTRY OFFICER

Aspects: • *British Infantry Officer*

Skills: *Fair (+2) Athletics and Shoot*
Average (+1) Provoke, Soldier, and Survival

Gear: *Wheley .38/200 Service Revolver*

GUARDS UNITS (VETERAN)

The five infantry regiments of the Foot Guards: the Grenadier Guards, the Coldstream Guards, the Scots Guards, the Irish Guards, and the Welsh Guards, are amongst Britain's oldest and most prestigious regiments, having served with distinction in countless conflicts over the centuries. As such, they are the most senior and most experienced troops in the British Army, often used to spearhead attacks thanks to their fearsome reputations. When not on the battlefield, these units are tasked with ceremonial duties, such as the protection of the monarch, but in combat they are a force to be reckoned with.

Aspects: • *Veteran British Soldier*

Skills: *Good (+3) Physique and Shoot*
Fair (+2) Soldier and Survival
Average (+1) Athletics and Fight

Gear: *Steel Helmet, 2 36M Grenades, Bren Light Machine Gun, Lee-Enfield No.4 Mk.I Rifle, Sten Mk.I Submachine Gun*

ROYAL ENGINEERS (REGULAR)

Initially British engineer units are not equipped for direct assault, fielding standard rifles and two-inch mortars, neither particularly suited to obstacle and emplacement clearance.

But, as their role expands, units are equipped with both flamethrowers and satchel charges for quickly destroying hardened positions. While the British do field commando and paratroop engineers more suitably equipped for assault, most Royal Engineer formations are intended for mainstream engineering activities such as bridging, mine clearance, and defence construction.

Aspects: • *British Combat Engineers*

Skills: *Good (+3) Heavy Weapons*
Fair (+2) Mechanics and Physique
Average (+1) Athletics, Soldier, and Survival

Stunts: **Combat Engineer.** (p.74 of the *Fate Investigator's Guide*)

Natural Shot. Use Shoot for Heavy Weapons. (p.79 of the *Fate Investigator's Guide*)

Gear: *Steel Helmet, 2 36M Grenades, Lee-Enfield No.4 Mk.I Rifle, "Lifebuoy" No.2 Mk.II Flamethrower*

Notes: Some Engineers will also have the Drive or Operate skill.

THE PARACHUTE REGIMENT (VETERAN)

More commonly known as the Paras, the Parachute Regiment is the airborne infantry of the British Army. Formed in 1940, the Paras first see action in North Africa and quickly establish a reputation for fearlessness and ferocity in combat. This is proven later in the war during the fateful Operation Market Garden, where, despite being surrounded and outnumbered by armoured elements of the *Waffen-SS*, they hold out heroically for several days in spite of only being equipped for short-term assault combat. Nicknamed the Red Devils thanks to their burgundy berets, the Paras' training focuses on physical fitness, marksmanship, and fieldcraft, making them a vital asset in any battle, seizing airborne bridgeheads and enemy emplacements with lightning speed. Like their American and German counterparts, the Paras field engineering and anti-tank squads to support operations.

Aspects: • *British Elite Paratrooper*

Skills: *Good (+3) Shoot and Survival*
Fair (+2) Athletics and Fight
Average (+1) Physique, Soldier, Tradecraft

Gear: *Steel Helmet, Bren Light Machine Gun, Lee-Enfield No.4 Mk.I Rifle, Sten Mk.I Submachine Gun*

Notes: Some Airborne should have the Natural Shot stunt to use Shoot as Heavy Weapons (p.79 of the *Fate Investigator's Guide*). Others may replace Tradecraft with Demolitions (or Mechanics with the Combat Engineer stunt).

GHQ LIAISON ("PHANTOM") (ELITE)

Formed in 1939, Phantom is a secret reconnaissance unit intended to operate on the frontline and behind enemy lines to provide intelligence on Allied and enemy positions directly to the highest command in the theatre, bypassing the usual chain-of-command. Trained to eavesdrop on enemy communications and move unseen across the battlefield, Phantom proves invaluable in the days after the Normandy landings, providing detailed real-time intelligence regarding both enemy disposition and the locations of the numerous Allied units scattered in the chaos of the huge airborne assault that accompanies the beach landings.

Aspects: • *British Reconnaissance*

Skills: *Good (+3) Stealth and Survival*
Fair (+2) Deceive, Fight, and Tradecraft
Average (+1) Athletics, Empathy, Physique, and Soldier

Stunt: *Danger Sense.* (p.82 of the *Fate Investigator's Guide*)

Gear: *Steel Helmet, Webley .38/200 Service Revolver, Sten Mk.I Submachine Gun*

COMMANDOS (ELITE)

The Commando, or Special Service, Brigades are the most influential Allied special forces formation in World War Two. Virtually all subsequent British special forces units derive from the Commandos. Only the Royal Marine Boom Patrol Detachment and the Long Range Desert Group are the exceptions to this, and even the LRDG's operational history is closely entwined with a Commando off-shoot: the Special Air Service. The Parachute Regiment, the Special Boat Section, the Special Air Service, and the US Army Rangers are all descended from the original Commandos.

The Commandos are formed, at Winston Churchill's insistence, in 1940 after the fall of Dunkirk as a means to take the war to the Germans and bolster morale at home. Volunteers for "special service" are called for from Army

*Rumour has 30 Assault Unit bagging
Nazi scientists ahead of the Americans
in Germany in 1945.*

units in Britain, and by late 1940, over 2000 have come forward. In 1942, the Royal Marines are reorganised as Commandos, adding another nine battalions to the Commando battle force by 1944.

From 1940-1943, Commandos are used as small, highly mobile raiding forces, not intended to be in field for more than thirty-six hours. From 1943, the Commandos' role becomes that of spearheading Allied landing forces, a task they perform



in the Operation Torch landings in Tunisia, the Allied invasion of Sicily, and the Normandy landings on D-Day, as well as leading offensives in Italy and northwest Europe.

Commando training is hard and intensive, and a Commando Training Depot is established in the Highlands of Scotland by 1942. The term "RTU", or "Return To Unit", originates with the failure to complete commando training. This tough, demanding tutelage becomes the basis of all special forces and Special Operations Executive (SOE) paramilitary training.

Fitness is paramount, and marches and assault courses are heavily featured in the six week curriculum. The tutors are masters of unorthodox warfare, learnt from their experiences whilst serving in lawless Shanghai. The commando learns how to fire a Thompson SMG effectively, kill a sentry silently, fight without weapons and win, strip, reassemble, and fire enemy weapons, climb mountains and navigate difficult terrain, use small boats, and blow things up. From 1943, forward observer and forward air control skills are added to the curriculum.

As well as the training and the opportunity for dangerous service, there are other perks of commando service: the soldier finds his own accommodation and does not stay in barracks, which many consider to be a welcome relief from the demands of Army life.

The following Commando units are of special note:

- No. 10 (Inter-Allied) Commando is a commando unit consisting of nationals from Axis-occupied countries, including Jewish Germans and Austrians serving under a *nom de guerre*. Never deployed as a whole unit, troops and individuals are detached for individual missions needing their linguistic or regional knowledge.
- No. 30 Commando (later 30 Assault Unit) is an intelligence gathering unit working in the vanguard of the Allied advance post D-Day. Staffed by Royal Navy officers and guarded by Royal Marine Commandos, the raiders are search specialists trained in the recognition of military technology and enemy documentation, safe cracking, and prisoner interrogation. Rumour has them bagging Nazi scientists ahead of the Americans in Germany in 1945.
- No. 62 Commando (or the Small Scale Raiding Force) is a small commando force under the control of the SOE (p.46), carrying out cross-channel intelligence gathering raids, as well as equipment and tactics field-testing. It is an SSRF raid on Sark in 1942, where enemy prisoners are bound and later killed, that leads to Hitler's *Kommando-befehl*, or "Commando Order", demanding the execution of captured Allied raiders.

Aspects: • *British Commando*

Skills: *Good (+3) Survival and Tradecraft*
Fair (+2) Deceive and Fight
Average (+1) Athletics, Physique, Shoot, and Soldier



Photo: Unknown - Italian soldier 1944 -
 Bundesarchiv, Bild 101I-316-1188-05 / CC-BY-SA

Stunt: *Demolitions Spy*. (p.82 of the *Fate Investigator's Guide*)

Gear: *Bren Light Machine Gun, Lee-Enfield No.4 Mk.I Rifle, Sten Mk.I Submachine Gun*

SPECIAL AIR SERVICE (ELITE)

The most famous of all of the British special forces units of World War Two, the original concept of the 'force multiplier' is at the core of all SAS operations. Lieutenant David Stirling conceives of a unit that can be inserted behind enemy lines by parachute or submarine, and can strike at vulnerable line-of-communication targets, such as airbases and fuel dumps, using surprise as a force multiplier to make up for the small number of men involved.

L Detachment Special Air Service is born in July, 1941, and goes on to score major successes in the North African campaign. Full details of the SAS' growth and successes, and its brother units, the Special Boat Section/Squadron, the Greek Sacred Squadron, and the Special Interrogation Group can be found in the *Achtung! Cthulhu: Guide to North Africa supplement*.

In 1943, 1 & 2 SAS are deployed to the Italian campaign. Whereas 1 SAS are used as shock troops, 2 SAS are deployed in offensive patrolling and reconnaissance ahead of the Allied advance, a role the SAS Brigade repeats in Northeast Europe in 1945.

In 1944, 1 & 2 SAS return to Great Britain to prepare for D-Day. The SAS has grown to five regiments, and formed the SAS Brigade under the command of 1st Airborne Corps. 3 & 4 SAS are Free French paratroopers and 5 SAS, Belgian paratroopers. Accompanying the Allied invasion of Europe, the SAS perform two types of mission: firstly, cutting enemy communications and providing intelligence; and, secondly, acting as fighting patrols which raid from bases behind enemy lines.

The fighting patrols use a variant of the famous SAS North African jeep: lightly-armoured Willys Jeeps armed with either two to five Vickers K guns, or a Bren, Bazooka, and 3" mortar setup, with enough fuel to give them a range of 650 miles. Surprise, firepower, and mobility are now the SAS' force multipliers.

Operations in France produce mixed results. Some are great successes but others are failures; one leaves fifty-three troopers unaccounted for. For the rest of the war, the SAS are used for reconnaissance, and for seizing important Nazi documents, individuals, and bridges ahead of the Allied advance. The SAS are the first Allied units into the Belsen and Celle concentration camps.

Aspects: • *Fearless British Serviceman*

Skills: *Good (+3) Fight and Soldier*
Fair (+2) Shoot, Physique, and Survival
Average (+1) Athletics, Tradecraft, and Will

Stunt: **Tactician.** (p.80 of the *Fate Investigator's Guide*)

Gear: *Bren Light Machine Gun, Lee-Enfield No.4 Mk.I Rifle, Sten Mk.I Submachine Gun*

RAF PILOT (REGULAR)

Most likely encountered by player characters when taking them where they need to be, or in the field having been shot down over enemy territory, the RAF pilot is a plucky and daring combatant. If downed, he is a force to be reckoned with even without his aircraft, having eluded capture by the Germans to work with the French Resistance until arrangements can be made to return him home. Though lightly armed and at constant risk of detention, the men of the RAF maintain their typically-British sense of humour and adventure. Even after capture, these men refuse to capitulate, forming escape committees and making it their responsibility to cause as much trouble as they can for their German captors, as illustrated by the antics of the men incarcerated at Colditz Castle (p.31).

Aspects: • **British Pilot**

Skills: *Good (+3) Pilot and Shoot*
Fair (+2) Athletics, Soldier, and Survival
Average (+1) Fight, Physique, and Will

Gear: *Knife, survival kit, flight helmet, goggles*

ROYAL NAVY DIVERS (VETERAN)

Emulating the daring Italian *Uomini Rana* ("frogmen"), the Royal Navy establishes their own diving specialists for operations against enemy shipping, and for the clearance of naval mines and ordnance. Though early diving equipment is relatively primitive, the invention of self-contained underwater breathing apparatus (SCUBA) by the Americans in 1942 greatly expands their capabilities, allowing them to extend the time spent under water. One of the main responsibilities of these brave men, aside from mine clearance and detection, is the protection of Allied vessels in port against enemy divers, particularly elite Italian divers in the Mediterranean.

Aspects: • **British Diver**

Skills: *Good (+3) Athletics and Fight*
Fair (+2) Demolitions, Physique, and Shoot
Average (+1) Stealth, Survival, and Will

Stunt: **Combat Diver.** +1 to Physique regarding endurance underwater, and +1 to Stealth to remain undetected underwater.

Gear: *Knife, Webley .38/200 Service Revolver*

French Forces

Despite later stereotypes of the French following their surrender to German forces in the aftermath of the Battle of France, the French Army fights with bravery and valour against the invaders, and were it not for the sacrifices of the French soldiers who opt to remain behind and slow the German advance, the miracle of Dunkirk would, quite probably, never have occurred. Germany seizes approximately two

Despite later stereotypes, the French Army fights with bravery and valour against the invaders.

million French prisoners of war after the surrender, though a third of these men are released on parole. Those remaining in captivity are kept in camps in Germany, with many enlisted men being forced to work in German agriculture and industry. Of those who are rescued at Dunkirk, several thousand go on to form the core of the Free French Army, which fights with unreserved ferocity against those who have desecrated *la Belle France*.

FRENCH INFANTRY (REGULAR)

Like the British, the French are loath to enter another war, with the memory of the horrors of the Great War still far too fresh in their memories. Despite this reticence, the French Army in 1939 is considered to be one of the strongest in the world, though, as is clearly demonstrated in 1940, it suffers several fatal weaknesses, not least of which is the conservative and outdated thinking of its officer corps. The French Army numbers 900,000 men in 1939, with an additional five million reservists, but the French High Command is preoccupied with defensive strategies, failing to take the offensive which could have significantly altered the outcome of the Battle of France.

Prior to 1940, the French infantry are equipped with the bolt-action Berthier Rifle and the FM29 LMG, a 7.5mm weapon noted for reliability and its rugged design, based on the American BAR.

Aspects: • **French Infantryman**

Skills: *Fair (+2) Athletics and Shoot*
Average (+1) Fight, Physique, and Survival

Gear: *Steel Helmet, FM29 Light Machine Gun, Berthier Rifle*

FREE FRENCH FORCES (VETERAN)

Of the 140,000 French soldiers rescued at Dunkirk, the majority choose to return to France and likely captivity rather than desert their country in its hour of need. However, several thousand choose to remain in Britain and go on to form the core of the Free French Forces. Equipped and



trained with British and American equipment, these tenacious and ruthless fighters serve with distinction throughout the war, driven to great extremes of bravery and personal risk by the knowledge that their beloved France lies beneath the jackboot of Nazi oppression. Members of the Free French Forces serve alongside the RAF during the Battle of Britain, battling the *Luftwaffe* over the fields of southern England, while on the ground they form several specialist units, including contingents of the SAS, who drop into France during the Normandy invasion to wreak havoc behind German lines.

Aspects: • *Veteran French Infantryman*

Skills: *Good (+3) Shoot and Survival*
Fair (+2) Athletics and Fight
Average (+1) Physique and Soldier

Gear: *Steel Helmet, Bren Light Machine Gun, Sten Mk.I Submachine Gun*

Notes: Some may also have Demolitions, Tradecraft, or other skills particularly useful when separated behind enemy lines.





CHAPTER 4

The Other Secret War

*"The enemy knows all our secrets and we know none of his."
- Admiral Karl Dönitz*

A key factor in any fight for world supremacy is the use, and some might say misuse, of espionage. The Secret War is no exception, and although some secrets are undoubtedly greater than others, many organisations use the Second World War to perfect their information gathering techniques.

This chapter looks at the history of the everyday British, American, French, and German intelligence services. Those involved in prosecuting the true Secret War are dealt with in more detail in **Chapter 5: Secret and Occult Societies**.

BRITISH INTELLIGENCE

The Great Game

The British have, without a doubt, the longest history of the use of espionage to further their political, military, and even economic goals. As early as the reign of Queen Elizabeth I, her Privy Counsellor Sir Francis Walsingham employed a network of foreign and domestic agents to gather intelligence, and through them uncovered several plots against the Queen. Using this tangled web, Walsingham's greatest achievement was to lure Mary, Queen of Scots, Elizabeth's cousin and challenger to the English throne, to implicate herself in a plot to assassinate the Regent, ultimately leading to her execution. Meanwhile, the infamous occultist and astrologer Dr. John Dee employed his shadowy skills in the service of the crown, both developing ciphers and personally conducting missions to the continent under the guise of his own scientific investigations.

British intelligence services continue to operate on an essentially informal basis throughout the following centuries,

primarily through a network of diplomats and military attachés. Though Wellington employs Exploring Officers to gather intelligence in occupied Spain with great success during the Peninsula War against Napoleonic France, little support exists for an official intelligence service, and most operations are disbanded during peacetime. While officers of the Royal Navy are expected to report any information pertaining to potentially hostile enemy activities, most subsequent intelligence activities are performed by enthusiastic amateurs driven by a sense of duty and patriotism, rather than by official agents.

As industrialisation changes the nature of warfare, the failures of the Crimean War illustrate the need for more organised information gathering, and by the late 19th Century British Intelligence has been formalised by the War Office and the Admiralty, which form their own branches in 1873 and 1882 respectively.

In 1909, the War Office authorises the establishment of the Secret Service Bureau (SSB) to coordinate the ever-expanding role of the intelligence community. Organised in a series of military intelligence departments and identified by a number with the prefix "MI", the men (and later women) of the SSB are drawn from the ranks of the Army, Navy, and the Metropolitan Police, and serve with distinction during the Great War. Although the SSB continues to operate after the Armistice in 1918, its capabilities are seriously depleted through a mixture of political infighting, economic hardship, and good old British bureaucratic red tape.

Even though several departments of the SSB are dissolved during the inter-war period, the Secret Intelligence Service (MI6) and Security Service (MI5) continue their work, despite MI5's disastrous infiltration operations during the Irish War of Independence.

At its height, the SSB consists of the following departments, some of which continue to operate throughout the war, while others are absorbed by the newly established wartime intelligence departments such as the Special Operations Executive (SOE) and the Political Warfare Executive (PWE):

MI1

Codes and Cyphers, with responsibility for code-breaking and encryption. This department is disbanded in 1919 and along with Naval Intelligence's "Room 40" goes on to form the Government Code and Cypher School (GC&CS), based at Bletchley Park from 1939.

MI2 & MI3

Both provide geographic information on foreign countries, though due to duplication of their roles the two departments are merged in 1941.

MI4

Responsible for obtaining aerial reconnaissance in conjunction with the RAF, as well as the interpretation of imagery, MI4 is disbanded in 1943 when all aerial photography is transferred to the Air Ministry.

MI5

The Security Service, responsible for internal security and counter-espionage. Due to their role in the detection and neutralisation of enemy agents in British Territories, MI5 has close ties with Special Branch whose officers they often accompany, or present themselves as, in the conduct of their work.

MI6

The Secret Intelligence Service (SIS), with jurisdiction over the collection of foreign intelligence. MI6 maintains oversight on many other departments, particularly MI1. The German occupation of much of western Europe has seriously depleted their network of agents, and the establishment of the SOE in 1940 causes further problems as the two departments often find their operations overlap.

MI7

Tasked with the analysis of foreign propaganda and, according to some, the dissemination of propaganda in occupied territories, MI7's work is closely linked with that of the PWE (see p.48).

MI8

MI8 is the designation for the Radio Security Service (RSS), responsible for monitoring and analysing radio transmissions for enemy activity, particularly those thought to emanate from within the British Isles. Initially working from the vacated Wormwood Scrubs Prison in southwest London, MI8 is instrumental in establishing radio direction finding stations in remote parts of the British Isles to monitor for such enemy signals; these are mostly manned by amateur radio enthusiasts.

MI9

Responsible for providing assistance to Resistance fighters in German occupied territories and providing support and aid to British prisoners of war. MI9 is at the forefront of Britain's "unorthodox" war, employing stage magicians and members of the criminal fraternity, such as forgers, to produce fake documents and other devices designed to aid Allied soldiers held by the Germans in their escape attempts.

MI10

Established to analyse captured German weapons and equipment, the laboratories and workshops of MI10 are some of the most heavily guarded facilities in Britain, even more so since MI10 has taken such a keen interest in the development of *Nachtwölfe* and the new technology it is fielding for the Axis. MI10 is actively attempting to reverse-engineer this technology in the hope of finding a defence against *Nachtwölfe*'s monstrous advances.

MI11

MI11 provides security for military personnel, protecting them from enemy agents operating in the civilian



populations. Closely linked with the main Corps of Military Police in Mytchett, Hampshire, and the Special Service Brigades, their role is a mixture of espionage and counter-espionage, focusing on the protection of military garrisons and forces in the field.

MI12

In conjunction with the Ministry of Information, MI12 is responsible for all aspects of military censorship, including the correspondence of military personnel and material provided to the national press.

MI13

Technically the MI13 designation is not actually assigned to a specific department, but along with MI18 is occasionally used as a cover by other departments within the intelligence community, such as Section D and Section M, when their own activities need to be disguised for political reasons.

MI14

MI14 specialises in intelligence regarding Germany, providing analysis of military, economic, and political activity within the country's borders.

MI15

Originally responsible for handling aerial photography, a function it shared with MI4. When the Air Ministry takes over the role of coordinating aerial reconnaissance, MI15 is reassigned to focus their intelligence gathering on enemy air defences and provides invaluable support to Bomber Command during the bombing campaigns against Germany's industrial centres.

MI16

Formed in the closing stages of the war, MI16 is established to gather scientific intelligence and identify persons of interest within the German scientific community. MI16 provides significant support to attempts to spirit away Germany's rocket scientists before the Soviets can capture them.

MI17

MI17 is the secretariat providing clerical and administrative support for the other departments. It is said that if MI17 have no records of a subject then it probably doesn't exist, officially or otherwise.

MI18

See MI13.

MI19

Originally a sub-section of MI9, MI19 is established as an independent department in 1940 to interrogate captured enemy prisoners of war. Operating from an unassuming Georgian residence in Kensington, MI19's exact activities are kept classified, quite probably as a result of rumours that

torture is employed, particularly against members of the SS and *Gestapo* captured by Allied forces.

The Road to War

With the spectre of war looming over Europe and efforts to maintain peace crumbling, steps are taken to establish new intelligence departments specifically geared towards combating German aggression. The first of these, established in 1938 by the Foreign Office, is Department EH, named after Electra House, the office building in London's Moorgate

With the Fall of France, Churchill demands that a single sabotage organisation be established with instructions to "set Europe ablaze".

which acts as its headquarters. Charged with the creation and dissemination of propaganda, Department EH is kept at arm's length by the Foreign Office, which prefers not to be directly linked to such un-gentlemanly conduct. Overall EH's work is unsuccessful and, with the Fall of France, their main distribution point is compromised, leading to the department's decline.

Following the creation of Department EH, MI6 forms their own section, christened Section D, to develop techniques for sabotage and irregular warfare for use against the Germans. Later in 1938 the War Office, growing increasingly concerned at the thought of a potential German invasion, establishes MI-R (Research), intended to conduct research into guerrilla warfare methods, particularly for use by regular troops.

Working on shoestring budgets and with little official support, these three departments regularly work at cross-purposes, with Section D and Department EH duplicating propaganda operations. Results from these offices are mixed, with Section D unsuccessful in their early sabotage missions, including an abortive attempt to mine the Iron Gates on the River Danube—a major route for raw materials needed by the Nazi industrial base. MI-R shows greater success, producing handbooks and instruction in the use of guerrilla warfare techniques, as well as being instrumental in the formation of the Independent Companies that go on to form the basis of the Commandos. MI-R's work also helps to establish training for the Auxiliary Units, Britain's resistance army, created under Winston Churchill's orders, to act in the event of a successful German invasion.

With the Fall of France and the Low Countries, and the desperate yet miraculous evacuation of British, French, and Belgian forces at Dunkirk still fresh wounds, Churchill demands that a single sabotage organisation be established with instructions to "set Europe ablaze". This leads to the integration of Section D, Department EH, and MI-R, with

Churchill's Toyshop and the Wheezers & Dodgers

Alongside their colleagues at the Admiralty's Department of Miscellaneous Weapons Development (DMWD), affectionately known as the Department of Wheezers and Dodgers, Ministry of Defence I (MDI) is the British weapons research and development team, based in Whitchurch, Buckinghamshire. At Churchill's insistence, MDI operates separately from the SOE, whose own research team, Station IX, focuses on the production of materials for their own commando missions. As a result, the team falls under the authority of the Ministry of Defence and, therefore, Churchill (who is both Minister of Defence and Prime Minister).

Charged with the invention of new equipment for both the regular armed forces and the "irregular" forces operating behind enemy lines, MDI primarily develops conventional weapons such as the "sticky bomb", the ubiquitous time pencil detonator fuse, the limpet mine, and the PIAT anti-tank weapon. The spring-loaded mechanism of the PIAT still has a few kinks to iron out, though, particularly as it has a habit of snipping the firer's fingers off if handled carelessly. Later in the war, as evidence of *Nachtwölfe's* activities become apparent on the battlefield MDI, alongside their colleagues at Clemens Park (p.61), begins to experiment with more unconventional research of a much deadlier and disturbing nature.

Like the boffins at MDI, the DMWD work day and night to develop new weapons and defences, though with more focus on the Admiralty's needs. Some of their projects, such as the Panjandrum rocket-propelled defence-clearing weapon, meet with limited success, but later developments, like the Mulberry floating harbour, are essential to successfully reinforcing the Normandy beachheads.

Their research into the degaussing of ships' hulls to protect against magnetic mines (and other rumoured dangers) has proved invaluable, even though some of the formulae and equations used have caused a degree of disquiet among the more nervous members of the establishment.

Both MDI and DMWD are keen for any new information regarding German technology, particularly that originating from the workshops of *Nachtwölfe*.

the exception of Research's special weapons team, later known as MDI or "Churchill's Toyshop".

In July 1940, the Special Operations Executive (SOE) is born, merging the three organisations into its three main branches - SO1 (Propaganda), SO2 (Active Operations), and SO3 (Planning)—though within a year, ministry infighting sees SO1 reborn as the independent Political Warfare

The Two Electra Houses

The original Electra House, situated on the corner of City Road and London Wall, is housed in the headquarters of the Cable and Wireless Company, which operates almost half of the world's 350,000 miles (564,000km) of telecommunication cabling and provides the British Government with valuable intelligence, passing copies of all transmissions to the relevant departments for analysis. The building is badly damaged during the Blitz, causing operations to be transferred to a newly-built facility on Victoria Embankment.

This new Electra House is heavily reinforced and is supposedly bomb and gas-proof, a claim proven by a subsequent strike against it by a V1 flying bomb in 1944. The bomb demolishes the Chairman's flat on the top floor, but otherwise causes little significant damage and the cable routing circuits are unaffected.

During construction of the new Electra House, a series of secret conduits are laid, connecting it to the Central Telegraph Exchange at Moorgate, which allows British Intelligence to monitor the telephone lines of every foreign embassy in London. Rumours of deeper tunnels being discovered beneath the old Moorgate site are suppressed by the British, fearful that the workmen's tales of something living below the site in the darkness could rattle the nerves of those working there.

Executive (PWE) under the direct control of the Foreign Office. SO3 is quickly swamped by paperwork and bureaucracy, and is eventually merged into SO2.

The Special Operations Executive

Despite its early reorganisation and the departure of SO1, the SOE is quickly able to concentrate its resources on active operations; training and running agents in neutral and enemy territory. Ideally, each country is under the control of a single Section, though in some territories the SOE is forced to establish multiple sections to ensure the smooth management of operations involving politically polarised resistance groups. Many of the occupied territories had been hotbeds of political intrigue prior to their invasion, with Communists, Nationalists, and many other factions vying for control. The SOE is painfully aware of the sensitivities of these different groups, and the last thing it needs is open hostility between them, resulting in a careful balancing act to guarantee cooperation from all parties. In the case of France, six Sections are required to ensure operations can be conducted without disruption.

Under the command of the grim but determined Sir Frank Nelson, the SOE establishes its headquarters in the Metropole Hotel, Whitehall Place, but following concentrated bombing of Central London, the organisation moves to offices on Baker Street, Marylebone, earning the SOE the first of several nicknames: "The Baker Street Irregulars". Their acquisition of a number of great estates around the UK for training purposes later earns them their second name: "Stately 'Omes of England".

The SOE's main task is the sabotage and subversion of the German war effort, targeting rail networks, industrial targets, and the Nazi military infrastructure, to hamper their operations. As the war progresses, the focus of their attacks changes, beginning with raids against fuel stocks then, as the German Navy becomes more of a threat, targeting U-boat facilities. With plans for the Second Front developing, the SOE begins attacks against transport networks, particularly bridges and major roads, forcing German troops to travel on smaller country roads where they present an easier target for ambush by resistance forces.

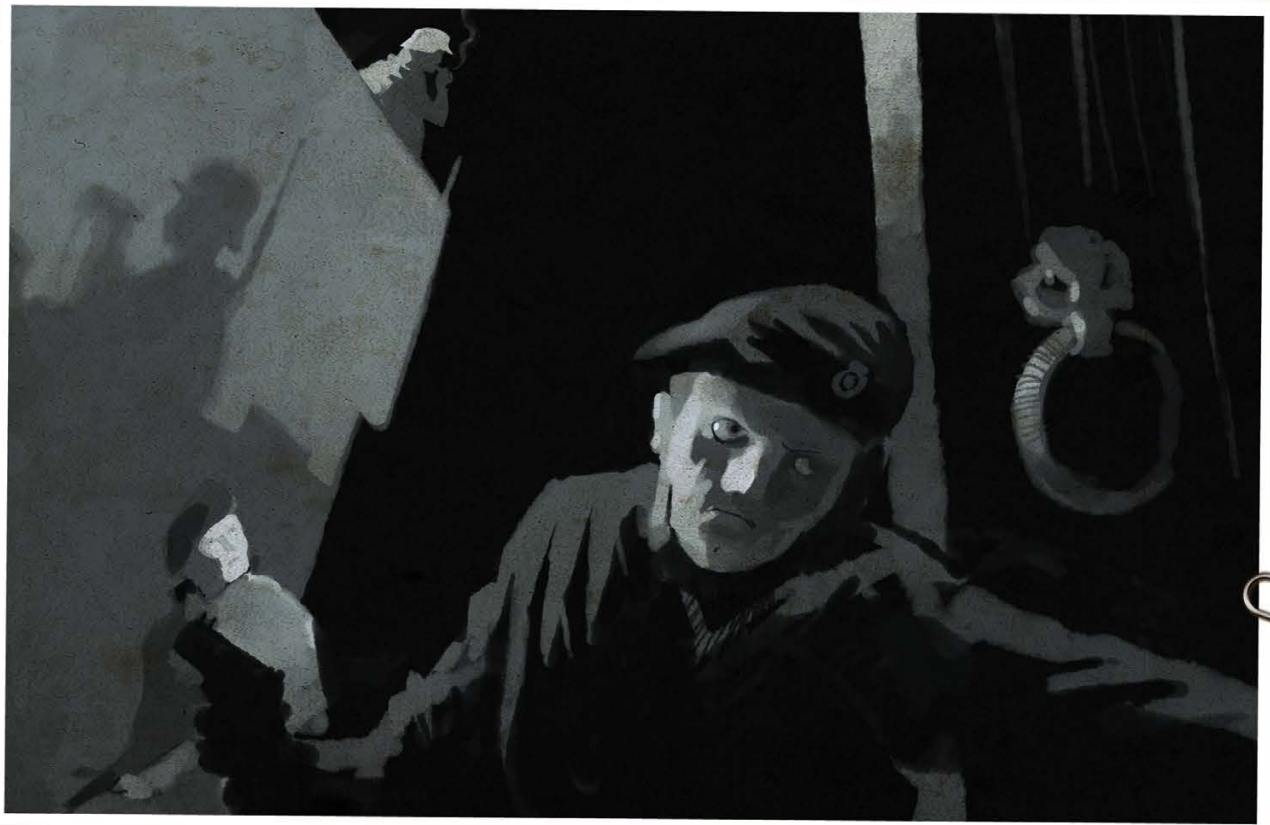
Despite having few agents in the occupied territories upon its foundation, the SOE has created a robust network of spies, informers, and saboteurs across Europe. Unlike many other services, the SOE are less reliant on the "Old Boys' Network" of public school acquaintances, instead drawing on all sections of British society to fill their ranks, even the criminal fraternity. In the eyes of the SOE, a solid understanding of the country in which they plan to operate and the language of that nation is considered key to

their success, with those possessing dual nationality being particularly sought after. Due to this requirement, the SOE fields a high number of soldiers living in exile from their occupied nations, bringing with them both their military and cultural knowledge.

New recruits undergo an intensive training program, encompassing armed and unarmed combat, security, and "tradecraft", to ensure they have the best chance possible to remain undetected by the enemy while working in the field. Additionally, they are taught demolition and sabotage techniques, radio operation, cryptography, and the essential parachute course. The training schools also provide basic operative instruction for those members of the Political Warfare Executive who are expected to work behind enemy lines, supporting the underground press in occupied territories and analysing local public opinion to ensure their messages are correctly targeted.

The SOE is one of the few arms of the British military that accepts women for field work, and where they receive the same training as their male counterparts. Though the majority of women employed by the SOE work as secretaries, a large number serve as wireless operators, maintaining the vital lines of communication with agents in the field, and many become undercover agents, with forty-nine female operatives assigned to France alone.

The SOE's activities in Europe have caused considerable friction with MI6, who consider the new agency's activities to be a threat to their traditional intelligence gathering operations in the occupied territories. Though the SOE's sabotage





missions do increase the danger faced by MI6 operatives as the *Gestapo* increase their surveillance, much of their complaining is in truth driven by inter-departmental rivalry and competition for both agents and resources. The SOE have also ruffled the feathers of the RAF, complaining on a regular basis that the inaccuracy of their bombing raids creates increased tension with local populations.

The SOE's relationship with Section M has so far been one of mutual support. Even the SOE, with their unorthodox experiences, realise that there are some situations they are not equipped to handle, and they regularly call on the services of Section M when matters prove to be beyond their understanding. As evidence emerges of the Nazis' unholy alliance with the Order of the Black Sun, the SOE and Section M begin to share information, though Section M tends to provide this knowledge on a strictly need-to-know basis, and their agents take precautions to ensure their SOE counterparts are not exposed to the full horror of the war they are fighting. SOE agents who learn too much of the true shadow war being fought across the world are quietly inducted into the ranks of Section M to ensure their activities remain clandestine, even to their own people.

After the United States joins the war against Germany, the SOE establishes a partnership with their opposite numbers in the newly formed Office of Strategic Services (OSS). Though the OSS remit extends beyond the SOE's to encompass propaganda and intelligence gathering, the two agencies quickly develop a good working relationship in the field, mounting a number of joint operations as the war progresses. The partnership between the SOE and the OSS is mirrored by Section M and its American equivalent, Majestic. Unlike the traditional intelligence agencies, these new departments

have been compelled to join forces, initially as a result of the hostility they encounter from the older agencies, but now due to the realisation of the true nature of the forces which Hitler's flunkies have unleashed on the world.

The Political Warfare Executive (PWE)

Formed in 1941, the PWE is responsible for the creation and broadcast of white (based on truth) and black (based on falsehood) propaganda, aimed at demoralising enemy forces in occupied Europe. Staffed primarily by members of SO1, the SOE's former propaganda section, the PWE employs a range of media to broadcast its messages, including establishing clandestine radio stations, printing underground newspapers, and distributing leaflets and newsletters in occupied nations, to sow discord and doubt among German forces while maintaining the morale of the local populations. Due to its need for individuals with journalistic skills as well as intelligence experience, the PWE also recruits widely from the British Broadcasting Corporation (BBC) and maintains offices in the BBC's Bush House, giving it access to the broadcaster's radio services and transmitters. To maintain its secrecy, the PWE operates in public under the cover of the Political Intelligence Department.

The London Controlling Section (LCS)

Realising the value of deception as a weapon, the British have established the London Controlling Section to formalise plans to deceive Germany on a strategic scale, with a

view to causing them to alter their own tactics based on campaigns of misinformation and misdirection. Using techniques ranging from the simple communication of misinformation to more complex deceptions, the LCS has successfully and repeatedly fooled German intelligence into altering its military plans. One of its most fruitful bluffs is the creation of a wholly fictitious "First US Army Group" in the lead-up to the Normandy landings as part of the wide-reaching Operation Bodyguard.

US INTELLIGENCE

Although the United States has maintained an intelligence capability since the formative years of the nation, it is only in the late 19th Century, with the formation of the Office of Naval Intelligence (ONI) and the Army's Military Intelligence Division (MID; more commonly known as G-2) that military intelligence and espionage is formalised. ONI continues to fulfil its role, providing intelligence regarding technological and geopolitical developments around the world throughout the Great War and into the Second World War (see p.50), while MID undergoes a number of reorganisations, eventually becoming the Military Intelligence Service and forming the Fourth Army Intelligence School one month before the Japanese attack on Pearl Harbor. Both services are primarily intelligence gathering agencies with little espionage or counter-espionage capability (counter-espionage being the remit of the FBI; see p.50), a fact that becomes a growing concern for President Franklin D. Roosevelt.

Under advice from William Stephenson of the British Security Co-ordination Office (Britain's senior intelligence representative in America), and fearful of potential Fifth Columnists operating within his own borders, Roosevelt commissions William "Wild Bill" Donovan to draft a strategy for the creation of a central intelligence service capable of undertaking the type of special operations that the war in Europe would require if the United States were to enter it. Based on the strength of his report, Donovan is appointed Coordinator of Information (COI) in 1941, and by mid-1942 the Office of Strategic Services is founded with the task of collecting and analysing strategic intelligence, as well as undertaking special operations outside the jurisdiction of the existing agencies.

The Office of Strategic Services

Like its British counterpart, the OSS engages in espionage and sabotage, alongside maintaining a wider responsibility for the broadcasting of black propaganda. The OSS also suffers the same "old school" rivalry faced by the SOE, with the FBI, the MID, and the ONI all protecting their existing areas of command jealously from this upstart organisation.

As a result, Donovan focuses the OSS on active operations in the field, with OSS agents at work in every theatre of war they can reach.

The OSS has learned much from their close contact with the British intelligence services and the relationship between them and the SOE works well. When the original COI office opens in London in November 1941, they quickly realise that the British can provide them with the training, information and, most importantly, experience their new operatives need. In return, the SOE gains access to the relative wealth of resources available to the OSS.

Initially, the relationship between the two agencies is hindered by British concerns that the inexperienced Americans will jeopardise their existing operations in Europe, while the OSS themselves are concerned that their new department is over-reliant upon another agency. However,

Section F

Section F can best be described as the secret section of the SOE, kept classified in order to prevent General Charles de Gaulle from learning of its existence. His intention to lead France after the war has raised concerns among the Allies, so Section F is established to operate without his knowledge within occupied France. A second section, referred to as RF Section and known to de Gaulle (who supports its actions), operates alongside Section F. The General eventually discovers the existence of Section F, shattering any trust he had for the British.

Section F operates a system of "circuits" to manage operations, consisting of a core group of three agents: a leader responsible for organisation and field recruitment, a wireless operator to maintain communications with London, and a courier to gather the intelligence produced by local groups. Only the couriers have regular contact with field agents, a system intended to prevent the discovery or capture of one circuit from compromising other circuits. Initially, the core teams tend to be British agents, but as the war progresses, French agents, recruited by the original circuits, increase in number.

The casualty rate among French agents is incredibly high, partly due to lax security but also due to the ruthless investigations of the *Gestapo*. Early in the war, much of Section F's activities focus on recruitment of new agents, and they barely manage to prevent the collapse of the network in France. However, by 1944, through the tenacity and heroism of these men and women, the SOE's network in France is able to wreak chaos in the days leading up to the Normandy landings, as they cut communications lines and sabotage transport links to disrupt German defences and allow the Allies to establish their beachhead.

as the two organisations share sacrifices, failures, and successes in the field, a bond of comradeship soon develops, no doubt further assisted by the close working relationship between their Mythos-combating brethren in Section M and Majestic.

The staff of the OSS is drawn from the officers and enlisted men of the armed services; civilians who possess the skills and contacts needed for operations are also recruited and given an appropriate military rank. US Army and Army Air Force personnel form approximately two-thirds of its strength; civilians form a further quarter, with the remainder

being taken from the Navy, Marines, and US Coast Guard. Like the SOE, the OSS has a large female contingent: around 4,500 of its 13,000 personnel; 900 of whom serve in overseas operations.

The Office of Naval Intelligence

The ONI is primarily responsible for the protection of naval personnel and facilities, a remit that encompasses intelligence gathering, counter-espionage, censorship, and the protection of ports. With the developing threat presented by the German U-boat fleet, the Special Activities Branch is established to provide intelligence and analysis of U-boat technology and operations. Later in the war, the ONI begins to receive reports of increased U-boat activity in the South Atlantic off the Antarctic coast and, in conjunction with the Photographic Interpretation Center, they begin a detailed investigation of the region.

The Federal Bureau of Investigation

Under the command of the imposing J. Edgar Hoover, the FBI operates as both a federal criminal investigation unit and the United States' counter-espionage agency. Prior to the

The Office of Naval Research (ONR)

The ONR originates from the Naval Research Laboratory, founded in 1923 and based on Thomas Edison's vision for a laboratory to develop new techniques and technologies for naval and military application. Originally, the Laboratory consists of two departments: Radio and Sound. Initially researching high-frequency radio and underwater sound, by the start of World War Two the facility has expanded to include Physical Optics, Chemistry, Metallurgy, Mechanics, Electricity, and Internal Communication.

While the ONR conducts many successful experiments and develops countless technologies for the US Military, including the Americans' first practical radar system and sonar apparatus, their most infamous project occurs later in the war under the codename Project Rainbow.

Based on aspects of Einstein's unified field theory and technology acquired from a variety of ancient archaeological sites, Project Rainbow takes place at the Philadelphia Naval Shipyard and is, officially at least, an attempt to employ electromagnetic generators installed on the destroyer USS *Eldridge* to bend light around the vessel and render it invisible. The first test takes place in 1943 and, though accounts contradict one another, it is an apparent success, with the *Eldridge* disappearing from view, leaving only an unnatural green fog in its place. When the vessel reappears, researchers are horrified to witness members of the crew physically fused into the hull, with many more rendered insensible by the experience. Under tight security, a second test is conducted, during which the ship is reported to have once again disappeared. At the same time, crew aboard the ship SS *Andrew Furuseth* in Norfolk, Virginia, some 200 miles away, witness the *Eldridge* appear for approximately ten seconds before once again disappearing.

Due to the horrific effects on the crew, some of whom simply disappear during the experiment, further tests are prohibited and the project is disavowed by the ONR.

Camp X

Established by British Security Co-ordination (BSC) in December 1941 on the shores of Lake Ontario, Canada, Camp X is initially intended to provide training in sabotage and commando operations for British and American forces. Built in Canada to ensure it does not breach the terms of the American Neutrality Act still in force at the time, a number of the American intelligence services still request the opportunity to send their personnel to the site for tuition. The school provides a full spectrum of training courses for candidate agents ranging from sabotage and assassination techniques, to demolition and radio operation.

As well as acting as a training facility, Camp X also maintains a sophisticated telecommunications centre, codenamed Hydra. This facility provides a secure site for coding and decoding information and, due to the presence of the lake itself, is a perfect site for sending signals to Britain, while being undetectable by German intelligence. To support the flow of information, Camp X maintains land-lines to Ottawa, New York, and Washington D.C., making it an essential hub for intelligence communications.

outbreak of the war in Europe, the FBI is mainly focused on internal security and the fight against organised crime, but as the nations of Europe fall to the Axis powers, the FBI's responsibilities escalate as subversion and sabotage become a major concern. Throughout the war, the FBI focuses its attention on potentially dangerous German, Italian, and Japanese nationals and, after the Japanese attack at Pearl Harbor, begins an active campaign of internment for those considered hostile. Although the FBI initially concentrates on potential German aggression, after Pearl Harbor, Hoover's G-Men step up their monitoring of Japanese nationals, encountering the first evidence of organised espionage with the activities of the Black Ocean Society, a secretive cult with connections to the Yakuza criminal clans.

Outside of the United States, the FBI has a fairly restricted role, with few operations in Europe. However, they have formed the Special Intelligence Service (not to be confused with Britain's Secret Intelligence Service) to operate in Latin and South America, where the Nazis have established a major espionage presence.

THE FRENCH RESISTANCE

The Fall and the subsequent armistice in June 1940 has seen the great nation of France reduced to a puppet state of the German *Reich*. In the north, the German Occupied Zone is now firmly under the control of Hitler's commanders and although life continues as normal for most citizens, they exist as an occupied nation, living at the whim of the Nazi invaders. In the south, the collaborators of the Vichy regime, led by the reactionary Philippe Pétain, administer the French State under the careful eye of their new masters.

The French people, though, are not so easily subjugated, and in London the Free French Forces, under the command of the general and statesman Charles de Gaulle, continue the fight against the Nazis alongside their British and American allies. Meanwhile, in the towns and cities of occupied France, new Resistance movements spring up, gladly sup-

The Resistance operates a network of agents carrying out acts of sabotage and subversion, and providing assistance to the British, American, and Free French.

ported by the SOE and the OSS, taking the fight directly to the Nazis. In the countryside, able to operate more freely than their urban compatriots, the *Maquis* partisans wage a guerrilla war against the occupying German forces, secretly supported and aided by the local populaces.

Though the political standpoints of each Resistance cell varies from group to group, ranging from right-wing French



Nationalists to dyed-in-the-wool Communists, all are committed to the battle for French liberation, and they share a hatred for their common enemy. The capabilities of these cells vary greatly, from enthusiastic amateurs operating illegal underground printing presses to battle-hardened, left-wing partisans, veterans of the Spanish Civil War.

During the early stages of the war, the Resistance operates a network of agents carrying out acts of sabotage and subversion, and providing assistance to British, American, and Free French (BCRA) intelligence agencies where possible. They are instrumental in saving the lives of countless Allied airmen, as well as providing safe passage for Jewish refugees fleeing the clutches of the *Gestapo*. Later in the war, as the Normandy invasion is prepared, they mobilise across the region, destroying transport and communication networks and delaying the Germans wherever possible, often at great personal cost. These brave and daring souls lose countless men and women at the hands of the *Gestapo* and, after the landings, many groups rise up against German garrison forces in open conflict.

The Resistance use whatever equipment they have available to them, with many still bearing the arms issued to them before the Fall of France, when many served in the French Army. Later, with the aid of SOE and OSS air drops, the various groups are better armed, with the ubiquitous Sten gun being a favoured weapon. The difficulty of maintaining and carrying heavy weapons, particularly anti-tank guns, means

Brandenburger

While the *Abwehr* is restricted in its abilities to perform its role, its *Brandenburger* commandos (p.34) suffer no such issue. Developed as guerrilla warfare specialists, capable of operating in small teams behind enemy lines, the elite *Brandenburger* are recruited for their knowledge and abilities with language as much as their military training, and few fit the image of the perfect Aryan soldier, with many Slavs, Poles, and other ethnic groups forming their ranks.

With the dissolution of the *Abwehr*, the *Brandenburger* are transferred to frontline duty, particularly in the East against the Red Army. While many are killed in the savage battle to defend Germany, a large number of the highly trained *Brandenburger* simply vanish rather than march to their deaths.

that few cells are capable of facing down significant German armour, though some do still try.

The Allies are keen to support the French Resistance, not only to maintain their political relationship with the proud de Gaulle, but because they are ferocious and committed fighters, driven by a deep patriotism to protect their homeland against the Nazi war machine.

GERMAN INTELLIGENCE

Intelligence operations in Nazi Germany follow a distinctly different pattern to those of Britain and the United States. While their military intelligence agency, the *Abwehr*, is recognisable in comparison to its Allied counterparts, the operations of the *Sicherheitsdienst* (SD) and *Gestapo* secret police are very different, warped by the twisted political ideologies of the Nazi regime, and focussing to a greater extent on uncovering enemies of the state within their own borders, whether real or suspected. Also, unlike the Allied intelligence and security services, these two agencies are able to operate with impunity and make little effort to disguise their activities, relying on fear as a key weapon in their arsenal.

The *Abwehr*

The *Abwehr*, Germany's military intelligence agency, technically predates the foundation of the nation itself, having been formed in the 1860s by the Prussian government during its war with Austria. Its operations during the Franco-Prussian war help secure victory for Prussia and, after the unification of Germany, the new country adopts much of

the Prussian government and military structure, including the *Abwehr*. *Abwehr* agents are active throughout the Great War, but the organisation is abolished under the terms of the Treaty of Versailles.

Reformed in 1921, when Germany is once again permitted to field a defensive force (*Abwehr* means defence in German), the *Abwehr* begins anew as a counter-intelligence organisation with responsibility for reconnaissance, monitoring communications, and counter-espionage. Reporting to the *Oberkommando der Wehrmacht* (OKW; "Supreme Command of the Armed Forces") it is the only German intelligence department not directly controlled by the Nazi Party.

The rise of the *Sicherheitsdienst* (SD), the Nazi's own intelligence agency, marginalises the *Abwehr* to a significant extent during the 1930s, and only the arrival of a new director, Wilhelm Canaris, prevents it from being disbanded altogether. Canaris, warned by his predecessor of the Nazis' intention to take over all intelligence operations, maintains the best relationship he can with the NSDAP whilst ensuring that, like him, as many of his key personnel as possible are not members of the Party.

In 1938, Canaris reorganises the *Abwehr* into three main portfolios: Central Division, responsible for planning, strategy, and administration of the overall organisation; Foreign Branch, tasked with liaising with the General Staff of the Army and German Foreign Ministry, as well as information analysis; and *Abwehr I, II, and III*, with responsibility for Foreign Intelligence Collection, Sabotage, and Counter-intelligence, respectively.

Though hampered by their constant battles with the SD, the *Abwehr* is a capable intelligence organisation, and during the early years of the war stages a number of successful operations, including the infiltration of the Dutch Resistance and their SOE controllers. Despite its demonstrated capabilities,

The SD and the *Gestapo* operate with impunity and make little effort to disguise their brutal activities.

its intelligence is often discarded for being politically unacceptable to the Party leadership, a factor that only increases Canaris' determination to help overthrow the Nazis.

Canaris, though initially supportive of the NSDAP, soon realises that Hitler will lead Germany to an even greater defeat than it suffered in the Great War. He actively begins to work against the Nazi regime, attempting to prevent the annexation of Czechoslovakia, and later in the war becomes involved in a number of plots against Hitler. Despite his personal patriotism, Canaris' activities even lead to him passing intelligence to the Allies, all the while maintaining his façade of loyalty to Hitler and continuing to hold the SD at bay.

Eventually, evidence of his involvement in plots against the Nazi state mounts and, at the insistence of Heinrich

Himmler, Canaris is dismissed in 1944, and the *Abwehr* itself is disbanded. Further implicated in yet more plots against Germany, Canaris is executed in April 1945.

The *Sicherheitsdienst* (SD)

The *Sicherheitsdienst* is the intelligence agency of the SS and the Nazi Party, responsible for intelligence gathering and espionage. Unlike the men of the *Abwehr*, all SD operatives are members of the Party and, alongside their sister organisation, the *Gestapo*, they represent the most abhorrent face of the Nazi regime. Founded in 1931 by Himmler, and under the command of the "The Hangman", Reinhard Heydrich, the SD is feared and hated in equal measure, even among the Nazis themselves, as they pursue "enemies" of the *Reich*, wherever they might be, both real and imagined. After Heydrich's assassination by Czech patriots, the command of the SD is given to Ernst Kaltenbrunner.

Their key responsibility is the detection and neutralisation of enemies of the Nazi leadership, and they are given *carte blanche* powers to fulfil this mission. Agents of the SD operate throughout the *Reich* and occupied territories, hunting down political opposition and other undesirable elements. Later, as the Nazis begin implementing their "Final Solution", the SD becomes a constant presence at the death camps and provides support and direction to the murderous *Einsatzgruppen* death squads operating in the USSR.

The *Geheime Staatspolizei* (*Gestapo*)

The *Gestapo* are the Nazi secret police force, tasked with the suppression and elimination of political dissent within the Greater German *Reich*. The *Gestapo* operates outside the legal system, allowing them to act with impunity and unconditional authority. Through a combination of informers, phone taps, detention without trial or charge, and warrant-less searches, the *Gestapo* maintains an atmosphere of fear and suspicion among both the civilian and military populations. Their ambiguous interpretation of "anti-State" tendencies has sent countless innocent men and women into the hands of torturers, and has created a hatred for them throughout Nazi Germany, enhanced further by their policy of encouraging the denunciation of so-called "enemies of the State".

The *Gestapo* presents an equally horrific threat to the activities of Allied agents and POWs, who operate under the constant risk of discovery and execution at the hands of these murderers. The most infamous instance of their

Collaboration

In the face of German invasion, thousands of Europeans respond with defiance, but others opt to work with their new Nazi occupiers. In France, the Vichy regime, established in 1940, is the most prominent example of official collaboration, but the governments of many other European states also choose to sign alliances with the Third *Reich* after their occupation. The exception to this is Austria which, after a coup *d'état*, hands power to the Nazis prior to the arrival of German troops.

The level of official collaboration varies from nation to nation; the Vichy government is responsible for the deportation of 76,000 Jews to the death camps, but in Denmark, the government refuses to pass laws against its Jewish communities.

Civilian collaboration also takes many forms, ranging from acts of simple survival to the denunciation of "enemies" to the *Gestapo*. In the most extreme cases, units of paramilitaries, and even foreign volunteer *Waffen-SS* divisions, are established, and many take part in acts of murder and atrocity, sometimes against their own populations. One tragic form of collaboration, nicknamed "*collaboration horizontale*" in France, involves local women entering into relationships with German soldiers, sometimes for preferential treatment, but sometimes even for love. The recriminations against these unfortunate women are brutal, and after the liberation of France, the sight of them shorn of their hair and cradling their half-German babies is all too common.

Regardless of the collaborators' motives and situations, the threat of exposure by them is a constant danger for Allied agents operating in occupied Europe.

crimes against POWs occurs in 1944 after the escape of seventy-six men from *Stalag Luft III*, better known as "The Great Escape" (p.30).

The SOE plays a constant game of hide-and-seek with the *Gestapo*, racing to broadcast vital intelligence via their wireless radios before the *Gestapo* radio detection vehicles can pinpoint their location. Despite the eventual success of the SOE in establishing their intelligence networks, the number of agents captured and murdered by the *Gestapo*, particularly in France, throws a continual shadow over SOE operations.

The only creature with colder eyes than a Gestapo agent is that which sits on my shoulder.

- A. Dibois



CHAPTER 5

Secret and Occult Societies

*"But if we fail, then the whole world... will sink into the abyss
of a new Dark Age, made more sinister... by the lights of perverted science."
- Winston Churchill*

Cults, cabals, covens: call them what you will, the secret society plays a pivotal role in many Mythos stories. From the ghoulish cults under Paris to the Cthulhu worshippers of the Deep South, there are many groups that your characters could come up against in the course of their adventures. Below are details of seven minor societies, followed by the four major occult groups of the Secret War: Britain's Section M, America's Majestic, and Germany's Black Sun and *Nachtwölfe*.

AMERICA

Sons of Roanoac

The fate of the Lost Colony of Roanoke, North Carolina, has entranced generations of Americans, so much so that in 1937 the current islanders commission playwright Paul Green to write a musical drama about the colony to celebrate the 350th anniversary of the settlement's founding. Not everyone is pleased by this announcement—the shadowy, secretive brotherhood known to themselves as the Sons of Roanoac for one—because they know it will draw the kind of attention that they have been seeking to discourage for centuries.

The secret and curse of Roanoke is brought to the island in 1585 by one of the members of Sir Richard Grenville's second expedition. History records that there was an altercation with Secotan tribesmen over a silver cup, leading to the destruction of the village of Aquascogoc. But what history conveniently fails to record is that the silver cup is a dangerous ritual artefact, smuggled out of England by the last of a foul cult's devotees after its brutal suppression in Good Queen Bess' kingdom. It is also not the Secotan who

steal the cup, although they are content to take the blame. Wanchese, chief of the Roanoke tribe, having spent time with the English in their own country and grown distrustful of them, knows that he must protect his people from the evil the cup brings and arranges its theft and concealment, with the full consent of the surrounding tribes. United in their fear of the cup and what it stands for, the men of the Secotan, Croatan, and Roanoke tribes do all they can to harry the colonists and drive them from the island, either by sabotage or, if necessary, violence. They are relieved when the majority of the colonists leave with Sir Francis Drake in 1586, and the few remaining Europeans are quickly dealt with.

When yet another new group of colonists appear in 1587, the tribesmen are worried. Stories of the missing silver cup still abound, and the tribesmen fear its rediscovery. But the shaman take heart with the birth of Virginia Dare, for although they know she is not fated to survive, her spirit of innocence will protect the cup and its island hiding place. When she dies of a fever, still a babe in arms, the shaman bind her spirit to that of the White Doe, a powerful protective eidolon, to guard the cup and warn of impending danger. Many years later, fragments of the truth emerge in the poem by Sally Southall Cotton, although this version hints that the Doe is some sort of lycanthrope, susceptible to silver weapons.

What remains hidden is the network of watchers set up by the shaman to provide physical protection alongside the Doe's spiritual defences. Consisting of an alliance of men from the various local tribes, each selected for their bravery and cunning, over time the watchers come to include the descendants of the Lost Colony who survived and intermarried with their custodians. The group takes on the name "Sons of Roanoac", and repels any attempts to discover the nature of the chalice they guard. Their latest exploit is the

Dare Stones hoax, carefully designed to draw all the attention that Green's play has attracted away from the island, and lead any who still seek the silver cup in the wrong direction.

It is a distinct possibility that the intense U-boat activity seen along the Outer Banks from 1941, which leads to the cessation of the open-air *Lost Colony* performances, is a cover for a more covert operation in search of the secrets of Roanoke.

BRITAIN

Fraternity of the Inner Light

Descended from a long pedigree of occult societies, including the Golden Dawn and Alpha et Omega, the Fraternity is established in 1922 by Dion Fortune and her husband, Penry Evans. Its main teaching centre is located at the base of Glastonbury Tor, Somerset, with a separate headquarters at 3, Queensborough Terrace, London. Concerned at the approach of war, Fortune rallies her initiates, many former members of the Alpha et Omega as well, to come to the defence of the country through their group meditation sessions. In a series of weekly letters, starting in October 1939, Fortune instructs the Fraternity on how to combine their psychic powers to construct a refuge in the Dreamlands and bring into being shadowy avatars to protect Britain from the growing threat she senses in Germany.

A Daring Conspiracy

In September 1937, two months after the premiere of *The Lost Colony* play on Roanoke, a carved stone is found near Edenton, North Carolina. It appears to be written by Virginia Dare's mother, Eleanor, and seemingly describes the deaths of the settlers by famine, disease, and violence. Seized upon by Dr. Heywood Pearce and his father, the President of Brenau College in Gainesville, Georgia, as an incredible historic find, forty-seven more stones are discovered over the next four years in a broken line leading from Roanoke to Gainesville. Some, like the original find, are of granite; others are carved into soapstone. Although the Pearces are convinced of their authenticity, many are not and, after an exposé in *The Saturday Evening Post* in April, 1941, the whole affair is written off as a clever, money-spinning hoax triggered by the interest in the 350th anniversary of the Lost Colony.

Investigative journalist Boyden Sparkes' article is essentially correct: the stones are indeed a hoax, but their primary aim is not to generate money, but to distract those who have discovered the legend of the silver cup and come looking for it once again. Some of the carvings hint that the cup went with Dare, although with sufficient subtlety to arouse the excitement only of those already looking for it. The Sons of Roanoac are behind the hoax, having made and placed the stones, but they have taken no further part in the process, preferring to leave it to feed itself.



Fortune herself is not aware that she and her members are working in the Dreamlands—they know the location instead as the Inner Planes. Their refuge in the Dreamlands, which can only be reached through an intense state of self-hypnosis taught to all initiates, is located inside Mount Abiegnus, the Hill of Vision, whose earthly correspondent is Glastonbury Tor. Inside the core of the hill is the Cavern of the Rosy Cross, where seven shadowy guardians instruct the Fraternity in how to defend themselves and their country. A set of spiral stairs leads up to the Hall of Wisdom, a vast medieval library far too large to be enclosed within the

The shadowy figures responsible for teaching the Fraternity are servitors of the Elder Gods in their guise as guardians of the Dreamlands.

hill, and from there yet more stairs lead up to the Chapel of the Graal and the eerie Watchtower. Only the strongest members of the Fraternity are permitted to climb the Watchtower and join the silent, cowed Watcher in his vigil. It is he who alerts the red-robed Presences (summoned and maintained by the dreaming minds of the Fraternity) to impending assault, and sends them out against Black Sun's Norm assassins (p.75).

The shadowy figures responsible for teaching the Fraternity are servitors of the Elder Gods in their guise as guardians of the Dreamlands. The Elder Gods are less than happy that Nyarlathotep and his Black Sun toadies are using the Dreamlands as a hidden fortress and marshalling ground, and are equipping various occult groups besides the Fraternity with the knowledge to resist such incursions. Although at

Dion Fortune

Violet Mary Firth (1890-1946). Born near Llandudno, Wales, Firth is gifted with "second sight" from an early age. Her *nom de plume* is taken from her family's motto: *Deo, non fortuna* ("by God, not fate"), and she is an accomplished and prolific author. Qualifying as a psychotherapist, she is attracted to the mystical and occult worlds through her own experiences and desire to help others. Dark forces, recognising her potential, attempt to destroy her mind several times, but she is always strong enough to pull through. Although her interpretation of the world is strongly Christian and rooted in Arthurian legend, she also identifies with the goddess Isis, unaware that it is through this Elder God's intervention that she is able to achieve all she does.

least one person, if not more, within Section M is aware of the importance and basis of the Fraternity's work, they have managed to convince the Government that what they describe as a "bunch of good-willed, harmless crackpots" should be left to their own devices as they pose no threat to the work being carried out elsewhere.

FRANCE

Les Chevaliers des Genêts

When asked, Denis Sefton Delmer (chief of British black propaganda) cannot recall where he gets the name for his fictional *petit-bourgeoisie* supporting secret society *Les Chevaliers du Coup de Balai* (Knights of the Sweeping Broom) from, yet his equally fictional Parisian broadcasting house *Radio Inconnue* uses them to incite passive resistance against German Occupation in the French capital (p.10). Perhaps he came across it during his time as Chief of the *Daily Express*' Paris Office, but if he does remember, he is not saying. Wherever he found it, the *Chevaliers des Genêts*, an altogether different set of Knights of the Broom, are prepared to let the potential insult go, as long as it helps repel the German occupation of their lands.

An ancient and venerable order formed at the time of the Angevin Empire in the 12th Century, the Knights take their name from the symbol of the Plantagenet dynasty: the yellow-flowered common broom, also known as *planta genista*. The shrub is a common sight around the Knight's ancestral home of Angers, the frequently reactionary City of Flowers, as well as in the rest of the Loire Valley. Once staunchly Royalist, as time moves on the organisation becomes distinctly Republican, and throughout the Valley's history the hand of the Knights can be seen deftly protecting the people of the region.

Limited in number, membership of the Knights is hereditary, with the rituals and symbols passed down from father to son, mother to daughter. Indeed, many branches have died out over the intervening generations since their foundation. Although there have been sorcerers and other adepts amongst their membership, the Knights as a whole are not an occult organisation, merely a secret one dedicated to the protection of their homeland.

Those the Knights see as transgressors are first warned with a flowering sweeping broom (made from the plant) laid at their place at the dining table, and although the exact nature of the Knights is all but forgotten by the people of the Loire, they still understand the significance of such an item when it is found. If the marked man does not refrain from his activities, then the carcasses of thousands of tiny moths are scattered across the offender's threshold. There is no third warning, and the unfortunate victim is found with a switch of broom in each hand and a mouth full of dead caterpillars or moths, depending on the time of year.

Gabriel Martin

The son of a Niçois fisherman, young Martin is captivated by the stars he sees twinkling over the Mediterranean whenever he puts to sea with his father. When not helping with the family business, he can be found pestering first General Bassot, and later Monsieur Fayet, at the Observatory on Mont Gros. A pleasant, hard-working child, he excels at school and wins a place at the University of Aix-Marseilles to study astronomy. The loss of his elder brothers in World War One affects him deeply, although he does his best to hide it, and it sparks an interest in spiritualism and the occult that serves him well in later years. He becomes involved in politics during his time at University and is a committed nationalist, first joining *Action Française* and later *Comité Secret d'Action Révolutionnaire* when he becomes disenchanted with the ruling political landscape.

Appearance: his mixed French and Italian ancestry gives Martin a swarthy appearance. Apparently jolly, balding, and mildly short-sighted, Martin hides his zealous nature well. However, every now and again the mask slips, with a cruel joke or an unhealthy desire to hear the gory details

of the latest atrocity suggesting that all is not well with the otherwise amiable scholar.

Aspects:

- **Leader of the Brotherhood of the Red Cowl**
- **Fierce French Nationalist**
- **Servant of Nyarlathotep**

Skills:

Great (+4) Sciences (Astronomy specialisation)
Good (+3) Lore and Rapport
Fair (+2) Contacts, Empathy, Mechanics, and Tradecraft
Average (+1) Athletics, Mythos, Physique, Survival, and Will

Stunts: **Backing of the Brotherhood.** When the Brotherhood is involved, treat as having Fair (+2) Resources.

Languages: French

Spells: *contact Nyarlathotep and summon/bind hunting horror*

La Fraternité de la Cagoule Rouge-Sang

Taken from the nickname given by the press to their now defunct parent organisation, the *Comité Secret d'Action Révolutionnaire*, the Brotherhood of the Blood Red Cowl is determined that it will not fail in bringing about a glorious new *République*. Renowned for their violence, the original *La Cagoule* quickly draws the attention of Nyarlathotep in the guise of a red-robed, hooded, and masked man, who gives its leadership their arcane initiation rites and the power they need to wreak their insidious vengeance on Communist groups and anyone else they consider to be traitors to France.

A concerted effort by the French Government to exterminate the group, coupled with the withdrawal of Nyarlathotep's support for some unknown slight on the part of *La Cagoule's* leadership, forces the remaining free *Cagouleurs* to go underground and flee to their former stronghold of Nice (p.7). Desperate to regain their feared status, the new leader Gabriel Martin, an astronomer at the Nice Observatory, devotes himself to regaining the consideration of *le Grand Assesseur*, as the group knows its other-worldly patron. This includes a revision of the initiation ritual to include a blood sacrifice by each member, and the swearing of a new oath: not to their beloved country, as in the past, but to their red-garbed master.

The membership of this new *La Cagoule Rouge-Sang* (CRS) is small when the war begins, and Nyarlathotep has yet to fully endow his former beneficence upon them. As the conflict progresses and the group regains his favour, they

become a major thorn in the side of the various southern French Resistance movements. More circumspect than in the past, CRS wages its war of terror and blood-letting more subtly, causing mistrust between the different Resistance factions and, where possible, inciting them to do their dirty work for them. The Occupation merely widens the field of targets, with Martin and his group holding true to their ideal of creating a blood-drenched, free French nation.

GERMANY

Ordo Novi Templi (ONT)

Founded in 1909 by Adolf Josef Lanz, the ariosophist more commonly known as Jörg Lanz von Liebenfels, the ONT is an esoteric chivalric order. Lanz creates the Order to become the guardians of the pure Aryan race, which his members will help to create through a program of eugenics and the suppression of what they describe as the bestial sub-human races. Lanz's ultimate aim is to return Germanic manhood to the god-like powers that he believes they had in the distant past. The order searches for antediluvian Aryan wisdom through astrology, archaeology, and ancient texts, and observes stringent religious rights heavily influenced by Catholicism.

The exact number of members of the ONT is unknown, but there are multiple priories and presbyteries scattered across Austria, Germany, and Hungary. These "houses", if



Jörg Lanz von Liebenfels

Adolf Josef Lanz (1874-1954). Despite his claims to be the direct descendant of Sicilian nobility, Lanz is actually the son of a Viennese schoolmaster. Obsessed with ritual and romantic myth from a young age, Lanz briefly becomes a Cistercian monk at the Abbey of Heiligenkreuz, near Vienna. There he is taught by an expert in Oriental languages, and develops a deep interest in zoology, anthropology, and archaeology. After leaving the monastery in 1899, he uses current scientific thinking to polish his sexist and racist beliefs into an alternate history and religion for the German people, which he names Theozology. He publishes the far-right mouthpiece periodical *Ostara*, and founds the ONT as a revival of the Knights Templar, who he believes to be the guardians of the true Germanic religion, both of which, he is convinced, were suppressed by the Catholic Church in medieval times.

they have a permanent base, are usually found in the ruins of ancient castles or other sites with archaic religious significance. The two main houses are at Burg Werfenstein, Struden, Austria, and Fort Staufeu, Dietfurt, near Sigmaringen, Germany. The Order's public rituals and celebrations are open to spectators and non-members, but the most secret, involving fire and water, take place in grotto chapels hidden deep below ground and away from prying eyes. All members are on a Grail quest, although they do not believe the grail to be an actual object like Otto Rahn, but an electrical, esoteric symbol of the lost psychical powers of the pure race.

Members of the ONT belong to one of seven ranks. In order, from the most junior upwards, they are: the Servers (SNT), the Familiars (FNT), the Novices (NNT),

the Masters (MNT), the Canons (CNT), the Presbyters (pONT), and the Priors (PONT). Entry to each rank is determined by age, racial purity, and occult experience. During rituals members dress in a white, cowled robe with the Order's symbol, the Cross Portent or *Kruckenkreuz*, emblazoned on it in red.

Lanz himself moves to Hungary in 1918, and then on to Switzerland in 1933. His writings are suppressed by the *Gestapo* acting on orders handed down by Black Sun from 1938 onwards, and the ONT themselves are virtually eradicated in 1942 as Black Sun purges intensify. Before the suppression, the German branch of the ONT is run by *Fra* Detlev Schmude, an ex-Army Captain involved in organising voluntary work camps, with the Austrian section taken care of by *Fra* Johann Walthari Wölfl, a prominent industrialist.

The Waldgericht

In the lawlessness of Medieval Westphalia, a secret society emerges, charged with delivering justice on behalf of the Holy Roman Emperor. Its courts are held in sunlit wooded glades between two symbolic linden trees. These public tribunals are known as the *Vehmgericht*. But there are other, secret courts held at midnight out of sight, accessible only to sworn initiates. The main work of these secret courts is to root out heresy and witchcraft in all its forms. Those subject to their silent justice are found hanging from trees, accompanied by a knife engraved with *Stein, Strick, Gras und Grün* (stone, rope, grass, and green; SSGG), to act as a warning to others who would transgress.

No-one knows the true meaning of the word "*Vehm*", although there are many theories. One suggests that it has come down from a pagan wood cult, dedicated to the Wild Hunt. Although this theory has some merit, it is almost entirely wrong. As the *Vehmgericht* falls out of fashion, and

is eventually abolished in the early 19th Century, the work of its even more secretive offshoot continues. The members of the *Waldgericht* discovered long ago that there are more things in the black woods than themselves, and that the condemned can have other uses besides their corpses instilling fear and obedience.

In a perversion of the trials of their mundane brethren, the *Waldgericht* sacrifice their victims in the darkest dells of the oldest woods. Strung up between two linden trees, their victims are left to rot just enough before the obscure Outer God Tulscha is summoned to consume them in his sickly green flame (see p.189 for further details). The courts of the *Waldgericht* are carefully timed so that their flickering deity can be brought forth at astronomically propitious times. No-one remembers how this association came to be made, and the *Waldgericht* seems to gain little from it other than a personal sense of power and moral superiority.

Although the rituals of the *Waldgericht* take place in several of the most ancient forests and woodlands across Westphalia, the main seat for many centuries has been the *Königsforst*, close to Cologne. But with the coming of the

The retrieved corpses were taken
back to the forest shrines and offered
to the Dark Mother.

Military Army Command Headquarters, a munitions factory, and an army training ground, the Court is finding it increasingly difficult to maintain its secrecy and will soon have to leave its blood-soaked linden trees behind for a new sanctuary.

Members of each individual Court identify themselves by a variety of secret signs and symbols, most of which involve knife and tree motifs of one sort or another, and refer to themselves as *Wissende* (the Knowing Ones). They do not share their real names with their fellow initiates, and are sworn to utter secrecy about their activities unless they wish to become the next sacrifice. All duties are carried out wearing hooded dark green robes, so the true identity of each Court's leader is officially unknown, as is that of the overall leader at Cologne.

The Idisen Handmaidens

An ancient sect, the Cult of the Idisi flourished close to the northwestern German coast many millennia ago in an area along the Weser River referred to by Tacitus as *Idistaviso*, the Plain of the Women. Tacitus was, as ever, not entirely correct as the Handmaidens of the Dark Mother, to give them their more accurate name, preferred the forests, only coming down to the plains to collect "tribute" and harvest the bodies of those slain and grievously injured in battle. The retrieved corpses were taken back to the forest

shrines and, along with their mortally wounded colleagues, offered to the Dark Mother (Shub-Niggurath) in order that she would bless the land and keep it fertile. The Cult was stamped out by Charlemagne and lost to memory, with details of their rituals only preserved in the book *Cult of the Idisi*, written by an unknown Saxon historian, with a protection spell against the warrior maidens sneaking into the much later *Merseburg Incantations* (p.182).

Forgotten by all, a badly translated copy of the book has recently resurfaced in Paris, where it is found by the French writer, Édouard Saby, who uses it to add additional flavour to his work *Hitler et les Forces Occultes* (p.8). Saby believes that the NSDAP has revived the cult of these proto-Valkyries to aid in its war effort, having totally overlooked Germany's pro-natalist stance and abhorrence of female combatants. Like Tacitus, Saby is close to the truth, but not in the way that he thinks.

A much more venerable and accurate version of *Cult of the Idisi*, known as the Hanseatic Codex, had already been found in Bremen during the reconstruction of Böttcherstrasse in the early 1930s and given by its owner, Ludwig Roselius, to Hermann Wirth (see p.181 for further details). Still smarting from the embarrassment of the *Oera Linda Chronicle* debacle, and fascinated by what he reads of this lost "Earth Mother" cult, Wirth approaches Clementine Thalberg, one of the chief organisers of the *Bund Deutscher Mädel* (BDM; the girls' version of the Hitler Youth) in Bremen and a former student of Wirth's, with a view to incorporating what he sees as wholesome nature worship into their classes and fieldtrips.

Wirth's own translation of the manuscript is flawed, as he has cherry-picked the bits that fit into his idealised viewpoint of a mother cult, and those which suit his attempts to re-ingratiate himself with the Party Elite by developing rituals to "encourage" female fertility. Thalberg, on the other hand, has discovered something of the truth

Hermann Wirth

Hermann Wirth (1885-1981). Although of Dutch origins, Wirth is obsessed from a young age with Germanic superiority, so much so that he volunteers for the German Army during World War One. Through his comparative studies of various languages, he develops his own myths of an antediluvian Aryan civilisation during the late 1920s to the early 1930s, and although they are not necessarily well received by all academics, they lead to Heinrich Himmler's request to set up the Black Sun cover organisation, the *Ahnenerbe*, in 1935. His continued efforts to promote a matriarchal society, and his horror at what is really happening under the alleged auspices of the *Ahnenerbe* (p.74), lead to his exile from Germany in 1937.

behind the cult, and has chosen a carefully select group of disaffected, eager young women to reconstruct what she refers to as the Idisen Handmaidens under the auspices of the BDM. Aware that she must hide her true intentions from the watchful eye of the male hierarchy, Thalberg couches her cohort's training in terms they will approve of, but every year at their summer camp in the woods around Bremen, the Handmaidens' rituals grow more daring and closer to those of their predecessors. It is only a matter of time before they succeed in summoning the Black Goat of the Woods, and with the repeated bombing of Bremen, they are not short of fresh offerings to make.

M SECTION M History

After the events of the summer of 1939, as detailed in *Zero Point: Three Kings*, Section D realises that certain operations are beyond its remit and a more specialist unit is required to work alongside them, leaving the department free to concentrate on the now apparently quite mundane tasks of wartime propaganda and sabotage. Members of the Section and the wider Intelligence Service are asked, discretely, if there is anyone with experience of such matters who would have the necessary contacts and determination to see through such a delicate and down-right dangerous initiative.

Fortunately for Major Lawrence Grand, Head of Section D, working on his staff is the Australian businessman turned saboteur George Taylor. He knows just the man: stubborn,

intelligent, and currently twiddling his thumbs waiting to get in on the action—Alexander, Viscount Towton. Taylor first met Towton when he worked in Australia, and the two have maintained business links ever since. He is sure Towton will jump at the chance, as they have often discussed his disappointment at (so far) being turned down by the Government, despite offering his services to them at every opportunity. Taylor introduces the two men over lunch at the Savoy, and although Grand is understandably cagey about discussing the matter in detail, Towton is keen to offer his expertise.

When Grand takes the suggestion to his superiors, they are initially reluctant. Towton's research activities into the paranormal and the occult have become well known in Government circles and the Old Boys' Network running Intelligence, and they are concerned that his association with "fringe" groups and "madmen" could somehow undermine the war effort, not help it. Grand, however, holds his ground, shrewdly pointing out that Towton is a wealthy man who could help bankroll the enterprise as well as run it.

Swayed by the Major's arguments, permission is granted for a formal approach to Towton. Delighted, His Lordship accepts his commission and, in late October, 1939, Towton and his secretary, Miss Peggy Walsh, set up the newest unit of Britain's hush-hush defence forces, Section M. Conveniently located in a suite of the Metropole Hotel, London, they are soon working very closely with their new neighbours, Section D. Towton also establishes a research and training facility at his family's estate near Edenbridge, Kent, recruiting various scholars, scientists, and engineers from across his business empire to build gadgets for, and train, his new unit.

Clementine Thalberg

A highly intelligent and perceptive woman, *Fräulein* Thalberg is determined that her future will hold more than marriage and an endless succession of babies. Brought up in Bremen, she was discouraged by her father, an aero-engineer at Focke-Wulf, from following in his footsteps despite her apparent aptitude for mechanical things. Instead, her family encouraged her interest in history and mythology as a much safer, and far more ladylike, option. Fortunately, this proved suitably distracting, although she still harbours a deep-seated resentment over being forced to sacrifice her first love for the sake of appearances. Fascinated by Wirth's work on Germanic history and language, the *Hanseatic Codex* has shown Thalberg that not all good German women are destined to be *Hausfrauen*.

Appearance: blonde, blue-eyed, and strong. Clementine appears on the surface to be a model young *Fräulein*, and indeed goes to great lengths to promote this impression. However,

questions are beginning to be asked as to why she is still unmarried, particularly when there is no shortage of suitors.

Aspects:

- **Leader in the Bund Deutscher Mädel**
- **Angry at the World**
- **Attractive and Charismatic**

Skills:

- Great (+4)* Academics (History specialisation)
- Good (+3)* Athletics and Will
- Fair (+2)* Contacts, Physique, Provoke, and Survival
- Average (+1)* Empathy, Lore, Mechanics, Mythos, and Stealth

Stunts: **Steeled.** (see p.84 from *Fate Investigator's Guide*)

Languages: German and Latin

Spells: *bind enemy* and *summon/bind dark young*

Having developed close ties with the Theology department at Trinity College, Oxford, during the course of his private studies, Lord Towton asks his friend, Prof. Richard Deadman, to aid him in setting up and managing the more esoteric side of his new enterprise. With assistance from

Towton's research activities into the paranormal have become well known in Government circles & the Old Boys' Network.

Lawrence Grand and his military contacts, Towton secures the services of Captain Eric "Badger" Harris and his newly formed Special Service "Commando" Unit from the summer of 1940, helping to formalise and solidify the more combative aspects of the Section's remit.

Section M is a truly multinational affair, recruiting from the various nationalities of refugees that find themselves in Britain as a result of the conflict, and from members of the Commonwealth and Empire, particularly in countries Towton knows from his business concerns, such as India, the Antipodes, and the Caribbean. No-one is turned away who has a desire to help, no matter where they are from or what their previous occupation may have been, although all are very carefully vetted.

Towton and his crew are well aware of the fact that they are playing catch-up in a field currently dominated by the Germans' pre-war research and experimentation, and that

they are regarded as a band of cranks and misfits by many in the mainstream intelligence services and military hierarchy. However, His Lordship is certain that the unpredictability and creative efforts of a bunch of determined but gifted amateurs, tempered with a dash of British common sense, will give them the edge they need as the scale of their adversaries' plans becomes clearer.

Headquarters: Clemens Park, Kent

Although operations are officially co-ordinated from the London office, most of the training and planning for specific missions is carried out deep in the English countryside. The ancestral home of the Viscounts Towton is situated in pleasant, rolling parkland in the Garden of England, a few miles south of RAF Biggin Hill. Being on the flight path to an RAF airfield means that the area is not quite as peaceful as it once was, but it remains sufficiently secluded from prying eyes behind high walls and dense woodland. The

"Trust me, it'll be far better to have him on side than the alternative: him running off and getting himself involved regardless. Which he will, y'know, if he gets any more frustrated. At least this way you'll have a bit of control over him."

—Major Lawrence Grand, Section D, October 1939.





members of the small estate staff are used to the vagaries of their Lords and Masters, and the town is far enough away to prevent any unusual activity attracting the attention of the locals. There are good railway links between London and the nearby town of Edenbridge, and the Big House always has visitors, so any additional comings and goings are unlikely to be remarked upon.

Originally acquired by the Ward-Gray family in the 18th Century after its original owners fell on hard times, the house was extensively remodelled by Robert Adam in the neo-classical style, and its sturdy red brick walls and stone detailing miraculously avoid later Victorian building fads. The interior suffers in places from a sort of faded grandeur, but Towton has done his best to maintain the fabric of the building inside and out. His own suite of rooms in the East Wing is decorated far more simply than many of the guest rooms, and the house is covered with souvenirs from his own, and his predecessors', globe-trotting travels.

The ground floor of the main house is quickly converted into classrooms and meeting rooms, the priceless furniture and artwork carefully packed away and replaced with more utilitarian items suitable for the immediate onset of the more down-to-earth aspects of Section M's training regime. Over the winter of 1939-1940, one of the worst in living memory, the adjacent stable block is extended and converted into laboratories and engineering workshops, with an additional bunkhouse added in case of a large numbers of visitors. A magazine is built out in the grounds and away from the main house once Spring arrives, along with its own research lab. A firing range and other training facilities soon follow.

Through his contacts at the Ghost Club and Oxford University, Towton secures the services of a variety of guest lecturers, including the Rev. Montague Summers and parapsychologist Harry Price (see p.5 and p.8 for further biographical details). Military training is handled by Captain Harris and his men, with Dr. Dennis Parker and his staff overseeing explosives and the more unusual types of equipment training. Towton himself only comes down from London at weekends, leaving the running of Clemens Park to his house staff and Dr. Parker.

Key Figures

THE RIGHT HONOURABLE ALEXANDER (ALEC) WARD-GRAY, VISCOUNT TOWTON

Alec Towton ran away to sea to find his fortune, rather than follow the career path his family had laid out for him. After many an adventure in the varied lands of His Majesty's Empire, including time as an opal miner in the Australian Outback, Lord Towton decided to return home and set about constructing his own (business) empire from the contacts he had made. A part of him still craves excitement, making his numerous business trips somewhat legendary as he always insists on enjoying some mad-cap adventure, be it climbing a mountain, exploring ancient ruins or delving deep into dank, dark caves, whilst away.

Something happened to Lord Towton during one of these "working" adventures. He never speaks of it, but the library at his ancestral pile has certainly acquired some unusual reading material over the last couple of years, and he has formed



strong links with various academics at Oxford University, of late becoming friends with a visiting lecturer on secondment from Miskatonic University, Prof. Richard Deadman.

Appearance: short, lithe, and very charismatic, Towton is a driven and determined man who likes to work and play hard. Generous with his time and his finances to deserving causes, he inspires confidence in those around him. He does not tolerate slackers or time-wasters, nor does he stand on ceremony, preferring to be called simply Alec by his associates, only using his title when he knows it will gain him the upper hand in negotiations.

Aspects:

- *Business-Minded Peer*
- *Always Adventurous*
- *Changed by My Journeys*

Skills: *Great (+4)* Contacts (Business Connections specialisation) and Resources
Good (+3) Academics, Empathy, and Rapport
Fair (+2) Athletics, Lore, Survival, and Will
Average (+1) Fight, Investigate, Mythos, Physique, and Stealth

Stunts: **Shrewd and Silver Tongue.** Can use Rapport for Provoke actions when exploiting leverage either in business or in social status.

Languages: English, French, German, and Latin

Gear: *Lee-Enfield No.4 Mk.1 Rifle*

Spells: *deflect harm and detect enchantment*

MARGARET (PEGGY) WALSH

Brought up in a strict Scottish household, Miss Walsh appears at first glance to be the archetypal demure secretary, and is responsible for ensuring that Lord Towton's day proceeds as planned. Appearances can be deceptive, though: despite being always fashionably and immaculately turned out, her upbringing did little to curb her inherent wild streak, and she took the job with her adventurous nobleman precisely because there was likely to be danger and excitement at every turn. Ever at His Lordship's side, she knows exactly what happened to trigger his interest in the mystical arts, but is far too loyal to talk about it without his permission.

Appearance: young, pretty, and adventurous, Peggy nevertheless has a sensible head on her shoulders and is highly organised. She enjoys a challenge, which is just as well, given who she works for.

Aspects:

- *Lord Towton's Aide*
- *Always Up for a Challenge*
- *Calm Head*

Skills: *Great (+4)* Rapport
Good (+3) Contacts and Empathy
Fair (+2) Academics and Will
Average (+1) Athletics, Fight, Investigate, and Survival

Stunts: **Observant.** +1 to any non-conflict action for basic observation, such as spotting or hearing things.

Languages: English, French, and German

A Very Special Fire

By late 1940 Colonel John Turner's Q- and R-sites, built to protect British airfields from aerial attack, are well established. The annihilation of Coventry in November 1940 brings about a new phase of his deception work: a plan to protect major British targets with decoy, or special, fires that will lure German night bombing raids off target. Operation SF, later Starfish, is for the most part what it appears to be—a variety of lighting rigs and fires constructed along the *Luftwaffe's* flight path, carefully simulating street plans to draw pilots away from their intended destinations.

However, the first Special Fires site on Black Down in the Mendip Hills just south of Bristol, is home to an entirely different version of the project, and one aided by specialists from Section M. During night-flying tests in the area during the summer of 1940 aimed at improving RDF (early radar) technology, operatives noted a highly unusual St. Elmo's fire effect running along the wires of the receiving antennae. All was well until someone turned off the power. Survivors of the incident are reluctant to discuss exactly what happened, but someone had the sense to turn the power back on again, revealing a strangely-lit scene which has left many involved deeply traumatised. As dawn broke, the coloured fire descended from the wires into the hillside, though no-one was prepared to turn the power off again, just in case.

Experts from Section M were called in immediately to assess the situation. Through careful investigation and rigorous testing over the next few weeks, they established that an immature colour out of space had somehow been attracted by the specially modulated radio waves and their effect on

crystals in the rocks underlying the site, and was subsequently "caught" on the antennae by the effect. Provided the power supply was maintained, the colour refrained from attacking those in its immediate vicinity, seemingly feeding off the energy provided. The project leader, a Mr. Seraph, opened negotiations with the creature which, in return for a continuous food supply and peace during daylight hours, is content to work with the Allies as part of their aerial defence of the country. The creature's ability to mimic city illuminations and searchlights, and then disintegrate over-flying aircraft makes it a very valuable resource indeed. A base to administer the operation has been built, staffed entirely by Section M personnel, under the guise of Turner's Starfish protocol.

The statistics for Codename: Starfish have been created using the creature rules in Chapter 12.

**CODENAME: STARFISH,
ENTRAPPED COLOUR OUT OF SPACE,
BRITISH AERIAL DEFENCE WEAPON**

Appearance: due to the nature of its confinement and the fact that this is an adult, albeit a very young one, this colour does not affect the landscape in the way that a growing larva does. As soon as it grows safely dark, the colour rises from its subterranean home in the caverns beneath Black Down and flows out across a series of wires laid out to mimic the city of Bristol if seen from the air. If enemy aircraft are detected, it attempts to lure them in with fake searchlight beams, then uses its disintegrate attack to destroy them.

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- Aspects:**
- **Ethereal Entity of Light**
 - **Alien Hunger**
 - **Entrapped and Used as a Weapon**

Skills: *Fantastic* (+6) Entrance Weak-Minded Mortals
Superb (+5) Feed off the World, Pure Freedom of Light
Good (+3) Everything Else

Abilities: **Disintegration.** A colour out of space can disintegrate with a touch, causing consequences like **Intense Burn** (mild or moderate) or **Missing a Limb** (severe or extreme). If this attack takes a creature out, it is completely disintegrated.

Ethereal. A colour out of space can solidify parts of itself to grab people or objects, but even then it is immune to actions that deal physical stress.

Feed. A colour out of space can drain its prey. If this attack causes a consequence, it is healed of that same level of consequence or lower. If this attack takes out a character, he dies, leaving a desiccated, grey-skinned corpse.

Flight.

Imposing Presence.

Inhuman Mind.

Psychic Assault. A colour out of space can hypnotise mortals with its dancing lights. This is creating an advantage, not an attack, that conveys **Stunned**, **Entranced**, or a similar aspect relating to being transfixed.

Scale: A colour out of space has offensive and speed scale. (As a non-physical creature, defensive scale is irrelevant.)

Liabilities: Strong magnetic fields can trap a colour out of space, preventing it from escaping. Bright light imposes the normal liability penalty, and it must flee if possible.

Other Effects: The mere presence of a colour out of space continually drives those within a few dozen acres of the creature. After a day or two, residents are fatigued. If it persists long enough, residents may become incapacitated, but do not die from its presence alone.

Stress: ☐ ☐

Consequences: I Mild, I Moderate

ARTHUR MORRIS

A former wrestler and thug for hire, Arthur was picked up many years ago by Lord Towton after a brawl outside a club in Soho, where he proved more than a little handy with his fists. He now acts as chauffeur, handyman, and sparring partner to his Lordship. Just as loyal as Miss Walsh, he too rarely speaks about the strange encounter that plunged them into running Section M, although he does like to drop dark hints when he's had one too many to drink. During his spells at Clemens Park, Arthur likes to keep his less reputable side in training by teaching the recruits the best ways to sabotage vehicles.

Appearance: tall, stocky, and tending towards pudginess now he is getting older, Arthur Morris' bent nose stands testament to his earlier carrier. A serious man, he is more renowned for his sense of duty than his sense of humour, and often acts as a stabilising influence on those around him.

- Aspects:**
- **Lord Towton's Man**
 - **Former Hired Muscle**
 - **Mean and Talkative Drunk**

Skills: *Great* (+4) Provoke
Good (+3) Fight and Tradecraft

Fair (+2) Athletics, Drive, and Survival
Average (+1) Contacts, Empathy, Mechanics, Physique, and Rapport

Stunts: **Demolitions Spy.** (see p.82 of the *Fate Investigator's Guide*)

Languages: English

DR. DENNIS PARKER

As head of research at Clemens Park, Dr. Parker maintains a largely liberal attitude to the strange goings on around him. Having worked for Towton as an industrial chemist before the war, he trusts His Lordship's judgement, but is more than a little bemused by the strange direction in which he finds his life turning. Assisted by a gaggle of specialists as well as Lord Towton, it is his job to ensure an apparently never-ending supply of gadgets and gizmos to Section M's field agents, something which his top-class Cambridge education has really only barely prepared him for. When not developing new toys, he helps to train the operatives in how to use them so that his months of work are not wasted by someone pressing the wrong button.

Appearance: of medium build and height, Dr. Parker's only outstanding physical features are his beautiful green eyes, which miss absolutely nothing. He is calm and methodical in his work, but capable of large, apparently disconnected, leaps of logic. He tends not to speak until he is certain he has something worthwhile to say.

Aspects: • *Lord Towton's Researcher*
• *Fascinatingly Brilliant*
• *Insatiably Curious*

Skills: *Great (+4)* Sciences (Chemistry and Mathematics specialisations)
Good (+3) Athletics and Mechanics
Fair (+2) Academics, Demolitions, Survival, and Will
Average (+1) Empathy, Investigate, Lore, Physique, and Rapport

Stunts: **Incredulous Mind.** (see p.84 of the *Fate Investigator's Guide*)

Languages: English and Italian

MAJESTIC History

As America's various military intelligence services continue to bicker amongst themselves, President Franklin D. Roosevelt decides that a new body is required to provide information for the Joint Chiefs of Staff, and to carry out the sort of assignments that the British SOE is responsible for. After consulting with William Stephenson, head of the BSC in New York (see p.9), in June 1942 Roosevelt appoints William J. Donovan to organise the new group, to be known as the Office of Strategic Services (OSS; see p.49).

Through his previous role as Co-ordinator of Information, and from his own experiences as an attorney in New York State and in Europe during World War One, Donovan has long been aware that there are other forces in the world battling to decide its destiny besides man. Having consulted with colleagues in Britain and the United States, Donovan approaches Prof. Richard Deadman and the cigar-chomping Sergeant Brandon Carter to help establish the OSS' own Mythos-fighting branch, equivalent to Section M, to be known as Majestic (MJ). No-one is quite sure why Donovan chooses this particular name, but it seems to amuse him.

Aware that running the humdrum side of the operation is going to leave him little time to give Majestic the attention it requires, Donovan appoints fellow attorney, Sally Armitage, to oversee its development and staffing. Miss Armitage is no stranger to the odd and uncanny, being the daughter of Dr. Henry Armitage, former Head Librarian at Miskatonic University, Arkham, Massachusetts, and his late wife Eleanor.

Although the FBI has jurisdiction over internal intelligence operations their Director, J. Edgar Hoover, has no truck with all this "spooky mumbo-jumbo nonsense", and while he usually strongly resents any and all interference in his personal intelligence fiefdom, is oddly happy to let Majestic take care of any unusual occurrences on home soil alongside their overseas activities. Hoover's pronouncement also spawns Majestic's alternative, somewhat derogatory, nickname: the Office of Mumbo-Jumbo.

The relationship between Britain and America's intelligence services is almost as fraught as the one between the individual American factions, at least in the early days after America enters the war. The same cannot be said of those working for Majestic—many of the senior operators and trainers have already worked in some capacity with their British counterparts, and their shared occult experiences give them a sense of kinship that is noticeably lacking between other departments. The newer recruits are carefully identified from a variety of police reports and, in an unprecedented and almost unique display of openness and co-operation on Hoover's part, the secret card files of the FBI. Those already serving abroad in various military units are recalled for special services, and a discreet recruitment campaign is undertaken by Armitage to sift out the genuinely "talented" from the charlatans.

Majestic has close ties to two important universities: the Massachusetts Institute of Technology (MIT) in Cambridge, just across the Charles River from Boston, and Miskatonic University in Arkham, approximately twenty miles to the north of Boston. Their links with the weapons research laboratories at MIT, which is supported by the Office of Scientific Research and Development (whose chair also happens to be the vice-president of MIT) leaves Majestic far better supplied and funded than its British ally Section M, but they are more than happy to share the fruits of MIT's and Miskatonic's labours. As well as its northeastern locations, Majestic also has sub-offices in New Orleans and San Francisco.

Later in the war, after the Normandy landings, a new section of Majestic is established. Using the Red Ball Express as a cover, Majestic's White Ball Express consists of small, mobile units of operatives hunting for arcane and esoteric artefacts and practitioners, prior to repatriating them to the United States, in what becomes a model for the later OSS Operation: Paperclip.

*I wonder what Mr. Hoover will want in return for his cooperation?
(After all, nothing in this game comes for free.)*

- Sally Armitage

Headquarters: Washington, D.C.

The Le Droit Building, on F Street NW and 8th, is apparently just a plain, old office block with a few shops on the ground floor. It is in a good location in the Pennsylvania Quarter, being just over the road from the Patent Office and the General Post Office, even if it is a little old-fashioned in not having an elevator. It is so ordinary, in fact, that no-one suspects the small legal company in Office 401 of being anything other than what it claims to be, seeing as it is not the first, nor will it be the last, law firm to take up residency on the block. Insisting on a little autonomy from its parent organisation, which is based a couple of miles away at 3240 E Street NW, Majestic uses Armitage McVay as a front for its clandestine operations. Miss Armitage did lobby to have the offices located nearer to Miskatonic University, but Colonel Donovan insists on having his oddballs somewhere where he can at least attempt to keep an eye on them.

Occupying the top floor of Number 800, right on the corner of F Street and 8th, Armitage McVay has four rooms: a tasteful but restrained reception area watched over by two secretaries, a meeting room, and two private offices. The rooms themselves are protected by a variety of wards and sigils. Mr. McVay's office is primarily used for storage of sensitive materials before they are shipped to Arkham for further study, and for monitoring radio communications. The room is sound-proofed and is more heavily warded than the other rooms, even though any artefacts or tomes are kept here for the minimum amount of time possible. Mr. McVay himself does not actually exist, so has no real problems with having his office taken up with electronic equipment and strange objects. Shortly after moving into the offices in early July, 1942, "he" was tragically drowned in a boating accident off the New England coast, leaving his poor business partner Miss Armitage to soldier on alone.

Massachusetts

Agents working for Majestic train alongside other OSS operatives in the Chopawamsic Recreational Demonstration Area in Virginia, the Congressional Country Club at Bethesda, Maryland, and even occasionally over the border in Canada at Camp X, but for the most special of specialist training, they must travel into the wilds of Essex County, Massachusetts, and the hills and woodlands around the city of Arkham.

Arkham itself has seen something of a resurgence in its fortunes since the United States entered the fray. Its floundering textile mills have taken on a new lease of life as a result of their war work, making the fabrics necessary for service uniforms and a variety of other essential purposes. Its Medical School is also a hive of activity, training legions of new nurses and doctors in readiness for the ongoing campaigns in Europe and the Pacific, and the Sanitarium continues its pioneering work into the treatment of shell shock and battle fatigue.



Majestic operatives are billeted in some comfort compared to other OSS recruits, staying at the Hotel Miskatonic, where a whole floor has been reserved just for the purpose. All recruits must attend a series of seminars at the University, curated by the current Head Librarian, Dr. Wilfred C. Llanfer. Held jointly in the Anthropology and Theology departments, the classes concentrate on a mixture of practical and theoretical elements in an attempt to prepare the agents for field training around Billington's Woods, Meadow Hill, and Dunwich. Those seeking a more in-depth practical approach to the magical arts must organise their own training, or seek the advice of Etienne-Laurent de Marigny in Majestic's New Orleans "office".

Key Figures

SALLY ARMITAGE

Her father's involvement in a series of strange events in the late 1920s, and her own childhood in the woods and fields along the Miskatonic River, have prepared Miss Armitage, in some small way, to deal with the baffling and bizarre cases that Majestic are tasked with solving. Direct and unfussy, Sally's mind is highly analytical and she is an excellent judge of character. She has always worked hard to get what she wants and expects the same dedication from her staff. No practitioner herself, she both admires

and is highly wary of anyone professing actual ability in the arcane arts. Even though her father's health is now failing, she still consults him regarding the more obscure minutiae of her current occupation.

Appearance: willowy and serene, the first few flecks of grey are starting to appear in Sally's practically-styled and neatly-groomed hair. Quiet and watchful, she is an excellent listener and quite adept at leading people into telling her more than they probably should with her insightful yet apparently harmless questioning technique.

Aspects:

- **Occultist Hunter**
- **Sharp as a Whip**
- **Daughter of Henry Armitage**

Skills: Great (+4) Academics (Law specialisation)
Good (+3) Investigate and Rapport
Fair (+2) Empathy, Lore (Folklore specialisation), Survival, and Will
Average (+1) Athletics, Contacts, Mythos, Physique, Provoke, and Tradecraft

Stunts: **Danger Sense.** (see p.82 of the *Fate Investigator's Guide*)

Languages: English, French, and Latin

DR. WILFRED C. LLANFER

Head Librarian at Miskatonic University since the mid-1930s, Dr. Llanfer is very fond of his former mentor's daughter, and is delighted to be of service to both her and his country, although deep down he fears the repercussions of delving too far into forbidden lore to secure victory, for both sides. Precise and generally charming, only a wanton disregard for knowledge and a lack of care towards his precious books are known to rouse him to anger. He attempts to steer any trainees away from what he considers to be harmful areas of research, and concentrates on providing a curriculum promoting protection and avoidance rather than head-on challenge.

Appearance: tall, spare, and topped by an immaculate crown of white hair, Dr. Llanfer is no longer in the prime of his youth, as evidenced by the slight stoop with which he now walks. His mind, however, is still razor-sharp and he knows the location of every book in his beloved library, as well as the names of those borrowing them.

Aspects:

- **Miskatonic University's Head Librarian**
- **Curates Minds as Well as Books**
- **In My Late Years**

Skills: Great (+4) Academics (History specialisation)
Good (+3) Lore, Provoke, and Will
Fair (+2) Contacts, Empathy, and Rapport
Average (+1) Deceive, Investigate, Mythos, and Survival

Stunts: **University Backing.** (see p.67 of the *Fate Investigator's Guide*)

Languages: English, Greek, and Latin

Spells: *deflect harm, elder sign, and warding*

Only a lack of care towards
his precious books are known to
rouse him to anger.

ETIENNE-LAURENT DE MARIQNY

Noted Creole mystic and Oriental scholar de Marigny lives comfortably in his extravagantly decorated New Orleans home, an annexe of which serves as the unofficial office of Majestic in the Deep South. Well-versed in the occult, his practical experience is invaluable to those who seek him out. Having served in the French Foreign Legion in his youth, he understands the dangers of armed conflict and the forces both sides are playing with. Although not overly enthusiastic about involving himself in the Secret War, he understands the necessity of levelling the playing field against Black Sun and *Nachtwölfe*, and sees his work for Majestic as a duty rather than a pleasure. He will only take on the most gifted of students, and does not suffer fools gladly.

Appearance: handsome and slender, with a dark complexion and a neatly trimmed moustache, de Marigny retains his youthful good looks. His fashion sense tends towards the old-fashioned with a hint of military uniform, and his gaze often seems to be focussed elsewhere.

Aspects:

- **Noted Creole Mystic**
- **Former Military Man**
- **Does Not Suffer Fools**

Skills: Great (+4) Lore
Good (+3) Academics and Will
Fair (+2) Empathy, Mythos, Rapport, and Shoot
Average (+1) Athletics, Deceive, Fight, and Survival

Stunts: **Intimidating Scholar.** (see p.73 of the *Fate Investigator's Guide*)

Languages: Creole, English, Greek

Gear: *Gabilondos Ruby Pistol, MAC Modèle 1886/93 'Lebel' Rifle, Prinn's Crux Ansata* (p.172)

Spells: *augur, brew dream drug, bind enemy, chant of Thoth, detect enchantment, implant suggestion, Prinn's crux ansata, and other spells at GM's discretion*

MISS BEVERLEY INGHAM &**MISS OLIVIA PETERSEN (ARMITAGE MCVAY)**

Former legal secretaries Miss Ingham and Miss Petersen are both knowledgeable women and old hands at running an efficient and demanding office. Miss Ingham maintains a purely professional interest in her work, whereas Miss Petersen is secretly fascinated by it. Both have taken their clandestine retraining in their stride and are essential in maintaining the façade of a small but promising law firm.

MISS INGHAM

Appearance: in contrast to Miss Petersen, Miss Ingham is in her late twenties and comes originally from mid-Western farming stock. She is solidly built with an unruly shock of curls and a dowdy taste for serviceable, plain clothing.

Aspects: • *Younger Clandestine Secretary*
• *Mid-Western Born and Raised*

Skills: *Good (+3) Physique and Provoke*
Fair (+2) Academics, Empathy, and Medic
Average (+1) Athletics, Mechanics, Rapport, and Tradecraft

Languages: English, German, and Japanese

MISS PETERSEN

Appearance: Miss Petersen is the oldest of the two Armitage McVay secretaries. Her blonde hair is heavily silvered, and her pale skin hints at her Nordic ancestry. Quite athletic in her younger days, she is still an attractive woman and allows herself a single piece of colourful costume jewellery to brighten her otherwise stuffy office wear.

Aspects: • *Older Clandestine Secretary*
• *Fascinated by the Work*

Skills: *Good (+3) Empathy and Rapport*
Fair (+2) Academics and Athletics
Average (+1) Lore, Survival, and Tradecraft

Languages: English, French, and Norwegian

**THE CULT OF THE BLACK SUN**

There can be no doubt that the Nazis are the darkest manifestation of human evil the world has yet to witness, but there is a name that when whispered strikes fear into the heart of even the most ruthless *Einsatzgruppe*. Among their enemies their name is little heard as they stalk the shadows between the worlds, but to the Nazis they are known as *Die schwarze Sonne*, the Black Sun.

The Black Sun

Hidden deep within the Dreamlands on the Plateau of Leng, forgotten by man, its name only whispered by the dwellers in that terrible place, lies the Valley of the Black Sun. Embraced by jagged peaks of blackest stone and ice, and entered only by the most perilous of paths, the Valley is of another world and another time.

A stark wilderness lies within, a swampland of brackish, black pools and stunted, blighted undergrowth, inhabited by twisted versions of life. And all of this grotesque scenery is bathed in the impossible light of the Black Sun, hanging malevolently over the landscape.

Beholding the Black Sun is to look upon the Key and the Gate in his eternal prison at the convergence of all points in time and space. Here dwells Yog-Sothoth, trapped by the Elder Gods, suspended outside our reality but ever striving to leak into our world. Although the Outer God exists beyond the realms of space and time, aspects of its form still manage to manifest themselves—the Black Sun being one such countenance. A void-like star giving off a frigid, grey light that strips everything of contrast and depth, and much larger in the sky than our

own sun, the Black Sun radiates a sense of malice and intelligence that most sane men find unbearable.

Looking directly at the Black Sun burns the eyes just as looking at our own life-giving star does, but it is only when the viewer looks away and sees the impossible shapes burnt onto their retinas, still restlessly moving, that the true nature of the Sun is revealed. Normal activity is possible provided that the person steadfastly avoids eye contact with the dreaded sphere, though extended periods of time in the Valley slowly gnaw away at a person's willpower until they do look at it directly.

Until the rediscovery of the Valley of the Black Sun by Reinhardt Weissler, there was little recent worship of the Black Sun among men, and no organised cults were known to exist.

For each day spent in the Valley of the Black Sun, characters must succeed at a Will overcome roll, starting at *Average (+1)* and increasing by 1 for every 2 days they remain in the Valley. Failure indicates that the person has finally succumbed and beheld the bloated orb, either intentionally or accidentally. Looking at the Black Sun is a sanity trigger (p.144) with a *Good (+3) Terror* rating.

Their mission is a closely guarded secret, and they often operate behind a façade of academic or scientific legitimacy even within their own forces. Feared and mistrusted by the rank and file of the *Wehrmacht*, Black Sun moves with impunity behind the scenes of the Nazi machine, practising the foulest of crafts alongside their SS brethren, and all (allegedly) in the name of the *Führer*.

Men would sooner face the frozen Eastern Front than hear Black Sun calling the names of their terrible gods. The cult's sorcerers seldom concern themselves with friendly casualties during their rites, and rumour suggests they often encourage such deaths should it please their gods. While *Nachtwölfe* employ their warped science to bring Hitler's nightmare weapons to life, Black Sun and their master Reinhardt Weissler tread forbidden paths, calling long forgotten blasphemies to walk the Earth once more.

The German Occult Revival

Like many of its neighbouring powers, Germany experiences a series of revolutions during the late 19th Century: industrial, political, economic, and spiritual. As the century turns,

the modern occult revival of Germany, as typified by the German Theosophical Society, brings a scientific and philosophical approach to the study of the esoteric arts as the nation embraces the industrial age.

But as electricity brings light to the darkness, so the renewed interest in the old ways brings with it shadows that linger in the secret places. While the Theosophists attempt to create a new set of beliefs, others are rediscovering older rites and adapting them to this new world.

REINHARDT WEISSLER

Born in Leipzig in 1838, Reinhardt Weissler is an accomplished scholar and, according to some sources, a practitioner of black magic. Feared by those who know (and knew) him, he is a man of influence, though a very private one. Rumour attests that Bismarck consults him on several occasions during the Unification in 1871, and his wisdom is often sought out, though only by those prepared to pay the price.

It is of no surprise to many when he disappears in 1890. Although a police investigation is mounted, no evidence of foul play can be found. The sorcerer had, according to the police report, simply vanished. Though his estate is kept intact in accordance with instructions left in his will, Weissler is declared officially dead two years later, and is largely forgotten as Germany approaches the 20th Century. But while the world forgets, Reinhardt Weissler dreams.

Many years before, Weissler had learned the ways to reach the Seventy Steps of Light Slumber, and had proven himself worthy before Nasht and Kaman-Tha. He had walked the streets of Celephais and seen the Black Galleys prowling the waves, and soon he ventured north to the Plateau of Leng and followed the old legends into the Cold Waste. There, hidden from the dreaming world by the obsidian peaks on all sides, he found the Valley of the Black Sun. As Weissler sank to his knees in awe at the great black orb hanging over the valley, he stared deep into its heart and the Black Sun stared back into his.

Understanding immediately that he was in the presence of a greater power, Weissler pleaded for a sign of its wishes, screaming at the sky, half-crazed by the vision before him. But it was another who answered him then, not the Black Sun. Appearing to him as a man, though with eyes as black as the star above them, Nyarlathotep, the Crawling Chaos, made his presence felt. What took place in that desolate wilderness between the two will never be known, but Weissler emerged from his dreams a transformed man. He immediately put his affairs in order and gave instructions for the retention of his estates upon his death; then, using an incantation gifted to him by Nyarlathotep himself, he placed his body into a deep hibernating sleep, hidden away in the family's private tomb in the grounds of the house.

In this unnatural state of sleep, Weissler is able to remain in the Dreamlands indefinitely, with his body requiring no sustenance, and aging only a single day for every year he



remains dreaming. In this state he becomes a student to the Black Pharaoh, learning from him the secrets of the Black Sun and the magic that binds it to the Valley. The horrors Weissler witnesses should have rendered him beyond insanity, but the sorcery of the Crawling Chaos ensures that his mind remains intact.

As the years pass, Weissler learns much from Nyarlathotep, and comes to understand the true nature of the Black Sun. Where saner men would flee, their minds in tatters, Weissler only craves more knowledge, and so finally Nyarlathotep reveals his purpose: as the Black Sun shines over the Valley, so it must shine over all.

The magic of the ancient men imprisoned the Black Sun, and only their magic can release it once again. Weissler is commanded to discover the means by which the Hyperboreans trapped the Black Sun and break the seals, allowing it to bathe the waking world in its light, as it had done aeons before.

Returning to the waking world, Weissler discovers that twenty-five years have passed and finds Germany in the throes of a new and terrible war. Seeing the carnage gives him an even greater resolve to bring the healing light of the Black Sun to this world.

As the old adversaries of Europe plunge into the First World War, spiritualism gives way to despair, and many of the original progressive movements are engulfed by the horror of the conflict unfolding around them. The eventual defeat of Germany and the crippling terms of the Treaty of Versailles only help to further fuel that anguish and twist it into resentment and hate.

Amidst the political and economic turmoil of post-war Germany, new movements begin to develop. Though bearing many similarities to the earlier Theosophical movement in essence, they show a greater focus on nation and nationalism, and for the first time speak of Aryanism and the Germanic people. Many of the new generation of occultists are little more than political agitators and bigoted ideologues, eager to voice their warped views from behind a veneer of ancient, spiritual "truth". Hidden in their midst, though, are those with a true understanding of the nature of the universe, and the will to use this knowledge to forge a new future for Germany.

THULE GESELLSCHAFT

Of the new occult movements that rise in the aftermath of the Great War, the *Thule Gesellschaft* (Thule Society) has the most dramatic effect on history. A mystical society based in part on the theosophical writings of Guido von List and Lanz von Liebenfels (p.58), the group is, to begin with, a front for another secret society: the *Germanenorden Walwater of the Holy Grail*, dedicated to the pagan triple god, Walwater. Established by Baron Rudolf von Sebottendorff and Walter Nauhaus in Munich in the summer of 1918 to protect the *Walwater* sect from their enemies, the Thule Society believes in a glorious Germanic past, alchemy, astrology, and

Rudolf von Sebottendorff

Adam Alfred Rudolf Glauer (1875-1945). A wealthy adventurer and mystic, there is some confusion as to exactly how the working class son of a railway engineer becomes a Baron, though his adoption by one or more branches of the aristocratic von Sebottendorffs is allegedly true. Extensively travelled, he claims to be a Rosicrucian and an Odinist, as well as a Freemason, and is fascinated by secretive, mystical cults, of which he makes a life-long study. Fluent in Turkish, and a convicted forger and deceiver, after escaping *Gestapo* detention in Germany following his attempts to reinvigorate the Thule Society, he works as a spy for the German Intelligence Service in neutral Turkey. Apparently, he isn't very good at it.

the secret power of runes. Although it shares many of its beliefs with other ariosophist organisations, it is far more successful in its early days, thanks to the energy and drive of von Sebottendorff.

Weaving myths of Atlantis, Hyperborea, and the lost Aryan people around German nationalism, the Thulists quickly establish a considerable following amidst the political chaos that dominates post-war Germany. Well aware of the power of symbols, the Society's emblem is a dagger wreathed in oak leaves, backed by a shining, curved swastika. Publicly, it meets regularly at the *Hotel Vier Jahreszeiten* in Munich, where an eclectic series of lectures are open to all. Its brethren also meet in secret in the basement of the Bavarian State Library, and in the homes of its leading council.

Despite its original "public" mission to advance the esoteric sciences, the Society quickly becomes a melting pot for a number of right-wing, anti-Semitic ideologies and is considered a grave threat by the government. Seven of its members, including its co-founder Nauhaus, are executed by Communist forces in 1919, allegedly for their right-wing political beliefs, marking the start of the Society's decline. Many believe that Reinhardt Weissler is actually behind the murders, although they dare not say so openly.

The beliefs of the Thule Society, though twisted by politics and racism, centre on the origins of the German people and their descent from the primordial Aryan race who they believe ruled the lost lands of Atlantis and Hyperborea. Convinced that these ancient people possessed great knowledge, far beyond current understanding, their ultimate goal is the realisation of their ancient heritage and the rise of a new Aryan empire. Through harnessing the power of their lost ancestors, the Thule Society believes they can produce a German Messiah to raise Germany up from its post-war despair. The Nazi intellectual Alfred Rosenberg, who formulates much of the Party's ideological

creeds around race and German purity, develops many of his theories after exposure to the Thule Society's peculiar brand of esoteric thought.

The Society's beliefs are often contradictory to one another and it would probably have died a quiet death amidst the political tensions and intrigues of post-War Germany were it not for the arrival of two new members in 1919. One rises to become the greatest mass murderer in human history; the other stalks the shadows alongside him and hopes to accomplish something far, far worse. And thus, unbeknownst to its other members, the fate of the Thule Society is sealed.

Introduced to the Society by politician and revolutionary Dietrich Eckhart, Adolf Hitler attends many meetings and, finding their views on race and politics agreeable, embraces their cause, adopting many of their ideologies while drawing on their political and social connections to further his own rise. Believing the Austrian to be their prophesied leader, Eckhart introduces Hitler to many of the group's most influential thinkers, and mentors him in the ways of politics. When Eckhart and the politician Anton Drexler found the *Deutsche Arbeiterpartei* (DAP), or German Workers' Party, the forerunner of the Nazi Party, Hitler soon joins them along with many of the Society's members, preferring political action to esoteric discussion.

While Hitler embraces the attentions of the Thule Society, Reinhardt Weissler prefers to remain at one remove, and for many meetings his presence is barely noted. Only the Austrian occultist Karl Maria Wiligut makes any attempt to engage the gaunt Bavarian in discussion, and after a series of private meetings he becomes a devoted follower of Weissler's new Black Sun movement. Wiligut becomes increasingly unstable over the subsequent years and is eventually committed to a Salzburg asylum. Although his activities with the Thule Society and Weissler are never definitively proven to have caused his mental deterioration, doctors note that he frequently mutters about "It" watching him in times of stress.

Despite the setback with Wiligut, Weissler begins to move among the Society's occultists, talking of the revelations he experienced in the Valley of the Black Sun. He claims that the destiny of the German people is this: to bring the Black Sun back into the world and build a great eternal empire for the German people living beneath it. Only the magic of the lost Hyperboreans can reveal to the faithful the means to release the Black Sun, so that all can behold its invisible light.

Weaving many of the group's Aryan myths into his rhetoric, Weissler begins to develop a following among the occultists, though few of the politicians have time for his new theology. Those who prove themselves are taken to witness the power of the Black Sun for themselves, and those who return do so as fervent worshippers of the foul blasphemy they have beheld.

The formation of the DAP, and the subsequent exodus of members to both it and Black Sun prevents the Society from gaining further strength. Hitler quickly rises through

the ranks of the DAP, and in 1920 moves to sever all links with the Thule Society, contributing to its eventual end. Far worse, though, is the loss of the Society's genuinely gifted disciples to Weissler. The dramatic fall in membership forces the group to officially disband in 1925, although the petty dabblers not recruited by Black Sun are briefly reactivated by von Sebottendorff in 1933, before the organisation is decisively crushed, never to surface again.

The Rise of the Black Sun

Weissler and his followers abandon the Thule Society in 1921 and establish the Order of the Black Sun, a movement dedicated to bringing about the birth of their corrupt celestial sphere over Germany. Weissler appoints the five most powerful sorcerers among his followers as his Priors. All are true believers who have embraced the Black Sun into their hearts (or so he thinks), and who speak with Weissler's authority to the lower ranks of the Order. Careful to ensure that his message is palatable to a wider audience, Weissler orders that only those of his inner circle are made aware of the true mysteries of the Black Sun. To the lower ranks of the Order, only the ideology of Aryanism and Germanic purity is preached. Weissler plans to reveal the magnificence of the Black Sun to them in time, but not until he possesses the knowledge to release it upon the Earth.

Black Sun remains firmly in the shadows until 1930, consolidating its ranks and scouring the libraries and collections of Europe in search of any fragments of ancient knowledge, no matter how small, that could provide the key to unlocking the Hyperboreans' magic. Though their endeavours yield other blasphemies, their efforts are frustrated by bureaucracy and a lack of political clout with which to counter it.

Weissler realises that Black Sun is in danger of never gaining access to the material they truly wish to read, nor can they carry out investigations in foreign states for fear of being branded spies due to the paranoia of the day. Watching the rise of the Nazis with interest, he determines that they represent the most likely allies to his cause. In the chaos of the Weimar Republic, the Nazis rapidly assume control, and look likely to achieve political domination of the country. Karl Maria Wiligut, recently released from his asylum, abandons his family to return to Germany in order to rejoin his Master, Weissler. Well respected by the Nazi leadership as an Aryan thinker, Wiligut brokers a private meeting between Weissler and the Nazi *Reichsführer*-SS, Heinrich Himmler, an avid occultist and a ruthless politician.

THE REICHSFÜHRER

Himmler leaps at the chance to meet with Weissler, having learned of his reputation as a sorcerer through his own interest in the occult arts. The two men meet in a private suite at Berlin's *Hotel Adlon* in early 1933, and over the course of an evening the Swastika and the Black Sun are united. Weissler vows his order's support for the Nazis in their rise

Expeditions

Over the coming years, Black Sun extends its grasp beyond the *Reich* and undertakes a number of expeditions in search of Weissler's prize. The first takes a team of researchers, under the leadership of Prior Mina Wolff (then head of overseas acquisitions), to the disputed Karelia region of Finland. There, under constant threat of Communist interference, Wolff is permitted to record the songs and rituals of the pagan shaman of that land (which appear to be linked to Hyperborean texts already in their possession). In subsequent years, Black Sun/Ahnenerbe research teams criss-cross the globe investigating local legends and ancient ruins in the hope of discovering the key to their respective crusades.

After the formation of *Nachtwölfe* (p.75), a rivalry develops between the two factions in the field, with both groups often clashing over the rights to new sites. Eventually a tentative agreement is reached, giving *Nachtwölfe* jurisdiction over "technological" artefacts, while Black Sun is given authority over more "arcane" finds. However, the definition of what constitutes "technological" and "arcane" is, understandably, somewhat blurred, and the truce is a fragile one at best, largely existing only on paper.

to power, and in return the Nazis agree to give Black Sun their official authority to act in all matters of a supernatural nature. However, to protect their operations from undue scrutiny, they must work under the auspices of archaeological and historical research, and report directly to Himmler as a department of the SS.

Although Weissler is obviously a man of power, Himmler insists on a display of commitment from Black Sun to show their willingness to take whatever action is required to ensure Germany's ascension. Weissler's response is simply "to listen to the flames". The next night, 27th February 1933, a Berlin fire station receives an alarm call that the *Reichstag*, seat of the German Parliament, is alight. Fire-fighters arriving at the scene are unable to contain the blaze, reporting that the flames almost appear to dance away from their hoses. Several men later swear that they heard a chattering laughter coming from the conflagration, and glimpsed floating, dancing points of light darting from flame to flame. Himmler is immediately convinced of Black Sun's power.

Within a year the Nazi Party is in total control of the German state, clearing a path for Black Sun to begin systematically raiding every library and private collection for further clues to the magic of the Hyperboreans. Though this allows Weissler to greatly expand his operations, resistance from true academics, even from those with pro-Nazi views,

Scouting for the *Ahnenerbe* paid Philippe well, and this assignment was going to make him rich - he just hoped that the mysterious Matthias would be the one to enter the strange portal, not him.



is a constant distraction. Despite their façade of legitimacy, Black Sun is viewed with the same suspicion and disdain as the SS by those in academia.

Alfred Rosenberg, the Nazi's chief racial theorist, has a particular loathing for Weissler and his methods. His own organisation, *Amt Rosenberg*, charged with developing and monitoring the cultural policies of the Third Reich, clashes regularly with the arrogant Priors of the Black Sun both in the corridors of power and in the field, little realising the peril of its actions. Rosenberg attempts to block the activities

Star Gazing

The domed roof of the North Tower houses a planetarium, though the telescope located here is of unusual manufacture. Comprised of three lenses constructed of a peculiar black crystal, the telescope does not show the stars as we know them, but instead gives the viewer a glimpse of their counterparts in the Dreamlands. A player character looking through the telescope will be subject to the effects of viewing the Black Sun as described on p.69. If the telescope were to be focused elsewhere, there is no guessing what horrors might be glimpsed in the dreaming skies.

of Black Sun, and repeatedly calls for Himmler to "rein in his hellhounds". Himmler, for his part, shows little enthusiasm for the suggestion.

THE AHNENERBE

In 1935, Himmler establishes the *Ahnenerbe*, a cultural study and think tank intended to advance research into the anthropology and culture of the Aryan race. The *Ahnenerbe* is able to attract a number of pro-Nazi academics to its ranks, and acts as a convenient cover behind which Black Sun can operate with relative impunity.

Those archaeologists and historians that the organisation does entice into its ranks give the *Ahnenerbe* the credentials it needs in the field. The Dutch-German historian and religious scholar Hermann Wirth is installed as the head of the division, though in reality he is only a figurehead. It is Himmler who truly directs the *Ahnenerbe*'s operations, and in 1937 Wirth is removed from his post. Officially he is discharged for his contrary views on German religion compared to those of the Nazis, but in reality Wirth suffers the misfortune of digging too deep into Black Sun's special research projects. Having witnessed cadavers as they spasmed and lurched at him from operating tables, he runs to Himmler, begging him to destroy the sorcerers and their unholy experiments. Himmler, in a rare display of compassion for an old acquaintance, though disturbingly unsurprised by what he hears, arranges for Wirth to be exiled from the *Reich* rather than allow Weissler to resolve the problem.

Though Himmler is annoyed at the loss of the respected historian, he now has further assurance that Black Sun is fulfilling its part of the agreement, visiting Weissler to witness the progress of *Projekt Gefallene* for himself that same day (p.77).

WEWELSBURG

Wary of the attention some of Black Sun's more disturbing activities might bring, Weissler informs Himmler that he needs to build a temple to the new Nazi faith, and requests

that the *Reichsführer* purchase Wewelsburg Castle for him. A 16th Century fortification in the North Rhine region, Wewelsburg lies some 8 miles from the town of Büren. Long associated with the dark arts, Wewelsburg is used to imprison thousands of witches during the 17th Century, many of whom are tortured and executed at the site.

Built on a low mound amidst rolling hills, the grounds of the original castle become the inner sanctum of the SS and the new lair of Black Sun. Taking possession of the castle in 1935, Black Sun is now able to carry out their horrific rites hidden from the world, allowing Weissler to focus himself fully on the search for the key to release his grim deity.

The triangular keep has been greatly expanded since Black Sun's arrival. The site is now ringed by a concrete wall, inside which much of the old village has been flattened and replaced by barracks, workshops, laboratories, and a small airfield. Intentionally isolated, the countryside around the castle is subject to regular foot patrols and its approaches are heavily guarded, with both anti-tank and anti-aircraft artillery positioned throughout the site. The main castle is now divided into an outer ring (containing administration offices and other mundane functions) and the inner keep (comprised of three main towers, each with a baroque domed roof).

Officially a centre of learning for SS leadership, only the most fanatical of Himmler's SS attend Wewelsburg, allowing Black Sun to operate with relative freedom. While most of the surface facilities are given over to everyday research, the vaults beneath Wewelsburg are where Black Sun carries out its most horrific experiments. Here they are free to unlock the secrets the *Ahnenerbe* expeditions have found. Access to the vaults is heavily restricted, and only Black Sun members are permitted to pass through the great steel blast doors in the basement floors of the inner keep.

Permanently under the watchful gaze of members of *die Toten*, Weissler's personal guard, the vaults house an ever-expanding network of laboratories and offices where the most dangerous of the cult's finds are analysed for practical use. Beneath the vaults lie several basements containing cells and holding pens for Black Sun's test subjects - some human, some stripped of any vestiges of humanity they may once have had. A number of the cells are much larger and reinforced with steel and concrete, ready for whatever else Black Sun might discover in their delving.

While little is unearthed that can help Weissler fulfil his goal, many lesser discoveries are made and put to work beneath Wewelsburg. Black Sun's activities have done little to dissipate the building's ghoulish reputation, and the locals in the surrounding villages whisper of the shadows hanging over the castle, barring their doors whenever the black Mercedes limousines glide to and fro.

Despite the protestations of Mina Wolff, Weissler shows little interest in the ancient technology the expeditions are returning with, instead obsessing over every incantation and spell that they uncover in a variety of lost and

blasphemous writings. While the unnatural devices are of scientific curiosity, they can not help him achieve his goal and, under his direction, most of these finds are catalogued and shut away in the vaults.

In 1936, Weissler's obsessional search delivers its first real reward when an expedition to Sweden, sent to investigate petroglyphs carved into the walls of a cave near Bohuslän, reports that the language used matches the few fragments of Hyperborean runes that they have found so far. Weissler personally flies north to inspect the carvings before ordering the walls to be torn from the rock for study back in his personal laboratory at Wewelsburg.

Nachtwölfe

Weissler shuts himself away for six months to examine the carvings, taking no interest in the leadership of Black Sun and leaving Prior Wolff to administer in his place. In his absence, grasping her opportunity to conduct her own investigations, Mina loses no time in opening the archives to study the many artefacts previously consigned to gather dust in the vaults beneath Wewelsburg.

In a chamber in the castle's North Tower, a great, unique sigil of the Black Sun is constructed as a mosaic.

With the full resources of Black Sun at her disposal, Mina's new policy quickly succeeds as her experimentation leads to the development of a complex serum with the power to revivify inanimate tissue (p.203). The sudden reanimation of the flesh, and its spread to other samples at terrifying speed, claims the lives of three researchers before the contagion can be contained by troops armed with *Flamwerfer 35* flamethrowers.

Mina quickly covers up the incident and Weissler remains unaware, locked as he is in deep contemplation in his chambers. Recreating the experiment, but with far greater care and caution, she is able to manufacture a crude aerosol version of the serum, to be delivered by artillery shell or bomb. Realising Weissler's likely anger at her disregard for his orders, Mina chooses to gamble everything on her weapon.

Claiming to speak for Weissler, she arranges a demonstration of the serum on the Baltic island of Peenemünde. While many of the Nazi High Command look on in horror at the shuddering nightmare of flesh, bone, and sinew that crawls across the test ground before them, the *Führer* gazes down in rapt fascination bordering on glee. When Weissler finally hears of the experiment, his fury is terrible but Mina has, by her actions, placed herself beyond his reach. Even the Master of the Black Sun cannot risk openly punishing her now that she enjoys Hitler's personal favour.

Protected by the *Führer's* patronage, Mina is free to pursue her own technological agenda and with Krafft Heimberg (her chief scientist) in tow, departs from Wewelsburg and Black Sun. *Nachtwölfe* has been born.

Wewelsburg II

Weissler, though incensed by both Mina's betrayal and the damage to his own reputation among the Nazi elite, has been able to glean some of the secrets held on the petroglyphs. Though the incantations to truly bring the Black Sun to the world still elude him, he has discovered a way to travel to the Valley without the need to dream. In a chamber in the castle's North Tower, a great, unique sigil of the Black Sun is constructed as a mosaic and inlaid into the solid stone floor. At the centre of the sigil, bound by the design's vortices, Weissler conjures a gateway that bridges the barrier between worlds, opening a permanent portal to the Dreamlands that bathes the chamber in a sickly grey light. The chamber is guarded at all times by loyal *Einsatzgruppen*, though they regularly change shift as prolonged proximity to the gate causes sickness and nausea.

The passage through the gateway is initially a painful experience, but Wiligut, still at his Master's side, develops a formula to counter the effects and binds it into rings that later become colloquially known as *Totenkopfringe*. These items are issued to all Black Sun personnel, and later to members of the SS after completing three years loyal service.

Passage through the gate afflicts most travellers with a debilitating and overwhelming biliousness, unless protected from the effects by the magic of an *SS-Ehrenring* (see p.179).

A character without the protection of an *SS-Ehrenring* must succeed at a Physique overcome action against Great (+4) or be **Incapacitated** with nausea, vomiting, and

The Norn

By the summer of 1939, Black Sun has sifted through the medical records of every hospital, doctor's office, and sanatorium in Germany, Austria, and the newly annexed Czechoslovakia, and has established a powerful contingent of dreamers, who Weissler christens "the Norn". Those of lesser capability or more unstable mind are used to maintain the link between the two worlds, or to provide the raw mental energy needed to construct and maintain the citadel. Dreamers showing greater aptitudes, particularly those already within the ranks of the SS, are trained for darker purposes and, when war finally erupts in September, there are many reports of key enemy personnel being discovered in their beds either dead from terror or reduced to screaming madmen as the Germans attack (p.77).

intense muscle spasms for a number of exchanges equal to the number of shifts he failed by. Even after the attack has passed, affected characters are *Fatigued* for the next hour.

In early 1938 Weissler begins the construction of a new citadel in the Valley of the Black Sun. Wiligut, a potent dreamer, is assigned to the raising of this fortress; he is assisted by Black Sun's growing number of dreamers, the Norn. Wiligut, through sheer force of will, creates a vast complex of towering black stone modelled on Wewelsburg but free from the restrictions of gravity and the laws of physics insisted upon by the waking world. With war in Europe looking more and more inevitable, Black Sun now has its own unassailable redoubt from which to strike, although the effort seriously weakens Wiligut's already fragile mind.

Wewelsburg II is the true twisted heart of Black Sun, a great citadel of impossibly tall towers and gargantuan obsidian walls slumbering beneath the Black Sun itself. The edifice is a parody of its waking counterpart, and places

a constant strain on the fabric of the Dreamlands, with only continual reinforcement of its existence preventing its destruction.

After Wiligut suffers a mental collapse as a result of the exertion involved in this task, Weissler orders less powerful Norn be brought to the citadel, their minds sacrificed to hold the unreality of the Dreamlands at bay, but whose eventual loss is of no real consequence to Black Sun.

The great black façade of the citadel, surrounded by gnarled and sickly woodlands, rises 60ft (18m) from the marshy soil and is punctured by oddly-angled towers that seem to grow from the walls like vines. Outside the bulwarks, the woods themselves are alive with stunted and mutated creatures, including the malicious Bloodborn, insect-like nightmares begat by blood (see p.195). High above, nesting in great eyries in the tallest towers, reside the Hunting Horrors—savage guardians of the citadel, and a gift to Weissler from Nyarlathotep himself.

Inside the outer walls is an elaborate complex of halls, stores, barracks, and stables all built from the same dark stone. Despite controlling the gate to the Dreamlands, Black Sun has been unable to prevent any "modern" technology that enters the Dreamlands (effectively anything manufactured using materials or techniques only available in the last 500 years) from transmuting into a less complex form on first use, and so large parts of the complex are dedicated to armouries and training grounds where the SS *Einsatzgruppen* can learn the use of the sword, lance, and bow. Black Sun has discovered that although they cannot deploy modern armaments in the Dreamlands, they can store them. As long as technology is not interacted with, it retains its original form, so the storehouses hold many crates of modern German weaponry, sealed away should they be needed in the waking world.

The Black Keep stands at the centre of the complex, a vast and corrupted copy of the waking Wewelsburg, the pennants of Black Sun and the Nazi Party hanging from its sheer walls. Inside the keep, Weissler and his Priors have their own private quarters and laboratories, safe from the prying eyes of the waking world. The North Tower mirrors the waking tower and contains the gate back to the real world, while in place of the planetarium there stands a great open roofed chamber from which Weissler one day plans to speak the words that will release the Black Sun upon an unsuspecting reality.

With the castle acting as the key and the gate, Weissler's ultimate goal is to employ the lost magics of the Hyperboreans to forge the waking and slumbering Wewelsburg into one, thus creating a permanent superposition of the two realities, drawing the Black Sun across the threshold of the real world and freeing Yog-Sothoth from its eternal prison.

While Weissler awaits his moment of triumph, the castle serves as Black Sun's nerve-centre, and as a final redoubt should the cult and their Nazi allies fail in their conquests.

Jakob had no regrets - embracing the Black Sun had given him power beyond his dreams and now was his best chance to unleash it on an unsuspecting enemy...



Projects

The war in Europe has forced Black Sun to channel substantial resources into developing new weapons, and away from their ultimate aim. While Weissler's Novices still scour the old places for magic that will release the Black Sun, the vaults of Wewelsburg have become the birthplace of many new horrors for the Nazis to unleash upon their enemies.

PROJEKT GEFALLENE

Like their rivals in *Nachtwölfe*, Black Sun have conducted extensive research into ways in which the dead can be employed in the service of the *Reich*. While *Nachtwölfe* research has resulted in the unnatural horror of *Die Draugar* (p.203), Black Sun's research has focused on the creation of more controllable servants.

Through the blackest of magic, the fallen soldiers of the *Reich* are given a shadow of life so that they can be unleashed once more upon the battlefield, driving the enemy before them in abject terror. Mindless and savage, the ranks of *die Gefallenen* swell quickly as the war progresses, particularly after Operation Barbarossa, as the countless deaths provide a steady supply of new test subjects. For further information about *die Gefallenen* see p.204.

AKTION NIXE

Excavations along the French Atlantic coast have revealed evidence of contact between ancient tribes and a civilisation beneath the waves which corroborates long held theories of an aquatic race that has lived alongside mankind throughout history. Government activity along the US East Coast in the late 1920s prompts Black Sun to investigate possible

approaches to this race, and with the war now underway, attempts are being made to make contact with the Deep Ones as possible allies for the Nazi cause, particularly at their colony off the coast of Cornwall, *Ahu-Y'hloa*. Weissler has yet to inform the Nazi leadership of the price they will have to pay for this alliance, for fear of it offending their views on racial purity.

AUVERGNE

The French province of Auvergne has long held a reputation for witchcraft and sorcery. The area was originally settled in the time of the Gauls by the *Averone* people fleeing their sinking land in the west, and bringing with them the worship of their god, *Sadoqua*. Later, in the 13th Century, the infamous wizard *Gaspard du Nord*, who hailed from the now lost town of *Vyones*, produces the Norman French translation of the *Book of Eibon*, reviving the works of the Hyperborean wizard and causing a surge in witchcraft throughout medieval Europe.

Black Sun, believing that *du Nord* learned much from *Eibon's* work that he never spoke of, has begun an intensive search for his tomb around what is now Lyons. Legends speak of the wizard being buried with his knowledge, and some rumours go as far as to claim the original *Book of Eibon* joined him in the grave. Working covertly to avoid diplomatic repercussions with the Vichy French, the *Ahnenerbe* are the main visible presence in the province. The French suspect the excavation teams are a front for German intelligence operations, but they would be horrified if they discovered their real objectives.

The keep has food and facilities for several divisions of soldiers, and the huge warehouses full of Germany's most advanced weapons lie ready to be sent back through the gate should the *Reich* have need of them.

Himmler steps through the gate in July 1938 and sees the impossible bastion for the first time. Weissler, his star in danger of waning as a result of the successes being reported by *Nachtwölfe*, needs a dramatic demonstration of his power to impress his patron, although he would have preferred to wait until all was completed. Himmler is astounded by the huge fortress, hidden from the world and apparently untouchable by any enemy attack. Seeing its vast halls as the perfect stronghold for the Nazi regime, he orders that the site's existence be classified Top Secret and, amazed by the undeniable power of dreams, promises Weissler that the SS will scour the *Reich* for more dreamers to assist in its ongoing construction and protection.

Black Sun at War

With war now engulfing Europe, Black Sun is free to carry out its work unrestricted and its Canons roam the battlefield, escorted by the shock troops of the SS *Einsatzgruppen*, as they work their black magic on their enemies. They first deploy during the invasion of Poland, summoning great clouds of unearthly insects (p.195) that slice and eviscerate the Polish troops attempting to slow the German advance. With Polish resistance collapsing under the unholy onslaught, the Canons race for Krakow, eager to seize the many forbidden tomes held at the Jagiellonian University.

Across the Low Countries and France, the Norn commence their assault on the minds of the enemy as each attack begins. Projecting themselves into the astral plane, the Norn stalk the dreams of enemy commanders, blighting their minds and leaving them as shattered shells. Only the British are spared this assault by the actions of the Fraternity of the Inner Light, under the unwitting command of Dion

Michael strode through the ruins, the staff's power coursing through his body. Perhaps tonight's attack would bring him the transformation he so fervently desired!



Do not engage these guys
without proper back-up.

-R.D.

Fortune (p.55). As the landing craft assemble in France, and the skies darken during the desperate aerial Battle of Britain, the Norn strike out at the minds of the British leadership. Expecting no resistance, the Norn are routed as they are set upon by silent red-robed guardians who appear in the dreams of the intended victims to defend them. The Norn lose over half of their number in the British attack, and many who survive suffer lasting mental trauma.

In Norway, Black Sun Canons accompany the *Fallschirmjäger* during the initial invasion and call upon the Halja (p.208), vengeful spirits of ice, to wreak havoc behind Allied lines. Drawing on the arctic magic learned during the first expedition to Finland, their incantations calls down many horrors, and the British begin to find their lost patrols, frozen, their bodies broken as if dropped from a great height.

As they unravel the truth behind the disastrous ambush suffered by the Norn, Black Sun are shocked to discover the presence of an occult enemy. In their arrogance, they had assumed they would be unopposed in their activities, but the failure of the offensive against Britain forces them to reconsider their strategies. The Norn, no longer an effective means of attack and still reeling from the bloody nose given to them by the British, are pulled from the psychological front-line and reassigned.

Their mission becomes the monitoring of the Fatherland's population, as well as those of the occupied territories, for signs of threats to the cult as part of *Projekt Trugbild*. The programme also finds them acting in a defensive capacity, as well as engaging in a shadowy game of cat-and-mouse with British mystics among the dreaming spires of the sleeping realm's cities. The Norn work alongside the *Gestapo*, who are only too keen to hear the thoughts and dreams of their enemies, especially domestic ones. The Norn soon become experts at interrogation, using their dreaming skills to control the realities of prisoners, breaking their wills with relative ease.

In the occupied territories, the Masters (p.83) lead *Sonderkommando* units in raids on libraries, museums, and private collections in search of more mystical knowledge. Under agreement with *Nachtwölfe*, any artefacts of potential technological interest are usually handed over to Black Sun's rival operatives, but any magical knowledge is immediately returned to Wewelsburg for detailed analysis. One group, named *Sonderkommando H* (for *Hexen*) is charged with the investigation of church records for evidence of witchcraft trials. Though this is suspected as being an attempt to build a case for aggression against the Catholic Church, in reality *Sonderkommando H* are far more interested in the witches themselves and not the Church's persecution.

As each new region falls to the *Reich*, Black Sun Novices are dispatched to begin excavating the ruins of the acquired territories. Outraging the occupied populations, they systematically rifle through ancient graves and tombs in their hunt for knowledge.

Key Figures

THE EXARCH

Reinhardt Weissler is the undisputed messiah of the Black Sun, feared and respected by even the highest echelons of the Nazi regime. His reputation as a sorcerer and the undeniable power of the Black Sun gives him a huge degree of authority, which he uses with great relish in the tireless pursuit of his goals. Seeing the Nazis as a means to an end, he provides them with cantrips and simple displays of magic in order to maintain their support, but he would cast them aside without a second thought if it furthered his quest to release the Black Sun into the world.

A gifted orator, Weissler has woven a web of legends and myths around the Black Sun which further feed the Nazi beliefs in their Aryan roots, but in reality are little more than fairytales. Only those initiated into the Black Sun learn the actual meaning of their faith.

Weissler's only real concern is the curse that afflicts him, thanks to the duplicitous gift bestowed upon him by Nyarlathotep. Although his body no longer ages, appearing to be only in late middle age instead of his true age of 102, his reliance on Reiner Lang for transfusions means that he is beholden to the obnoxious Prior. His own research has as yet failed to find a cure for his affliction, but he hopes that the magic of the Hyperboreans may hold the answer.

Weissler is never encountered alone, always being accompanied by at least two of his *Toten* bodyguards and a retinue of his most accomplished sorcerers.

These powerful sorcerers oversee most of the Order's operations, acting with Weissler's full authority.

REINHARDT WEISSLER, EXARCH OF THE BLACK SUN

Appearance: despite his advanced years, the secrets imparted to Weissler by Nyarlathotep have preserved his tall, lean body, and outwardly he appears to be no more than fifty years old, with black hair heavily streaked with silver, and wrinkles slowly settling into his angular face and around his blazing brown eyes. As a result of Nyarlathotep's interference Weissler's aging process has effectively been halted, but at a cost. Once each month he requires a transfusion of fresh blood to prevent his body returning to its true centenarian state, an event that would doubtlessly kill him.

Aspects:

- *Exarch of the Black Sun*
- *Secrets Imparted by Nyarlathotep*
- *Unnaturally Long-Lived*

Skills: Great (+4) Mythos (Nyarlathotep) and Lore (Dreamlands)

New Stunt: Dreaming

Dreaming is used to understand and alter Dreamlands reality. It is effectively a new set of actions that uses your Lore, Mythos, or Will skills, depending on the situation. You must have the Mythos skill at Average (+1) or higher to take this stunt.

Dream Lore: You can use Lore or Mythos (whichever is higher) for actions that represent your overall knowledge of the Dreamlands, knowing about it in general or about specific locations, individuals, or events. Dreamlands can further be taken as a specialisation for either skill.

Manipulate the Dreamlands: Dreaming is also used to directly alter Dreamlands reality, while you are asleep and dreaming. This function uses the higher of Mythos or Will. All dreamers choose what they create, either consciously or subconsciously. If consciously trying to create something, that generally counts as creating an advantage; this might also allow you to resist subconsciously creating something out of impulse (such as if you are frightened or manipulated into thinking about something).

If the dream's creative impulse comes from your subconscious, the GM may decide what is created, in whole or in part. Creations normally are not a threat to the dreamer (hence his subconscious would normally not dream up a deep one to attack him), unless he is insane at the time.

The scope and difficulty of actions are left open to broad interpretation, but ranges go from Average (something small and simple) to Good (something complex or big) to Superb or higher (something complex and big, or living and interactive, etc.). Trying to create something sufficiently complex or massive during a conflict may be its own contest, requiring multiple victories to achieve in time.

Special: Characters without this stunt may attempt to manipulate the Dreamlands (as they have been doing this their whole lives). These untrained attempts are at Mediocre (+0), and characters can invoke aspects to reroll dice, not add to the result.

Good (+3) Academics, Sciences, and Will
Fair (+2) Empathy, Deceive, Fight, Medic, and Survival
Average (+1) Athletics, Contacts, Investigate, Physique, and Rapport

Stunts: **Dreaming.** (p.79)
Insane. (p.193)

Unnaturally Commanding Presence. Because of his advanced age and strange knowledge, he is able to use Mythos for Provoke actions.

Languages: German, Greek, Hyperborean, and Latin

Gear: *Black Steel cane* (p.119)

Spells: *alter weather, black rain, bind enemy, bind soul, bless blade, blessing of the Black Sun, breath of the deep, body warping of Gorgoroth, brew dream drug, cloud memory, contact Nyarlathotep, create gate, curse of the putrid husk, deflect harm, dominate, dread equinox, implant fear, fist of Yog-Sothoth, flesh ward, leech essence, mesmerize, mindblast, summon bloodborn, summon/bind fire vampire, summon/bind hunting horror, and wrack*

The Priors

With the defection of Mina Wolff to found *Nachtwölfe*, there are now four Priors of the Black Sun. These powerful sorcerers oversee most of the Order's operations, acting with Weissler's full authority. While each has his or her own area of expertise, they are all capable of commanding the Order in their own right. Much of their time is spent at Wewelsburg or in its Dreamlands counterpart, though for the most vital operations they will venture into the field to command the lower ranks.

ALBRECHT LOHMANN, PRIOR OF THE BLACK SUN

Albrecht Lohmann is Black Sun's military commander, with jurisdiction over both the Canons and *die Toten*. Cruel and heartless to the core, his zeal for the completion of Black Sun's ultimate goal quickly brought him to Weissler's attention, with the Exarch relying upon him more and more to implement his strategies and to punish transgressors, both inside Black Sun and beyond, since Mina Wolff's betrayal.

With the exception of Weissler, Lohmann is without a doubt the most powerful sorcerer within Black Sun, and, preferring to lead by example, he is known to undertake some of the most critical missions in the field himself. His willingness to stand beside them in battle has created a strong bond between him and the Canons who are utterly loyal to him, a fact that causes increasing alarm to the other Priors. The Exarch, too, is aware of the potential danger but, confident in his own ability to deal with Lohmann, he prefers to encourage him as the devotion shown to him by the Canons proves a useful advantage.

Appearance: although greying at the temples, Lohmann still possesses a rugged handsomeness, though his piercing grey eyes and permanent sneer give him an arrogant and unfriendly air. Ever vain, Lohmann spends much time maintaining his athletic physique and loves wearing the uniform

of the SS, believing it shows off his fine form to even greater effect. To his mind, his only physical failing is the scarring around his neck caused by a childhood case of chickenpox, which he disguises under high collars and cravats.

Aspects:

- *Prior of the Black Sun*
- *Lead by Example*
- *Vicious*

Skills: *Great (+4) Physique and Will*
Good (+3) Athletics, Shoot, and Lore (Dreamlands)
Fair (+2) Fight, Mythos, Provoke, and Survival
Average (+1) Contacts, Empathy, Ride, Sciences, and Soldier

Stunts: *Dreaming.* (p.79)

Insane. (p.193)

Tough as Nails. (see p.76 of the *Fate Investigator's Guide*)

Languages: German, Hebrew, and Hyperborean

Gear: *Black Sun Degen* (sword, p.119), *MP38 Maschinenpistole*, *Walther PPK Pistol*

Spells: *black rain, blessing of the Black Sun, body warping of gorgoroth, deflect harm, dominate, dread equinox, fist of yog sothoth, leech essence, summon bloodborn, wither limb, and wrack*

ASTRID URNER, PRIOR OF THE BLACK SUN

From an early age, Astrid Urner exhibited a talent for languages and, encouraged by her liberal parents, she was soon fluent in many of them, spending several years studying at Oxford University, where she developed a fascination with classical and dead tongues. It was during these studies that she fatefully encountered Gaspar du Nord's infamous translation of the *Book of Eibon*. Intrigued by the revelations contained within the book, she began to search for evidence of the original tome and the long-dead Hyperborean runes, convinced that they must represent the root from which all human language derives.

Her investigations soon came to the attention of Weissler, who approached Urner in the spring of 1935, tantalising her with fragments of Hyperborean scripts recovered by Black Sun and promising her more in return for her allegiance. Her lust for knowledge inflamed, Urner readily accepted and swore an oath of fealty beneath the burning black orb itself. She now leads Black Sun's analysis section, poring over every shard of knowledge plundered by them for clues to the Hyperborean tongue. Obsessive and single-minded, Urner maintains direct authority over Black Sun's Novices, personally joining expeditions and excavations whenever possible.

While she is the most academically-minded of the remaining Priors, Urner is an accomplished sorcerer having gleaned many spells and enchantments from the material salvaged by her investigators. Though outwardly loyal to Weissler and the Black Sun, Urner long held affection for Mina Wolff and, even after her defection to *Nachtwölfe*, regularly passes Mina information in the hope of some recognition of her feelings.

Appearance: years of poring over the dusty remains of antiquity have taken their toll on Urner. She walks with a stoop and requires a cane as a result of the deterioration of her spine. Her breathing is often laboured and ragged, caused by exposure to dust and other contaminants, and her speech is frequently punctuated by fits of wracking coughs. Her once auburn hair is now dull and brittle, and her watery brown eyes squint out from behind thick spectacles. She tends to dress conservatively in tweeds, preferring civilian dress to military uniform, which serves to give her the appearance of a spinster aunt rather than a black magician.

Aspects:

- *Prior of the Black Sun*
- *Educated and Ambitious*
- *Still Holds Affection for Mina Wolff*

Skills: Great (+4) Academics (Linguistics) and Lore (Occult)
Good (+3) Medic, Mythos, and Will
Fair (+2) Empathy, Investigate, and Rapport
Average (+1) Athletics, Contacts, Fight, and Survival

Stunts: **Dreaming.** (p.79)

Insane. (p.193)

The Power of Deduction. (see p.72 of the *Fate Investigator's Guide*)

Languages: German, Atlantean, Coptic, English, Greek, Hebrew, Hyperborean, Latin, Norman French

Gear: *Black Steel cane* (p.119)

Spells: *augur, bat form, black rain, blessing of the Black Sun, bind enemy, brew dream drug, brew space mead, cause blindness, cloud memory, contact Nyarlathotep, create gate, curse of darkness, dread equinox, Eibon's wheel of mist, elder sign, enchant sacrificial dagger, identify spirit, leech essence, send dreams, and summon/bind hunting horror*

REINER LANG, PRIOR OF THE BLACK SUN

The repugnant Lang epitomises the worst in men and, even amidst the ranks of Black Sun, he is viewed with disdain and repulsion. A native of Munich, from an early age Lang showed a talent for science but even as a student some of

his practices were viewed with alarm by his faculty. Fascinated by the work of the early alchemists, Lang spent much time scouring forbidden books for ways to enhance his own scientific experiments, but his career was brought to an unexpected halt when he was forced to flee Munich after the disappearances of several homeless people were linked to him.

Although concerned at Lang's carelessness and the attention he had attracted, Weissler saw the potential Lang had to offer. His initiation into Black Sun gave Lang everything he could possibly want - the resources to carry out his research without hindrance or repercussion, and immunity from the laws of man, giving him the freedom to satisfy his murderous desires as he saw fit.

Lang is now responsible for Black Sun's research and development program, harnessing the magics they discover for the good of the *Reich*. He is responsible for the creation of *die Gefallenen* and the adaptation of many spells and formulae employed by the Masters and Canons.

He spends most of his time in his private laboratory in Wewelsburg meddling with unholy magics, both for the Exarch and to satisfy his own whims. His most important function is to attend to the regular blood transfusions the Exarch requires to prevent his body decaying from the effect of Nyarlathotep's gift, a duty he believes places him above the other Priors.

Appearance: an odious and unwholesome man, Lang's flabby and sweaty frame long ago gave him the nickname "*Nacktschnecke*" (or "Slug") amongst those who know and despise him. His clammy body and head are devoid of hair, even eyebrows, a side-effect of his experiments with noxious substances, and his dark, darting eyes and rotten teeth only add to his vile appearance.

Despite his ungainly flab, he insists on wearing uniforms that fail to contain the rolls of fat, causing his clothing to bulge and strain as he moves. He shows little interest in hygiene, and even his dress uniforms are spotted and smeared with untold stains and splatters of both his last meals and the remains of his experiments.

Lang considers himself first among equals compared to the other Priors and believes their dislike for him, especially that of Fleischer (who openly despises the man), is caused by jealousy rather than repulsion.

Aspects:

- *Prior of the Black Sun*
- *Blasphemous Genius*
- *Vile and Repugnant*

Skills: Great (+4) Will and Sciences (Biology specialisation)
Good (+3) Lore (Dreamlands) and Investigate
Fair (+2) Academics, Fight, Mythos, and Survival
Average (+1) Athletics, Empathy, Provoke, Rapport, and Shoot

Stunts: **Dreaming.** (p.79)

Insane. (p.193)

Killing Stroke. (see p.72 of the *Fate Investigator's Guide*)

Languages: German, Hyperborean, and Latin

Gear: *Black Steel knife* (p.119), *Walther PPK Pistol*

Spells: *bind enemy, blessing of the Black Sun, brew dream drug, cause blindness, circle of nausea, create Gefallene, implant fear, leech essence, shrivelling, summon/bind byakhee, and wither limb*

KLAUDIA FLEISCHER, PRIOR OF THE BLACK SUN

Klaudia Fleischer commands the Norn dreamers, and of all the Priors is the most well known outside of Black Sun, liaising regularly with her counterparts in the dreaded *Gestapo* as her dreamers delve into the sleeping minds of the people, ever vigilant for treachery.

Born into a wealthy Koblenz banking family, Fleischer was a troubled child prone to bouts of hysteria and depression, resulting in several attempts to take her own life. Fearful for her sanity, her family eventually had her committed, and she remained incarcerated and heavily sedated

Only Weissler's magic prevented her death,
an intervention for which she is both
thankful and resentful.

for many years before being discovered by Weissler. Lured by his promise of release from her pain and fear, she readily accepted his invitation to witness the Black Sun for herself, but the vision was too great a strain on her mind. Upon her return to the waking world, Fleischer took a straight razor and opened her veins from wrist to elbow. Only Weissler's magic prevented her death, and since that day she has been both thankful and resentful of his intervention.

A powerful dreamer, Fleischer has been instrumental in the expansion of Wewelsburg II, especially since the mental collapse of Karl Maria Wiligut. Before the disaster of the Nom's "Battle of Britain", she spends much time exploring the Dreamlands but later in the war is forced to maintain a more mundane existence, working closely alongside the *Gestapo*.

Appearance: the epitome of the true Aryan woman, Fleischer's natural beauty has been compared to Deitrich or Garbo, though the icy glare of her pale eyes soon silences such frivolous comparisons. Precise and economical in both her dress and deportment, Fleischer prefers the uniform of the SS as a practical and powerful statement of her ruthless intent. Always perfectly

presented, she eschews the wearing of jewellery or makeup and wears her hair scraped back, giving her beauty a severe and cold aura. The only unusual decoration she wears is a pair of silver cuffs on her wrists that hide the ugly scars running up her arms; a reminder of her almost successful attempt to end her own life.

Aspects:

- **Prior of the Black Sun**
- **The Picture of Aryan Womanhood**
- **Emotionally Unstable**

Skills: *Great (+4)* Empathy and Lore
Good (+3) Academics (Psychology), Athletics, and Provoke
Fair (+2) Fight, Mythos, Shoot, Survival, and Will
Average (+1) Contacts, Deceive, Investigate, Physique, Ride, Rapport

Stunts: **Arcane Mind.** (p.155)

Dreaming. (p.70)

Insane. (p.193)

Languages: German, Aklo, Hyperborean, Leng

Gear: *Black Sun sabre* (p.119), *P08 Luger, Short bow*

Spells: *become spectral hunter, blessing of the Black Sun, brew dream drug, bring pestilence, cause disease, contact Nyarlathotep, death spell, dream vision, elder sign, glass from Leng, implant suggestion, leech essence, nightmare, send dreams, summon plague, summon/bind nightgaunt, and wandering soul*

The Canons

Instantly recognisable by the black silk masks that hide their faces, the Canons are Black Sun's main battlefield force, employing the dark arts to wreak terrible damage upon their enemies. Only the most zealous and ruthless Masters are accepted into the ranks of the Canons, where they are trained in the use of magic to inflict pain, death, and terror. When encountered in the field, they will always be accompanied by combat troops to ensure their safety as they invoke their enchantments.

Aspects:

- **Ruthless Zealot**
- **Terrifying**

Skills: *Good (+3)* Fight and Will
Fair (+2) Academics, Athletics, Provoke, and Survival
Average (+1) Empathy, Lore, Mythos, Physique, Shoot, and Stealth

Stunts: **Dreaming.** (p.79)

Insane. (p.193)



Languages: German

Gear: *Black Sun Degen* (p.119), *Walther PPK Pistol*

Spells: *blessing of the Black Sun, create Gefallene, deflect harm, implant fear, leech essence, mindblast, sense life, shrivelling, summon bloodborn, summon halja, vanish, wither limb, and wrack*

Notes: May switch Sciences for Academics.

The Masters

The Masters are the main field operatives of Black Sun, deployed to command the Novices in their pursuit of the treasures of Europe. The Masters tend to operate behind the guise of the SS, with only their Black Sun insignia distinguishing them when in uniform. In addition to commanding in the field, the Masters are often deployed on more clandestine operations behind enemy lines. While their capabilities in battle are inferior to the Canons, their abilities should never be underestimated.

Aspects:

- *Black Sun Field Operative*
- *Blends with the SS*

Skills: *Good (+3) Academics and Will*
Fair (+2) Fight, Lore, Provoke, and Shoot

Average (+1) Athletics, Empathy, Mythos, Physique, Stealth, and Survival

Stunts: **Dreaming.** (p.79)

Insane. (p.193)

Languages: German

Gear: *Black Sun Degen* (p.119), *Walther PPK Pistol*

Spells: *cloud memory, consume likeness, deflect harm, elder sign, implant fear, reach, and summon/bind byakhee*

Notes: May switch Sciences for Academics.

Novices of the Black Sun

The Novices are the foot soldiers of Black Sun and work as researchers, investigators, and analysts both in the field and at Wewelsburg. While the Masters and Canons have witnessed the true power of the Black Sun, the Novices are excluded from the reality of the cult until they are considered ready to be initiated into the true order. Novices are regularly seconded to other units and departments within the Nazi machine, in particular the *Ahnenerbe*, where they undertake archaeological expeditions and research for Black Sun.

Generally Novices are not combat trained, relying on the SS for support in battle. A few may be capable of sorcery and

witchcraft (and as such form part of Black Sun's *Hexenzirkel*), but most are academic or scientific specialists. Only those showing true commitment and zeal for their cause are raised to the ranks of the Masters.

- Aspects:** • *Black Sun Researcher*
• *Eager to Prove Myself*
- Skills:** *Good (+3) Academics*
Fair (+2) Investigate, Lore, and Sciences
Average (+1) Mythos, Physique, Shoot, Survival, and Will
- Languages:** German
- Gear:** *Luger P08 Pistol*
- Spells:** some may know a spell or two
- Notes:** may shuffle around Academics, Lore, and Sciences.

Black Sun Forces

THE NORN

Recruited from the sanatoriums and asylums of the Reich, the Norn are individuals possessing above average dreaming abilities. Though some have joined Black Sun from other departments due to their unusual talents for dreaming, most

are identified through medical records and given a chance for freedom by joining the Norn. Early in the war, their powers are deployed against the sleeping minds of enemy commanders but after the trouncing handed out by British dreamers to the Norn during 1940 they are restricted to a defensive role, as well as assisting the *Gestapo* with internal security and counter-intelligence. The Exarch himself is said to be accompanied by two of his most powerful Norn to warn him of potential threats in the minds of those he deals with.

The Norn are also employed to strengthen and expand Wewelsburg II, though at great personal mental cost. Many Norn are effectively burnt out by the stress of this dreaming. Though both male and female Norn exist, evidence suggests that the majority are women, possibly due to their increased emotional and empathic talents. Regardless of their gender, most Norn exhibit personality disorders and neuroses, an inevitable result of recruitment from the Reich's mental institutions.

The Exarch is accompanied by two powerful Norn to warn him of potential threats.

NORN DREAMER

- Aspects:** • *Soldiers of Mysticism*
• *Mad with Dreaming*
- Skills:** *Good (+3) Shoot and Will*
Fair (+2) Athletics, Fight, Mythos, and Rapport
Average (+1) Empathy, Lore, Physique, Ride, Stealth, and Survival
- Stunts:** *Dreaming. (p.79)*
Insane. (p.193)
- Languages:** German
- Gear:** *Black Sun Degen (p.119), Short bow, Black Steel spear (p.119)*
- Spells:** *bind enemy, brew dream drug, bring pestilence, dream vision, implant suggestion, nightmare, send dreams, and wandering soul*

DIE TOTEN

Few outside Black Sun have encountered *die Toten*, and even fewer survive to recount their experiences. *Die Toten* are both Weessler's personal guard and his elite warriors.

None but the highest ranks of Black Sun know the true nature of *die Toten*, though their name could not be more apt. *Die Toten* are born from the ranks of the dead, their bodies and minds preserved through perverse magics. Most are created from the bodies of the SS *Einsatzgruppen* in Black Sun's employ, blessed with unearthly strength and reflexes in unholy ceremonies in the shadowy vaults of Wewelsburg.



Born in darkness, *die Toten* have one weakness. Their grey, lifeless flesh is incredibly sensitive to natural daylight and, if exposed, begins to smoulder and burn under its glare. To counter this effect, their bodies are protected by their thick uniforms and their faces by their steel masks, which have no eyeholes. It is thought *die Toten* do not rely on sight to track their prey, detecting them through some other warped senses gifted to them during their resurrection.

Die Toten are unswervingly loyal to their Black Sun masters and cannot be reasoned with or diverted from their missions through pleas. Only those who wear the *Totenkopfring* can command them.

Appearance: their countenances hidden behind featureless steel faceplates, and their black uniforms inlaid with silver runes, *die Toten* possess unnatural speed and vigour, able to close with their enemies at an alarming rate and dispatch them with their vicious, surgically engrafted, black steel blades, while shrugging off everything but the most persistent gunfire, all in unnerving silence.

Aspects:

- *Black Sun Monstrosity*
- *Unnatural Speed and Vigour*

Skills: Great (+4) Kill Enemies of Black Sun
Good (+3) Heightened Awareness, Unholy Resilience
Average (+1) Everything Else

Abilities: **Black Steel Claws.** Weapon:2 (see Black Steel on p.119).

Inhuman Mind.

Resilience to bullets and impaling weapons.

Weakness: Flesh smoulders and burns under natural daylight. Only those who wear the *Totenkopfring* can command them.

Stress: ☐²☐

Consequences: 1 Mild, 1 Moderate

DIE AUSERWÄHLTEN

Upon being elevated to the rank of Master, each initiate of the Black Sun must stand before the Black Sun itself and allow its light to bathe them as it stares deep into their hearts. Most who undergo this ritual are deemed worthy and return as a Master, but there are those whose souls are forever warped by the gaze of their terrible god. Of this number, the majority are reduced to twisted, screaming masses of writhing flesh and bone, and are either imprisoned in the deep vaults beneath Wewelsburg II or, if truly uncontrollable, cleansed with fire.

The remainder, their minds and bodies mutated and warped, join the ranks of *die Auserwählten*, The Chosen. These parodies of humanity are deployed to guard Black Sun's most secret places, primarily in Wewelsburg II where their appearance will not cause panic among the



uninitiated. However, as the war progresses, and particularly after the failure of the Soviet campaign, Black Sun begin to release them onto the battlefield to act as shock troops against the Soviet juggernaut as it fights its way towards Berlin. In April of 1945, in desperation as the conflict spirals out of their control, Black Sun even stoops to releasing those previously considered as truly dangerously unstable onto the streets of Berlin, adding these terrifying abominations to the horrors already at large.

The effect of the Black Sun on *die Auserwählten* is unpredictable, with no two afflicted in the same manner, but all show signs of the taint of the Black Sun, sprouting new limbs and writhing tentacular appendages. The minds of *die Auserwählten* are just as malformed as their bodies. Some possess little more than animal intelligence after their transformation, but some are still capable of rational thought and can use weapons and other equipment.

Aspects:

- *Chosen of Black Sun*
- *Irrevocably Twisted and Inhuman*

Skills: Great (+4) Unyielding Savagery
Good (+3) Shrug Off Attacks and Terrifying Presence
Average (+1) Everything Else

Abilities: **Firearm.** *Die Auserwählten* are able to use firearms. Many are equipped with an MP38 *Maschinenpistole*.

Imposing Presence.

Inhuman Mind.

Resilience to Bullets.

Tentacles.

Warped Fists. Weapon: 1.

Stress: ☐☐

Consequences: 1 Mild, 1 Moderate

Notes: This write-up is for most, but some *Auserwählten* are advanced. Increase skill ranks and stress boxes ratings by 1.



THE RISE OF NACHTWÖLFE

"If the Black Sun is the stuff of nightmares, Nachtwölfe are the menacing machine thrumming with an inhuman growl and revving up to some terrible purpose."

—Prof. Richard Deadman.

The Occult Scientist

Mina Wolff's light flickers to life some time during the early 1920s, when she first emerges into the public spotlight as a member of the Thule Society. Allegedly the protégé of some

The Noble Wolf

It is not without coincidence that, during the War, Hitler often calls himself "the Wolf", or that he nicknames the headquarters of the *Oberkommando der Wehrmacht* (OKW) and the *Oberkommando des Heeres* (OKH) in the Ukraine: *Werwolf*. The fact that his Eastern Front HQ is codenamed the Wolf's Lair—in fact, many of his headquarters featured the word "wolf"—and that Himmler's plan to operate behind advancing enemy lines is titled Operation Werewolf should then, also, come as no surprise. Hitler becomes enamoured by the concept of wolves when he first meets a certain rising star in the Thule Society, Mina Wolff, in the early 1930s. Impressed by her description of him as her "great and noble wolf who will lead Germany to greatness", he is ready for her request for help when it comes, and is willing to consider even her most outlandish plans.

unknown industrialist, several investigations into her past have ended prematurely, with all involved meeting grisly deaths. It seems that whoever supported her wishes to ensure that her personal history remains a mystery.

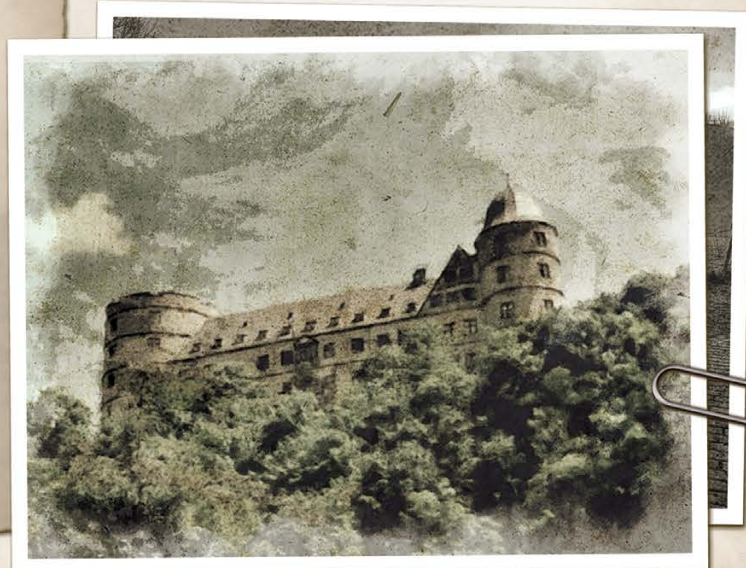
An active member of the Thule Society, Mina is one of the strongest proponents of Atlantean and Hyperborean legends. In her archaeological travels, she develops a growing sense that the ancient people behind these two great societies held secrets that, if only they could be rediscovered, would be the key to a truly global society, an idea which Hitler is more than ready to hear. Whilst most are obsessed with proving racial purity, Mina single-mindedly works towards discovering the clues as to where these ancient races fell.

Wolff first meets Reinhardt Weissler on a Thule Society sponsored expedition to a strange ruin in Sumatra. Together they unearth what appears to be a Hyperborean inscription, along with fragments of strange, blue crystals. Mina finds a fellow believer in Weissler, whose growing obsession with Hyperborea and his rising influence amongst the Thule Society gives her sufficient leverage to outfit further expeditions.

When Mina finally joins Weissler's cult and is taken to the Valley of the Black Sun, she is shocked at the raw power permeating the fabric of time and space around her. Whilst the experience is undoubtedly profound, confirming in her own mind that her fabled ancient Atlantean technology is not just an archaeologist's dream but must surely be within reach, it does not affect Mina in the same way as Weissler's other converts. She remains inexplicably free of Weissler's domineering mind and the lure of the Black Sun, though she is careful to hide this fact; not even the Norm are able to detect her perfidy.

The Search for Hyperborea

Mina is heavily involved in appropriating occult items and antiquities from libraries and museums across Europe in the 1930s, often by coercion, force, or the liberal application of *Reichsmark*. Whilst Weissler remains obsessive



about finding any occult information on Hyperborea, Mina becomes increasingly excited about vague references to Atlantis and suggestions of the technological marvels the Atlanteans once possessed.

In 1934, as Black Sun slowly gains power under the auspices of Heinrich Himmler, Mina leads yet more raids on hidden private collections but becomes acutely aware that Weissler is disregarding information on Atlantis, despite it holding such promising finds for a Third Reich desperately in need of technological prowess. Even so, she remains carefully guarded as to her private opinions and rises through the ranks to become Weissler's right hand.

WEWELSBURG

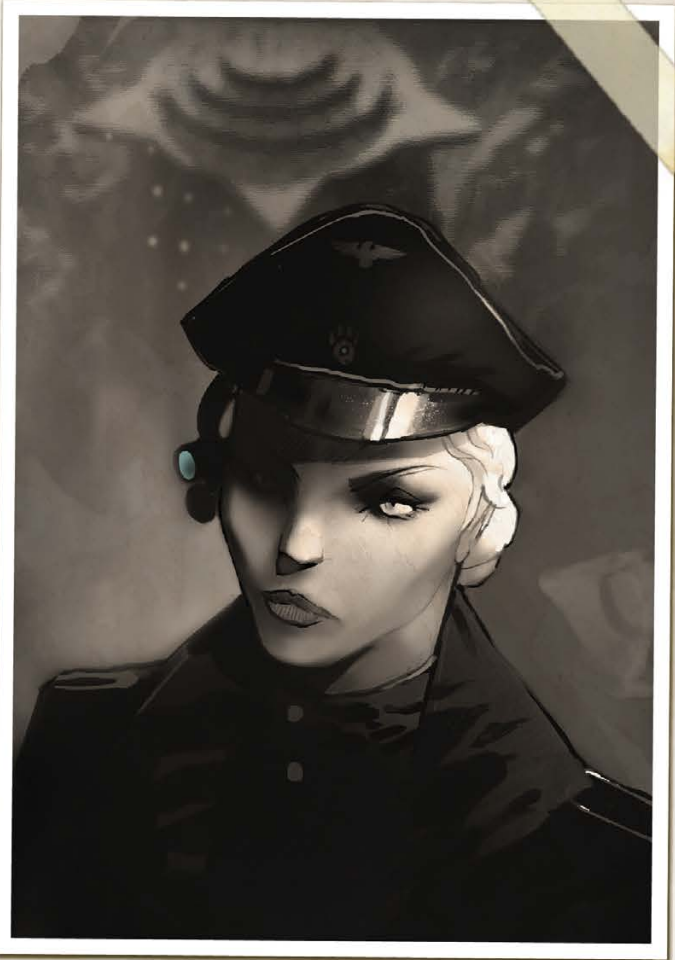
In the depths of Wewelsburg castle, Black Sun researchers continually pour over the numerous finds from their expeditions but Mina, now Weissler's deputy among the Priors, becomes increasingly frustrated at the wealth of technological clues being locked away so that her Master can focus on the incantations and spells also being unearthed. Pushed into raising the issue by her growing discontent, Weissler, incensed, goes as far as to forbid her from pursuing this line of enquiry any further, and becomes agitated at her lack of desire to unlock the mystical secrets of, to his mind, the more important Hyperboreans.

Realising the delicacy of her situation, Mina placates him, and in 1936 delivers something which buys her the time she needs. Whilst searching Sweden for clues to Atlantis, Mina's expedition instead stumbles upon ancient petroglyphs that match Hyperborean runes. Weissler is ecstatic and congratulates Mina on opening the door to "the glory to come", before shutting himself away to examine her findings.

The Birth & Growth of *Nachtwölfe*

Once it becomes apparent that Weissler's absence is going to be an extended one, Mina loses no time in opening the archives, and allows one of Black Sun's leading Professors, Krafft Heimburg (who shares her views) time to investigate the crates full of artefacts, scrolls, and other antiquities determined to be of no further use to Black Sun. He and his team work around the clock to quickly identify those pieces that are most promising.

Taking control of Black Sun, Mina uses every ounce of her resources to push forward experiments that would have been unheard of under Weissler. Heimburg even discovers hidden formulae unearthed in the Sumatran expedition where Mina had first met Weissler. This is the breakthrough Mina has been waiting for. Yielding terrifying results, Heimburg creates a serum that can be applied to inanimate tissue. The battle in the laboratory with the hideous creatures that arise out of the samples results in several dead, but the whole affair is quickly and efficiently covered up.



Turning her attention to weaponising her discovery, Mina proposes an aerosol version of the serum to be dropped as a bomb amongst enemy lines. Shipping Heimberg and his team off to a secret location, along with all the useful relics and her other loyal followers, Mina puts her plan into action. Arranging a special demonstration, allegedly on behalf of Weissler, Mina presents the weapon to the Nazi High Command at the research facility on Peenemünde. As the pile of flesh and bone takes shape on the test ground the High Command look on in horror, but Mina notices the look of calculation on the *Führer's* face. Mina's story to the *Führer* is simple: the Nazi regime is built on science and progress and, if the technology of the past can be harnessed, then the thousand-year Reich will have no limits, and even death's grip itself might be broken.

Emerging from his seclusion, Weissler is positively furious on discovering his lieutenant's betrayal, but Mina is already beyond his reach, having secured the "Noble Wolf" as her patron. Hitler at least recognises the game she plays, and knows that Black Sun will work quietly to bring an end to her treachery one day. But, for the moment, he is content to exploit her eagerness and her claims that she can bring the greatest war machines of the Third Reich to life.

Just as Weissler wows Himmler with Wewelsburg II, Mina unveils the plans for the Wolf's Lair to the German High Command in late 1940, which subsequently becomes

A Blue Funk

Unbeknownst to *Nachtwölfe*, it is not just the raw crystals that can influence the minds of its work force—the processed *Blauer Kristall* also affects those in close proximity to it, but only when present in much greater quantities. This grave miscalculation arises because most of those affected by Blue Madness are the low-level technicians handling the crystals and refining them into more useful forms. Those using equipment manufactured from *Blauer Kristall* tend to be more strong-willed than the laboratory drones and, as a result, are more likely to become host to the Render of Veils, rather than give in to his madness.

In the presence of over 2.2lbs (1kg) of raw crystals or 22lbs (10kg) of *Blauer Kristall* (p.121) for more than 8 hours at a time, characters must successfully roll Will against Fair (+2) every 8 hour period or suffer from strange visions as they sleep. Once they begin to have these visions, they must succeed at a further Will roll or succumb to a waking daydream in which they see the vista of the cosmos uncovered in all its true horror. If they do fall victim to the daydream, then every subsequent hour they must make another successful Will roll or wake up and begin killing every creature they can see, along with themselves, in the most terrifying manner possible.

Hitler's secret command centre in the East. Not content with providing her new Master with such a stronghold, she also reveals details of a series of increasingly powerful weapons that will turn the tide of the war. The *Führer* is astounded by the technological marvels she promises and, during the latter parts of the war, frequently goes on to expound about the wonder weapons that are in development, hoping that at least one of them will provide the key to victory.

At the height of the war *Nachtwölfe* expeditions range across the ancient world looking for caches of artefacts from time immemorial. A typical expedition team consists of a Force Master, several Specialists (such as archaeologists and technicians), and a security detail of *Wehrmacht*. With a growing arsenal of unusual equipment to trace, detect, and unearth the ancient relics they seek, the expeditions are capable of quickly gathering and shipping finds back to Fenrir's Seat, *Nachtwölfe's* secret experimental headquarters, in the Austrian mountains.

A Ticking Time-bomb

Little do Mina or Heimburg realise the true nature of the technology they are unleashing. Inextricably linked to the esoteric powers of the past, this “broken” science from Atlantis and Hyperborea promises power greater than the mythical atom bomb, but it comes at a terrible price. At

first it seems that the “Blue Madness” is merely a product of exposure to dangerous compounds, of which they still know so little, but as the war progresses Mina begins to fear that her Atlantean technology might not be so easy to harness as she once thought. Yet her belief in German ingenuity never fails her, and she is determined that they will find a way to tame the ancient beast. What she does not realise is that the signs of the Blue Madness are simply the mentally weaker victims succumbing to a malevolent power. The real danger lies in those that seem to carry on as normal, hiding the fact that *Nachtwölfe* is slowly succumbing to a terrible, dark, and malignant force that has lain undisturbed for millennia.

BLUE MADNESS

At first, the reasons for the sudden, violent breakdowns of *Nachtwölfe's* staff are a mystery, but the realisation slowly dawns that exposure to high concentrations of the odd blue crystals (originally found during the Sumatran expedition but since discovered in small quantities at numerous sites world-wide) are at the root of what then becomes known as the Blue Madness.

During the initial stages of the disorder, subjects stare off in to the distance for hours on end before suddenly “awakening” and killing themselves, and those nearest to them, by any means possible. Once the situation becomes clear, many victims are incarcerated at Fenrir's Seat or the Wolf's Lair, and studied to determine what can be done to reduce the effect, or cure the resulting homicidal tendencies.

The Blue Madness affects the weak-willed through prolonged exposure to large amounts of the blue crystals, thereby enabling them to hear their true name whispered through the feather-like touch of the Outer God Daoloth in their mind. Once opened to the actual nature of the cosmos, their minds snap when they regain awareness of their earthly surroundings, causing them to set about the violent destruction of themselves and everyone nearby. Those with stronger minds suffer great torment as Daoloth's essence takes over their very being, desiring to bring more of itself into this universe.

The Touch of Daoloth

What *Nachtwölfe* does not realise is that the blue crystals, and the *Blauer Kristall* material fabricated from them, each contain a tiny sliver of Daoloth. The Atlanteans' discovery and use of the crystals is one of the contributing factors in their downfall for, as well as providing great power, they also act as an unchecked gateway for Daoloth's passage into our dimension; as more and more accumulated in Atlantean society, so Daoloth seeped in to the minds of a people unprotected by the Pentacle of Planes.

Daoloth is the Keeper of the True Names of every being. Speaking his true name causes a person's hideous inner nature to be revealed, and as Daoloth's essence coalesced in

the dreams of the Atlanteans, its whisperings brought a lust for destruction, power, and wealth amongst the people which would ultimately bring about their demise. As Atlantis fell the survivors carried with them a few of the crystals, still blind to the dangers. Yet, as they dispersed, so did the concentration of Daoloth's essence. The Outer God became once again a fleeting wisp of thought, barely able to touch their minds.

As *Nachtwölfe* collects more and more of the blue crystals, Daoloth's presence is once again gathering. As its consciousness grows, it is becoming increasingly fascinated by this new world and is gradually taking control of the group's stronger minds. Continued exposure to *Blauer Kristall* weakens the mental strength of subjects and allows Daoloth's vitality to infiltrate their very being. To all intents and purposes, a victim appears to behave normally, but all those touched are unwitting pawns—cells in a massive hive brain that, when directed, will act as if the Ruler's will is their own.

Flexing its mental muscles like a newborn, Daoloth is already helping the *Nachtwölfe* scientists it has infiltrated to discover more crystals. One such example of Daoloth's intervention is the German Antarctic Expedition of 1938-1939. The ship, *Schwabenland*, and its attendant planes are equipped with rudimentary crystal detection apparatus and drop numerous Swastika flags from aerial reconnaissance flights to mark possible locations of crystal deposits for later collection.

It is only a matter of time before Daoloth sits fully formed in the minds of the most powerful *Nachtwölfe* members, with access to some of the most devastating technology available to man. It will then set Mina Wolff's technologists and warmongers on a very different course to the one she has

Daoloth is not necessarily evil, just
curious, and desires to open every mind to
the true nature of the cosmos.

planned. So far only select members of *Nachtwölfe* have been compromised, excluding Mina and her inner circle, whose personalities are sufficiently strong to have so far resisted Daoloth's tentative probing. But with the growing accumulation of crystals and Mina's desire to push experimentation further and faster in support of her beloved *Führer*, disaster cannot be far away.

Daoloth is not necessarily evil, just curious about the world, and desires to open every being's mind to the true nature of the cosmos. To this end, it will use *Nachtwölfe* to find every last trace of crystal. If Daoloth manages to coalesce via the convergence of the blue crystals without any kind of control, then its form will enter our universe, expanding until it engulfs the planet and destroys the Earth. The entire population will, as a result, be dispatched to different dismal dimensions and terrifying worlds from which there can be no return.

Hidden Fortresses

THE WOLF'S LAIR

Not shown on the publicly-revealed plans for the *Führer's* Eastern command centre, deep beneath the ground, through vast blast doors closed to even the highest ranking officials, lies the true Wolf's Lair. Designed to survive the destruction of the base above, and built in utmost secrecy, it lays the groundwork for the later, and greater, stronghold of Fenrir's Seat.

Of *Nachtwölfe's* three main bases, the Wolf's Lair forms the Operational Command Centre for its field operations in support of the *Wehrmacht*. The *Wolfszahn* (Wolf's Fang; p.90) are commanded from here.

PEENEMÜNDE

Destroyed in 1943 by the Allied Bombing raid codenamed Operation Hydra, the Peenemünde weapons facility is one of *Nachtwölfe's* earliest homes. The site sees the advancement of work on the prototype of *Der Adler*, a massive jet-powered aircraft that promises the *Luftwaffe* complete domination of the skies.

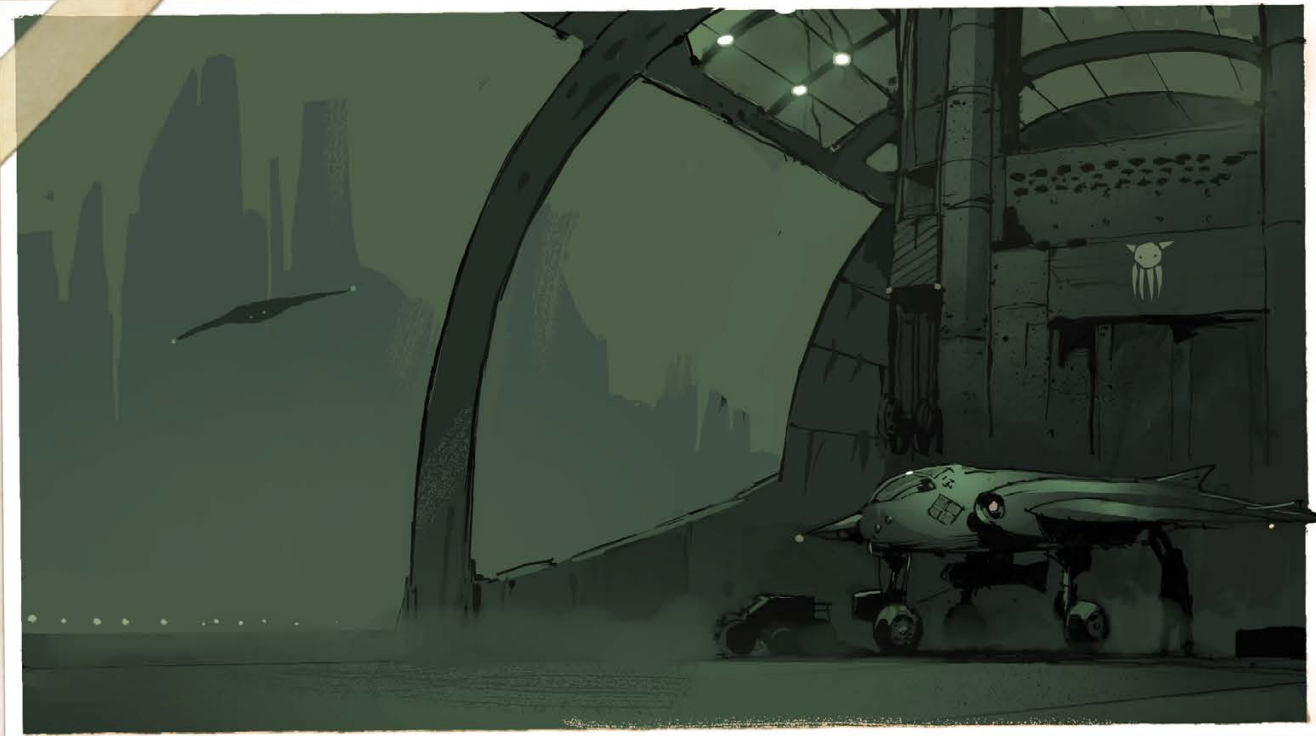
FENRIR'S SEAT

Evolved from the secret retreat inhabited by Heimberg and his researchers during *Nachtwölfe's* embryonic developmental stages, Fenrir's Seat does not come to the fore until after the loss of the Peenemünde base, although construction is ongoing throughout the early years of the war. Hidden deep in the Austrian mountains, and implementing many of the lessons learnt during the construction of the Wolf's Lair, it is the peak of Nazi base design, augmented by secrets lost since before recorded time began. Work on *Der Adler* moves here from 1943, alongside the *Wolfszorn* project (see *Achtung! Cthulhu: Guide to the Eastern Front* for more details).

Nachtwölfe at War

Nachtwölfe is active in several remote bases before the war starts, working hard to develop useful technology from the ancient techniques and artefacts liberated from Black Sun's vaults. Mina drives her technical team relentlessly as she fears Black Sun may make its move to release its fearsome god at any time, so they must be ready with the right equipment to protect the Third Reich, should the worst happen. It is not unknown for *Nachtwölfe* forces or, more particularly, officers or specialists, not to intervene in an attack on Black Sun by Allied forces, believing it is better that Black Sun are weakened whenever possible.

Nachtwölfe usually contribute highly trained units to *Wehrmacht* forces to test new equipment or provide additional specialist muscle when it is required, especially against Allied special forces. Sometimes there is a need for the full might of *Nachtwölfe* to be set against the Allies, and in these situations the Wolf's Fang are released.



WOLFSZAHN (WOLF'S FANG)

The Wolf's Fang is the only fully-armed force under the direct control of *Nachtwölfe*. Based out of the Wolf's Lair, and consisting of just one complete field battalion, it benefits from the latest experimental technology, making it a formidable foe. Troops consist of *Nachtwölfe*-trained *Wehrmacht* soldiers bolstered by *Nachtwölfe* specialists (for the operation of any unusual weaponry or vehicles the *Wolfszahn* finds itself deployed with).

Key Figures

GENERALOBERST MINA WOLFF, NACHTWÖLFE COMMANDER

Mina is the leader of *Nachtwölfe* and holds a theoretical rank of General in the *Wehrmacht*, but only for purposes of direct relations with the regular forces; for example, in order to requisition resources. To all intents and purposes, Mina is outside the normal *Wehrmacht* command structure as she reports directly to the *Führer* himself.

Appearance: Mina's striking beauty appears to place her in her late twenties. No-one remembers her changing much over the last two decades, as if time itself is standing still to applaud her countenance. Of course, those who enquire too closely about her exact age and origins are seldom heard from again. Mina's chiseled cheekbones, shoulder length blond hair (tightly bound under her commander's hat), and stunning bright blue eyes set her apart from the crowd. Her body is lithe, and she is extremely fit. Her stamina is legendary, as she works relentlessly driving her team to discover the lost secrets of the Atlanteans. More importantly, she is strategic in her thinking, achieves

the best from those around her, and lacks the desire for political games that cripples the Nazi leadership.

Aspects:

- **General of Nachtwölfe**
- **Utterly Merciless**
- **Unnaturally Ageless**

Skills:

Superb (+5) Will
Great (+4) Mythos and Provoke
Good (+3) Athletics, Empathy, and Lore
Fair (+2) Academics, Empathy, Mechanics, Sciences, and Survival
Average (+1) Contacts, Deceive, Fight, Pilot, Ride, and Rapport

Stunts:

Atlantean Adept. (p.92)
Arcane Mind. (p.155)
Insane. (p.193)

Languages: German, Aklo, Atlantean, English, Hyperborean, Latin, Norse Runes

Gear:

Riding Crop "Die Blaue Reitgerte", *Walther P38 Pistol*, *Shewolf Maschinenpistole* (Weapon:1 higher than normal)

Spells:

bind enemy, bind soul, blessing of the Black Sun, breath of the deep, brew dream drug, cloud memory, contact Nyarlathotep, create gate, curse of the putrid husk, deflect harm, dominate, dread equinox, Eibon's wheel of mist, elder sign, fist of Yog-Sothoth, flesh ward, implant fear, leech essence, mesmerize, mindblast, send dreams, summon/bind fire vampire, summon/bind hunting horror, and wrack

**OBERSTLEUTNANT OSKAR RICHTER,
COMMANDER (WOLFSZAHN BATTALION)**

One of the seven Inner Circle Obersts charged with the management of different departments, installations, and expeditions, Richter leads the *Wolfszahn* Battalion, an elite fighting force directly under the command of *Nachtwölfe*.

Appearance: his white hair belies a model of Nazi purity. Standing 6ft tall, his toned physique and regular work-outs inspire his men to high standards of their own personal fitness. The only person to have used the original *Vitalität* serum to enhance his fighting prowess, he regularly spars with the soldiers under his command, who will literally follow him to hell if he so ordered. Richter is rarely seen in the full officer's uniform normally expected of commanders, instead preferring to get his hands dirty at the frontline, taking personal command of the experimental tanks with a guard of Specialists, Stalkers, and Force Masters by his side.

Aspects: • *Leader of the Wolfszahn Battalion*
• *Getting My Hands Dirty*
• *Nerves of Steel*

Skills: *Superb (+5) Provoke*
Great (+4) Fight and Physique
Good (+3) Soldier, Survival, and Will
Fair (+2) Athletics, Lore, Operate, Shoot, and Tradecraft
Average (+1) Contacts, Deceive, Empathy, Mechanics, and Mythos

Stunts: *Atlantean Adept.* (p.92)
Stand to Attention! (see p.76 of the *Fate Investigator's Guide*)

Languages: German

Gear: *Knife, Luger P08 Pistol, Kar. 98k Rifle, MP40 Maschinenpistole*

Die Blaue Reitgerte

During initial experiments with the recovered blue crystals, *Nachtwölfe* scientists applied various extracts to innumerable materials, one of which was leather. Although the leather acquired a bluish tinge and was slightly tougher than usual, the scientists were unable to come up with a practical use for it and so instead fashioned a riding crop for their commanding officer, Mina Wolff. A keen horsewoman, Mina is never without the riding crop, or "*Die blaue Reitgerte*" as it is known, a much feared implement that she has been known to use on those who betray or fail her. Although it inflicts no more damage than an ordinary crop, the wounds have an unnatural indigo tinge to them, and are both difficult and slow to heal.

**HAUPTMANN GERD SCHMIDT,
COMMANDER (WOLF GUARD)**

Schmidt is in command of the *Nachtwölfe* elite Wolf Guards charged with Mina's personal security. An image of perfection, his precision command of the guards is matched only by his immaculate appearance. The company, drawn from the very best *Nachtwölfe* Specialists, Stalkers, and Force Masters, can be found testing the most powerful of *Nachtwölfe* equipment when pressed, but their number one priority is to ensure no Black Sun or Allied agents get close to Mina. Schmidt also has a hidden past, appearing from nowhere amongst the ranks of *Nachtwölfe* from the outset and assigned to the position of Captain of the Guard by Mina herself.

Appearance: Schmidt is stony-featured, with an unreadable face and inscrutable eyes. In many people's opinion, it is as if the devil himself is watching for any sign of trouble in those around Mina.

Aspects: • *Leader of the Wolfszahn Battalion*
• *Getting My Hands Dirty*
• *Nerves of Steel*

Skills: *Superb (+5) Provoke*
Great (+4) Fight and Physique
Good (+3) Soldier, Survival, and Will
Fair (+2) Athletics, Lore, Operate, Shoot, and Tradecraft
Average (+1) Contacts, Deceive, Empathy, Mechanics, and Mythos

Stunts: *Atlantean Adept.* (p.92)
Stand to Attention! (see p.76 of the *Fate Investigator's Guide*)

**Nachtwölfe Shewolf
Maschinenpistole**

Based on the Mauser C96 M1932 *Schnellfeuer-Pistole*, the *Nachtwölfe* Shewolf *Maschinenpistole* was designed and built by *Nachtwölfe* engineers for their Commander. She owns the only confirmed example of the weapon, although it is rumoured that a replacement was built in case the first was ever lost. The weapon is a fully automatic machine pistol capable of firing thirty rounds in one go. Mina has practised with the weapon, training herself to fire single shots or short, three-round bursts.

The gun was the result of initial *Nachtwölfe* experiments with *Blauer Kristall*. The result was a weapon with a slight, if unnatural, blue finish, and the weapon has double the muzzle velocity of a standard C96. When fired, the weapon's muzzle flash is a singular azure which makes it stand out on the battlefield. The recoil is inexplicably ferocious compared to the normal C96.

New Stunt: Atlantean Adept

Even in the secret war, most people do not have familiarity with the ancient artefacts of Atlantis. Characters with this stunt can use Lore for knowledge about Atlantean technology, as well as the use of it; you can also take Atlantean Technology as a Lore specialisation. For Force Plates (p.122) and other physically-oriented technology, use the appropriate physical skill: Fight, Shoot, Physique, etc.

Those without this stunt might be able to use Atlantean technology at Mediocre (+0), depending on the situation.

Languages: German

Gear: Knife, Luger P08 Pistol, Kar. 98k Rifle, MP40 Maschinenpistole

PROFESSOR KRAFFT HEIMBURG

Krafft Heimburg is the ex-chief of Laboratory Number 7 at Wewelsburg Castle, the very lab that was destroyed in Mina's first experiment. Abandoning Black Sun with his Mistress, he too believes the technology of the ancients is the key to unlocking the greater mysteries of the universe and creating a global Third Reich. Heimburg is a practical man and has embraced Mina's vision wholeheartedly, throwing himself into developing the equipment and breakthroughs she needs.

Appearance: although in his late forties, Heimberg is somewhat well-honed for a scientist, having served as an apprentice engineer in World War One before being introduced to the Thule Society, where he was a member of their fledgling science team. A faint whisp of grey mars his jaunty, swept-back hair but is complimented by his deep green eyes. Lately he has been having strange dreams of bizarre geometric contraptions, which he puts down to the late hours he and his team have been pulling on the latest Atlantean inventions.

Aspects:

- *Occultist and Scientist*
- *Devoted to the Fatherland*
- *Strange Dreams*

Skills: Great (+4) Mechanics and Sciences (Physics)
Good (+3) Fight, Lore, and Will
Fair (+2) Academics, Investigate, Mythos, and Tradecraft
Average (+1) Athletics, Physique, Rapport, Shoot, and Survival

Stunts: Atlantean Adept. (p.92)

Demolitions Spy. (see p.82 of the *Fate Investigator's Guide*)

Insane. (p.193)

Languages: German, Atlantean, English, Hyperborean

Gear: Walther P38 Pistol

Spells: *chant of thoth, cloud memory, deflect harm, Eibon's wheel of mist, elder sign, fist of Yog-Sothoth, flesh ward, mesmerize, and mindblast*

Nachtwölfe Forces

Nachtwölfe are known by their distinctive fitted, field grey and black uniforms, although it is the (typically blue) light emitted by strange artefacts and experimental equipment in their helmets or utility belts that usually mark them out. Whilst other German uniforms are often fitted for effect, these seem more practical and designed for extreme conditions. The designers, aware of the exact nature of their biggest enemy, have thought ahead to conflicts with Mythos forces, knowing that *Nachtwölfe* will be in the frontline against Black Sun when, as Mina suspects, they finally turn on the Third Reich.

Field forces tend to wear NW Chest Armour (made from Blau Kristall; Armour:2) and unusual German infantry helmets, which are slightly bulkier than normal; an even more modified version exists for the elite *Nachtjäger* units (p.93). In harsh conditions, forces will wear the *Nachtwölfe* breather (p.121), which completes the helmet and uniform to make an environmentally-sealed protective garment.

STÄRKEMEISTER (FORCE MASTER)

The Force Master is called on to the battlefield only at critical moments, but his very appearance has proven disastrous for Allied forces. Of all the devotees serving with *Nachtwölfe*, its *Stärkemeister* undergo the most focused training regime, dealing exclusively with force plates (p.122) and ignoring other pieces of Atlantean-derived technology. This intensive instruction takes approximately three months to complete, after which they are assigned to the field. A newly trained Force Master is not considered by his peers to be one of their elite number until he has managed to kill the entire crew of an enemy tank using his force plates.

Dressed as officers, these Masters are usually in charge of a varying number of Specialists, with the exact number assigned to each team dependent on the mission objectives.

Aspects:

- *Elite Shock Trooper*
- *Master of Atlantean Weaponry*

Skills: Good (+3) Athletics and Fight
Fair (+2) Physique, Provoke, Survival, and Tradecraft
Average (+1) Mechanics, Mythos, Shoot, Soldier, and Will

Stunts: Atlantean Adept. (p.92)

Force Plate Master. +1 to attack rolls involving Force Plates.

Languages: German

Gear: *Gauntleted Fist, Eisenstachel Knife, Luger P08 Pistol, Force Plates* (p.122)

SPECIALIST

There are many Specialists in *Nachtwölfe's* forces, although the focus is very much on quality rather than quantity. They are often assigned to *Wehrmacht* units rather than forming their own distinct fighting cohort, as each Specialist is, technically, a "force" in his own right—from snipers to assassins, technical experts to experimental pilots to weapons operators, these one man (or woman) geniuses are the backbone of *Nachtwölfe's* ground troops. Statistics for two particular Specialists, the Field Tester and the *Nachtjäger* Sniper, are shown below.

NACHTWÖLFE FIELD TESTER

Aspects: • *Nachtwölfe Specialist*
• *Experimental Researcher*

Skills: *Good* (+3) Academics and Sciences
Fair (+2) Investigate, Lore, Mechanics, Shoot, and Will
Average (+1) Athletics, Fight, Mythos, Physique, Rapport, and Survival

Stunts: *Atlantean Adept.* (p.92)

Languages: German plus two more languages, one related to the Mythos

Gear: *Walther PPK Pistol, MP40 Maschinenpistole*

Spells: Some may know one or two spells

Notes: Pick one or two specialisations in Academics or Sciences.

NACHTJÄGER SNIPER

Aspects: • *Nachtwölfe Specialist*
• *Sniper*

Skills: *Good* (+3) Shoot and Survival
Fair (+2) Athletics, Physique, and Tradecraft
Average (+1) Fight, Lore, Mythos, Soldier, and Will

Stunts: *Atlantean Adept.* (p.92)

Master Concealer. Use Survival for Stealth in sniper and other warzone situations.

Languages: German

Gear: *StGw44 Assault Rifle, Kar. 98k Bolt-action Sniper Rifle*

Spells: Some may know one or two spells

Notes: Some may have the Natural Shot stunt to use Shoot as Heavy Weapons (p.79 of the *Fate Investigator's Guide*).

STALKER

The Stalker's role is to back up *Nachtwölfe* or *Wehrmacht* frontline troops with their superior firepower. Candidates for *Nachtwölfe* Stalker training have to be at the peak of their physical fitness and undergo a three month programme of intense physical training combined with daily injections of an experimental concoction known as *Vitalität IX* (p.94). The strength of the drug is increased throughout the programme, causing the candidate to physically bulk up in terms of strength and stature. At the same time, the candidate loses cognitive reasoning capacity while becoming ever more aggressive.

Appearance: at a menacing 7ft (2.1m) tall, a Stalker is more than strong enough to carry the heavy *Jagdgewehr StGw43A* experimental gun in his muscled arms, while his grey and black uniform struggles to contain his oversized form. His massive physique, armoured gauntlets, and specialised equipment give the impression of fighting something distinctly otherworldly on the battlefield.

Aspects: • *Nachtwölfe Shock Trooper*
• *Experimental Treatments*



*Nachtwölfe
Stärkemeister
(Force Master)*

The Spice of Life

Although hoping to discover a desperately needed cache of rare blue crystals, during one of *Nachtwölfe's* many digs in the Middle East archaeologists unearthed something completely unexpected but equally intriguing.

Inside an elaborately decorated box of unknown origin, they found four carved quartz vials, three of which were unfortunately broken. The fourth contained a small quantity of a milky fluid, which detailed analysis revealed to have a remarkable "boosting" effect on living tissue. Keen to see if the serum could enhance his soldiers, *Obertsleutnant Richter* volunteered to become the first human test subject.

Spurred on by the obvious improvements in Richter's physique, stamina, and reflexes, *Nachtwölfe* scientists then began to develop their own version of *die Vitalität* (as they had christened the serum), as there was far too little of the original material left to use in an expanded training programme. Unfortunately, an exact reproduction proved impossible. Precisely what happened to those tested with *Vitalität I-VIII* is a closely guarded secret, but with *Vitalität IX* the researchers have come up with a compound that, whilst far from perfect, does at least enhance the subject's physical prowess (albeit at the expense of their intellectual acumen).



Skills: *Superb* (+5) Physique
Great (+4) Shoot
Good (+3) Fight and Survival
Fair (+2) Deceive, Tradecraft, and Will
Average (+1) Lore, Mechanics, Mythos, and Soldier

Stunts: **Atlantean Adept.** (p.92)
Demolitions Spy. (p.82 of the *Fate Investigator's Guide*)
Natural Shot. Use Shoot for Heavy Weapons. (p.79 of the *Fate Investigator's Guide*)

Languages: German

Gear: MP40 *Maschinenpistole*, either *Jagdgewehr StGw43A Assault Rifle (with underslung grenade launcher)* or *Flammenwerfer 41*

NACHTWÖLFE FIELD RESEARCHER

The Field Researcher's task is to scour the globe hunting for lost technology, Atlantean or otherwise, for *Nachtwölfe's* scientific and engineering teams to repurpose to the Nazi cause.

Aspects: • **Nachtwölfe Specialist**
 • **Globe-Hunting Researcher**

Skills: *Good* (+3) Academics and Lore
Fair (+2) Sciences, Rapport, and Will
Average (+1) Athletic, Mythos, Physique, Shoot, and Survival

Stunts: **Atlantean Adept.** (p.92)

Languages: German plus two more languages, one related to the Mythos

Gear: *Walther PPK Pistol*, *MP40 Maschinenpistole*

Notes: Pick one or two specialisations in Academics or Sciences

NACHTWÖLFE SCIENTIST

The Scientist is rarely let out into the field as he has far too much to work on in the (relative) safety of his laboratory.

Aspects: • **Nachtwölfe Specialist**
 • **Laboratory Scientist**

Skills: *Good* (+3) Mechanics and Sciences (any specialisation)
Fair (+2) Academics, Investigate, Mythos, and Will
Average (+1) Athletics, Physique, Lore, Shoot, and Survival

Stunts: **Atlantean Adept.** (p.92)

Languages: German plus two more languages, one related to the Mythos

Gear: *Walther PPK Pistol*



CHAPTER 6

Planes, Trains, and Things That Go Bang

The majority of the military and covert equipment likely to be needed by player characters can be found in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, Chapter 7. This chapter deals, instead, with the various vehicles they are going to encounter in the course of their investigations and just how long it takes to get from A to B during wartime, as well as the weaponry and equipment that the characters are likely to stumble across when they finally get where they are going. It also covers those items used by the various nefarious forces pitted against them.

GETTING ABOUT

The Wild Blue Yonder

Most trans-continental travel during the period of the Secret War is by ship, with journeys that take days or even weeks. Air travel is faster and, in some ways, more convenient but only major or strategically-located cities have airports, some consisting of no more than simple runways with aircraft fueling stations. Flying long distances during this period usually requires one or more refuelling stops along the way, due to the limited range of aircraft at this time. This regularly makes trips far more circuitous than they would be today.

Air travel is also prohibitively expensive, so much so that only high-ranking government officials or the very wealthy can usually afford such transportation. During the war, critical personnel and equipment are flown overseas, but the vast majority of goods, equipment, and people travel by train across country, and by ship across the seas.

Because of the lack of runways long enough to accommodate larger aircraft, transatlantic flights are made in

planes designed for water landings called, appropriately enough, "flying boats". In March, 1939, Pan American Airlines makes its first transatlantic flight in a Boeing 314, nicknamed "*The Yankee Clipper*", from Botwood, New Foundland, Canada, to Foynes, Ireland, with a scheduled flight time of 29hrs. Fully loaded with passengers and limited cargo, the *Yankee Clipper* typically flies at 155mph (251km/h). In June, 1939, Pan Am begins a regular passenger service between New York and Marseilles, France. The single, one-way fare is \$375, the equivalent of over \$5,000 today. The following month, services begin from New York to Southampton, England.

Table 3:
Key Air Travel Distances

Route	Distance	
	(miles)	(kilometres)
Chicago to New York	718	1156
New York to Marseilles	3952	6361
London to Paris	235	378
Paris to Berlin	563	905
Berlin to Rome	761	1225
Rome to Cairo	1296	2096

Table 4: Key Airports

Name	City Serving	Country
Aspern Airfield	Vienna	Austria
Kbely	Prague	Czechoslovakia
Le Bourget	Paris	France
Berlin Tempelhof	Berlin	Germany
Ciampino	Rome	Italy
Anfa Airport	Casablanca	Morocco
Airport Schiphol	Amsterdam	Netherlands
Welschap	Eindhoven	Netherlands
Waalhaven	Rotterdam	Netherlands
Warsaw-Okecie Airport	Warsaw	Poland
Lisbon Portela Airport (1942)	Lisbon	Portugal
Croydon	London	UK
Newark Airport	New York/ New Jersey	USA
North Beach Airport	New York City	USA
Chicago Municipal Airport	Chicago	USA
Miami International Airport	Miami	USA
Miami Municipal Airport	Miami	USA
Mills Field Municipal Airport	San Francisco	USA

The Open Road

Travel by automobile is more likely during this time period, as cars become more affordable and the road networks improve. During the war, Germany has an excellent highway system, the *Reichsautobahnen*, which by 1945 has over 2,200 miles (3,600km) of completed roadway. Another 1,500 miles (2,400 km) is under construction when wartime shortages put a halt to the project. Useful for the rapid movement of troops within the country, it also serves as a means for those who own, or have access to, a car to get out of the city and enjoy the countryside. Even at the height of German economic expansion in the 1930s, there are few civilian cars to take advantage of this boon to the automobile. There is one drawback to the *Reichsautobahnen*, though:

it has no direct connections to the cities, and is primarily a rural network. City drivers have to negotiate urban streets followed by country lanes, sometimes for hours, just to get to the highways.

Many roads within cities all over Europe and the United States are often still cobbled stone, complete with street-car or tram tracks, and prove to be rough rides even at low speeds. Many European cities have narrow streets and lanes, most of which date back to Medieval times. Widening such thoroughfares is almost impossible due to the buildings which line them, unless massive reconstruction is undertaken. Delivery wagons and trucks parked at the kerbside can form very effective roadblocks, sometimes for hours at a time.

In the United States, the Works Progress Administration (WPA), established in 1935, employs millions of Americans in carrying out public works projects, including substantial upgrades to the country's infrastructure, not to mention numerous roads and bridges. City roads are improved to a large extent, replacing cobbled brick streets with concrete ones, along with the paving over of dirt roads.

Making Tracks

Because railway lines are extensive and ubiquitous throughout Europe and the majority of the United States, trains are the most common means of rapid land transport. While European trains do not go to every single village or hamlet, they can usually get you very close to your final destination, and every city of consequence has at least one railway station, with major cities usually having two or more. Major rail hubs exist not only in the largest cities, but also in strategic locations. Passenger trains routinely make speeds of 35mph (56 km/h), with freight trains averaging around half that, although the fastest are a mere ten to thirty percent slower.

During this time approximately eighty percent of all manufactured goods travel by train at some point between being produced and being utilised. Trains are the lynchpin of all industrial economies leading up to the war, which is what makes them such tempting targets for sabotage during the conflict. Germany, in particular, uses trains to transport

Major rail hubs exist not only in the largest cities, but also in strategic locations.

goods, troops, and vehicles for rapid deployment as part of the infamous *Blitzkrieg*, making them even more vital to the war effort, a fact which the Allies exploit in bombing raids against the German railroad infrastructure.

The standard boxcar of the time is approximately 40ft (12m) long by 10ft (3m) wide, and can accommodate approximately 50 tons of goods. Many variations exist, and specialised train cars are developed for carrying everything



Photo: 2011 - Departure of young recruits from the station, Berlin, 1937 - Bundesarchiv, Bild 183-015446 / 00-S1-SA.

from coal to liquids to frozen foods. Typically they are made of wood with a steel frame for reinforcement; the carriage and wheels are steel, with a wooden bed for the cargo. Flatbed cars, which have existed for much longer, can carry more by stacking the goods higher, with the only limitation being the height of tunnels and bridges under which the train needs to pass. Flatbed cars are open to the elements, and thus not suited for every type of cargo, but work perfectly well for tanks, artillery pieces and cars, and so are used for the transportation of larger goods throughout the war.

Life on the Ocean Wave

Ships are not as fast as planes, but can carry far more cargo at a much lower cost, and do not need to stop to refuel anywhere near as often as their aerial competitors. In a relatively speedy passenger liner it takes up to a week to cross the Atlantic from New York to the ports of Southampton or London, but the journey is likely to be more comfortable than in the cramped conditions onboard an aircraft. Protected by destroyers and other armed escort vessels with anti-submarine weaponry, ships are arranged into large convoys which serve to minimise shipping losses, whilst also exacting a heavy toll on the German submarine fleet.

Convoy speeds are slower to allow the entire group of ships to stay together, as well as allowing time for reconnaissance of the path ahead. Cargo and troop ships, which are much slower than passenger liners, can take as long as two weeks to cross the Atlantic, averaging a speed of less than 10 knots.

Track Gauges

By the late 1930s nearly all European nations have standardised track widths, at least within a given country. The Soviet Union is a notable exception. It is entirely possible for a set of goods travelling from the European part of the Soviet Union to the Pacific Coast to have to be unloaded, shuttled some distance by wagon, and reloaded onto another train more than once because neither train can operate on the tracks of the other. This mismatch becomes a nightmare for the Soviets when trying to supply troops with desperately-needed supplies from behind the frontlines, as well as presenting a significant opportunity for the enterprising smuggler. After all, it is a relatively simple matter to insert a parcel, or even a wagonload of goods, during road transit, allowing it to disappear amongst the rest of the cargo.

CARGO SHIPS

A vast number of cargo ships are constructed specifically to ferry materials and supplies from the United States to England and the Soviet Union. Many of these, dubbed "Liberty Ships", are produced to replace British shipping losses due to German U-boat activity, and to transport vast quantities of Lend-Lease weapons and equipment to Europe. The standard model is over 440ft (134m) long, has a draft of 28ft (8.5m), and a cargo capacity of more than 10,000 tons. The Liberty Ships can manage a speed of 11 knots on the open

Table 5: Key Ports

Name	Serving	Name	Serving	Name	Serving
Alexandria	UK/Egypt	Danzig	Germany	Naples	Italy
Algiers	France/Algeria	Gibraltar	UK/Gibraltar	New York	United States
Antwerp	Belgium	Hamburg	Germany	Oran	France/Algeria
Athens	Greece	Hong Kong	UK/Hong Kong	Rotterdam	Holland
Barcelona	Spain	Istanbul	Turkey	San Francisco	United States
Beirut	Lebanon	Kiel	Germany	Shanghai	Japan/China
Benghazi	Italy/Libya	Le Havre	France	Singapore	UK/Malaya
Bergen	Norway	Leningrad	Soviet Union	Southampton	UK
Bombay (Mumbai)	UK/India	London	UK	Sydney	Australia
Boston	United States	Lisbon	Portugal	Trieste	Italy
Bremerhaven	Germany	Lübeck	Germany	Tripoli	Italy/Libya
Calcutta	UK/India	Marseilles	France	Valletta	UK/Malta
Cape Town	UK/South Africa	Mombasa	UK/Kenya	Valencia	Spain
Casablanca	France/Morocco	Murmansk	Soviet Union	Yokohama	Japan

ocean, and can travel up to 20,000 nautical miles (23,000 miles/37,000 km) without a major refit or maintenance.

Weather plays a strong hand in determining a ship's speed. Fighting against 20ft (6m) high waves during a storm is likely to reduce forward speed to almost nil. To better manage fuel economy, most ships travel at significantly less than their top speed, often operating at half their top rate. Ships with a faster top speed do not necessarily slow down by a full half, but the assumption is a good starting point for calculating travel times.

Tramp steamers are a ubiquitous sight in major ports. Independently owned and operated, they go from one cargo delivery job to the next, hoping to find a new commission once they have dropped off their current shipment. As such, the captains of these ships try to stay on good terms with harbourmasters, as such relationships are vital when attempting to find out who needs what. Tramp steamers tend to be a more anonymous way to travel, and the extra money brought in by carrying a few passengers helps to keep the ship afloat during leaner times.

Although tramp steamers vary a great deal in terms of size, cargo capacity, and the integrity of their captains and crew, a good reputation is key for the captains of these independent vessels. As a result, they are very careful to appear trustworthy to ensure that their customers speak highly of them. Unless a shipping contract is especially lucrative, and

thus worth the high risk, most tramp steamers steer clear of war zones for fear of being detained, seized, or even sunk, possibly with all hands aboard.

Cargo ships typically have large, waterproof doors set in a hatch cut into the upper deck, with the cargo loaded in either by a crane in port, or by the ship's own set of winches. Loading and unloading a cargo ship is very time-consuming, and to maximise the profit from any given trip, ships tend to pack every square inch of the hold with goods. Much mail is often carried by ships such as these, though post is generally packed in a compartment separate from the cargo hold. As a rule, carrying mail is a very profitable business. It pays far better per pound than typical cargo, and is small enough not to interfere with the ship's regular cargo manifest. In a pinch, sacks of mail can be stored safely and securely in the captain's quarters, generating extra income for the ship's owners while taking up no cargo space at all.

For the right price, less scrupulous captains of cargo vessels might be induced to transport passengers or small shipments of goods off the books. These are dangerous times, when even a hint of suspicion can end with a lengthy stay in prison without any charges filed against the suspect. With this in mind, refugees, those fleeing persecution or the police, and various others, frequently attempt to use such vessels to make their way to a foreign port in search of shelter. However, some individuals seeking to flee

**Table 6:
Key Distances By Ship**

Route	Distance		
	(miles)	(nautical miles)	(kilometres)
New York to London	3455	3003	5561
London to Gibraltar	1091	948	1756
Gibraltar to Beirut	2298	1997	3699
Gibraltar to Cape Town	5203	4520	8372
Cape Town to Calcutta	6094	5296	9808
Calcutta to Sydney	5671	4929	9128
Sydney to San Francisco	7420	6448	11941

their homelands never arrive at their destination. They may have been robbed and dumped overboard while at sea, surrendered to the authorities before the ship leaves port, or they have jumped ship somewhere else in order to more successfully disappear.

Table 5 contains a list of major shipping ports active in the 1930s. Whilst extensive, it is not a complete manifest. Many smaller ports exist, which may better serve the needs of the GM or the player characters by being farther from government intrusion, or perhaps closer to remote, desolate places where people have not ventured for ages.

Crossing Borders

Paranoia is running high both before and during the war, and for good reason. While crossing borders in pre-World War Two Europe is relatively simple, if time consuming, crossing national borders during the conflict, particularly if attempting to enter hostile territory, is difficult at best. Typical pre-war modes of transport are mostly off-limits to civilians. Train transport within a country is still viable, though often crowded with soldiers making their way to their muster stations.

Crossing borders without government knowledge or approval requires darkness for the best chance of success, and great care is needed to avoid well-populated areas and the greater number of military patrols you can expect there. The various resistance forces in occupied territories can generally be relied upon for assistance, but even they are not without double-agents and profiteers. Turning in a random group of foreigners to a patrol of soldiers might net the agent a good

Smuggling

Moving goods and people across guarded borders is a difficult proposition at best. Most of the time, smugglers rely on bribing or blackmailing border guards into clearing goods without inspection, and these methods generally work quite well, save for the occasional surprise inspection by visiting officials.

deal of money, or possibly some huge favours, if they have the right contacts. Usually these turncoats are discovered and "removed", but the use of such underground networks still takes time and careful planning.

TUNNELS

Humans have been tunnelling for longer than recorded history. Even today, tunnels are a necessary means of transporting contraband across national borders, so it stands to reason that such is also the case during the war years.

Successful tunnelling requires an engineering skill. Shoring up tunnels properly to prevent cave-ins, avoiding areas where the soil is too loose, and steering clear of water sources and underground structures are just a few of the hazards inherent to the task in hand. Tunnelling also requires time and a great deal of manpower, particularly when those involved in this arduous task usually have to resort to hand-held tools to avoid attracting the sort of attention that more efficient, but far noisier, equipment can bring.

Unless they are being used to overcome barriers that cannot be crossed by conventional means, most tunnels are designed to allow people or goods to leave or enter a "hot" zone without detection by the authorities and, to this end, they often connect to existing cave or sewer networks to hide entry and exit points.

*There's been more than
smugglers in some of
these tunnels by the looks
of things.*

—Capt. Harris



MOVING ON

In the roving landscape that is World War Two, vehicles are often key to winning and losing battles, so situations involving them can and will come up in *Achtung! Cthulhu*. Because of *Fate's* focus on dramatic conflict and on a faster, looser style of play, vehicles in *Achtung! Cthulhu Fate* have no absolute statistics. As with the scale rules on p.135, vehicles are relative.

Using a vehicle—whether piloting it, using an on-board weapon, fixing or sabotaging it, etc.—is primarily based on relevant character skills. By default, this is all that you need in order to use a vehicle; having the vehicle is simply the permission that allows you to use that skill, just as with other equipment (see the Equipment chapter in the *Fate Investigator's Guide* for more details).

When it comes to using vehicles in conflicts, though, they get a little bit more detail. Since most situations will involve smaller land vehicles—cars, jeeps, tanks, etc.—these rules will focus on them first, and then broaden out to cover aircraft and sea vessels.

Some of these rules—notably edges and problems—can be easily transplanted to other sorts of equipment (remember, vehicles are just equipment you ride in!) or other situations.

Vehicle Stress & Consequences

If a vehicle is attacked (which is different from attacking a passenger in it), the pilot's skill is used to avoid the attack. When that fails, the attack's stress is inflicted on the vehicle, as if it were its own character.

By default, civilian vehicles have just a 1-stress box, and for the purposes of scale, are the same scale as a person when defending. (Note that ramming someone at high speed, on the other hand, would have scale against a person.)

Light military vehicles (such as jeeps and halftracks) have a 1-stress and a 2-stress box, but don't necessarily have scale.

Heavy military vehicles (such as tanks and tank destroyers) have at least a 1-stress and 2-stress box, and do have scale against people and light vehicles.

Vehicles also have two consequences: a mild consequence and a moderate consequence. After that, they are taken out. They do not inherently have any options to concede—people concede fights, things don't.

Edges: Aspects & Stunts

Sometimes, a given vehicle will have an edge over another, such as being faster, more manoeuvrable, etc. These are edges, which are covered as either being aspects or equipment stunts.

A minor edge would just be an aspect, which is either an inherent aspect the vehicle has or a situational aspect created by an advantage. (These aren't special rules, just a reminder that an aspect covers many edges a vehicle can have.) It is worth noting that the vehicle might be in a situation where it has an advantage—such as *Faster* or *More Manoeuvrable*—which is effectively an inherent aspect that could go away. These don't start a free invocation, because no action was taken to make them as you would in creating an advantage.

On the other hand, an inherent minor edge is an edge that is true regardless of the current opposition, such as *Experimental Engine* or *Reinforced Armour*. As with

situational advantages, these are aspects that need to be invoked in order to have a discernible effect on the conflict, but they don't rely on the situation to be true.

(If you are familiar with the Gear Aspects section on p.16 of *Fate System Toolkit*, this is akin to that concept.)

A major edge takes the form of both an aspect and a stunt, and both are always inherent to the vehicle. For example, the **Experimental Engine** could be a major edge that gives a +1 bonus to Drive actions involving going in a smooth, straight line, as the driver flips a switch that causes it to burn extra fuel for acceleration; but it can only be done twice before needing to be refilled. Other stunts suitable for equipment include weapons, armour (giving it additional stress boxes or even a mild consequence in lieu of a skill bonus), etc.

Only noteworthy vehicles should have any inherent edges. Don't go overboard on edges; keep to two minor inherent edges at most, or one minor and one major, when writing up a vehicle. For vehicles found on the fly, assume they have no inherent edges—unless it is an especially interesting moment, or if a PC used a skill to acquire the vehicle and succeeded with style.

Problems: Aspects & Consequences

Problems are critical issues that make your vehicle worse than it should be, like a flat tire or a damaged engine. Such problems are handled by being pre-filled in consequences, which means they are not only detrimental aspects, but they also limit the vehicle's longevity in a fight.

You can cause situation-based problems for a vehicle, such as **Overburdened** due to having far too many people or too much equipment on board. These are considered situation aspects that will likely be compelled, but not aspects that fill consequence slots—for that, you will need to apply an attack action as usual.

If you have enough uninterrupted time to inflict critical damage, you could justify that as the aspect you create

Recovering from Vehicle Consequences

There are two ways to address recovery from vehicle consequences, which depend on the nature of the consequence. Those that are easily overcome without skill, such as addressing **Out of Gas**, can be handled by getting yourself and that vehicle into a situation to remedy it. But for those that require taking time and energy to fix, that's handled by the Mechanics skill.

Unlike with people, though, once a vehicle consequence is addressed, it's gone. Vehicles aren't important enough in the story to have the effects of consequences linger on.

actually creates a consequence (such as using Mechanics to create **Severed Brake Line**). Such moments are up to the group and the GM to adjudicate, but understand that you can only apply such consequences where there's not someone actively opposing you. (This is the vehicle version of an unavoidable attack, p.138, but since vehicles aren't characters, they don't get a passive defence roll.)

Scale

Vehicles often have scale on people (and sometimes on other vehicles), and are in fact the chief use of the scale rules. See those rules on p.135 for more detail.

Vehicles & Real-World Stats

Vehicles have real-world statistics that are easy to look up in our modern age, such as a cruising and top speed, handling, manoeuvrability, gas mileage, and so on.

Of particular note is how fast or far a vehicle can move in a given conflict. A handy default is to apply the scale rules, and assume that for one zone a person can walk, a faster vehicle can go four. But because zones are flexible and terrain is an abstraction, the specifics are left up to the group and the GM's senses of narrative aesthetics and story logic.

Non-Land Vehicles

All of these vehicle rules apply to aircraft and sea vessels. Nearly every aircraft is light, so their defence is based on having speed scale rather than defensive scale. Sea vessels, on the other hand, have defensive scale, partly because they are

Safety Over Style

Possibly one of the most iconic images of the war is that of the tank, thundering across the landscape in pursuit of the enemy. Certainly, World War Two brings the destructive power of such mobile gun platforms to the fore, but as vehicles go, tanks are not the most efficient means of transport. They do, however, deliver a level of security and protection to their occupants unavailable from any other land conveyance. Tanks represent the cutting edge of military technology for the time, and every nation involved in the war produces their own varieties. Some are little more than armoured cars with a heavy gun, while others are state-of-the-art battle machines that are virtually unstoppable. Due to the extra weight of their armour, tanks have a prodigious rate of fuel consumption. If they have an Achilles' heel, this would be it: tanks cannot operate without gasoline, so cutting their supply line for any substantial length of time will shut down even the smallest tank unit until they can access more fuel.

built to withstand sea travel. Aircraft at full airspeed can be treated as overwhelming speed scale against a person on foot, and having speed scale against a car. Likewise, a U-boat has speed scale against a rowboat (and would likely cause the boat to capsize, unless the pilot succeeds at an overcome action).

Otherwise, model non-land vehicles with the same guidelines as above. In particular, every vehicle's offensive scale is based upon the weapons mounted on it.

COMMON MILITARY GROUND VEHICLES

Germany

BMW R75 MOTORCYCLE

The most common German military motorcycle is the BMW R75. It is typically utilised for reconnaissance and the fast transport of messages and critical personnel to the front lines. It can be outfitted with a sidecar to carry a second passenger or a large parcel in relative comfort. During the early part of the war motorised combat units use the R75 extensively, but their use tapers off substantially after 1941.

KÜBELWAGEN

The *Kübelwagen* ("bucket car") is the ubiquitous staff car of the German army, designed by Ferdinand Porsche and built by Volkswagen. It functions well in a wide variety of light transport roles, seating five comfortably, with room for luggage in the boot.

MARDER TANK DESTROYER

The Marder Tank Destroyer is most common on the Eastern Front, but is used in all theatres in which the Germans participate. However, the vehicle has several flaws. Its light armour leaves it vulnerable even to grenades; its fixed turret can only target enemies to the front, and it has a high silhouette, making it an ideal target.

All versions have a fully open top, and in later versions the back is also exposed, leading to a low survivability rating for the crew, especially in urban combat situations. The Marder I requires a crew of five. The Marder II needs three crew, and the Marder III has a crew of four. Despite its shortcomings, the Marder II serves admirably as a more mobile version of the Pak-40 Anti-Tank Gun. Less than 700 of these vehicles see service, some of them being cobbled together from the remains of decommissioned *Panzer* IIs in 1943-44.

MERCEDES-BENZ 770K

While the *Kübelwagen* suffices as transportation for the lower ranks, senior German officers prefer to ride in style, and the *Wehrmacht* maintain a number of luxury cars for official use. The most recognisable staff car employed is the Mercedes-Benz 770, also known as the *Grosser Mercedes*

(Large Mercedes) due to its stretched body and supercharged engine. Sporting a soft-top, these monsters are beyond the price range of civilians, who can only gaze in wonder as the Nazi High Command tour Berlin in their expansive passenger compartments.

OPEL BLITZ TRUCK

The Opel Blitz is one of the most reliable and widely used of the *Wehrmacht's* transport vehicles. This model is used to carry supplies, equipment, and troops everywhere from North Africa to Stalingrad. It can carry a dozen soldiers or up to three tons of cargo.

PANZER I

Entering production in 1934, the *Panzerkampfwagen* I is intended as a training tank to introduce new concepts of armoured warfare to Germany's troops. It first sees combat during the Spanish Civil War, and goes on to participate in the Polish, French, North African, and Russian campaigns. Although its chassis is used as the basis for early tank destroyers and assault guns, its thin armour and lack of main cannon (being armed instead with twin machine guns) means that it is limited to anti-infantry combat. It is quickly relegated to reconnaissance roles, later to be superseded by the superior *Panzer* II.

The first German tank to mount sloped armour, the Panther proves deadly in open terrain and long range combat.

PANZER II

Initially designed as a stopgap measure while larger, more powerful tanks are developed, the *Panzer* II family of tanks sees extensive combat in Europe and North Africa. Armed with a 20mm cannon, it is a marked improvement on the *Panzer* I and, with the introduction of advanced versions of the *Panzer* III and IV, the *Panzer* II soon takes over the *Panzer* I's role as a reconnaissance tank capable of getting out of trouble as quickly as it can get into it. Though production ends in 1943, the chassis of the *Panzer* II forms the basis of several self-propelled guns, such as the *Wespe* and *Marder* II. The *Panzer* II has a crew of three, consisting of commander/gunner, driver, and loader.

PANZER III

The *Panzer* III is designed as a medium tank intended to engage with enemy armoured units. Though initially only armed with a 37mm cannon, this is considered sufficient to penetrate the armour of most Allied armoured vehicles. After encountering the Soviet T-34, later versions are armed with 50mm cannons but, by this time, newer tanks have taken over the role of the *Panzer* III, and it is eventually turned into an infantry support tank, mounting a 75mm

cannon. The *Panzer III* has a relatively large crew consisting of a commander, gunner, loader, driver, and radio operator (who also mans the bow machine guns).

PANZER IV

Originally intended to act as an infantry support vehicle, perhaps the most commonly-used tank in the German Army is the *Panzer IV*. The model "D" version is in service prior to the German invasion of Poland in 1939, and well over 8,000 are produced. Introduced in 1942, the model "G", also called the *Panzer IV* "Special", has vastly superior armour—including the addition of side plates to better protect the tracks—and a longer gun barrel than the Mark D. The longer barrel improves the tank's effectiveness at longer ranges. The *Panzer IV* typically has a crew of five: commander, driver, gunner, gun loader, and radio operator (who also crews the front machine gun when needed). Both models include rotating turrets. Even with the development of later *Panzer* models, the *Panzer IV* remains in service due to its reliability and the relative ease of construction.

PANZER V "PANTHER"

Developed as a direct counter to the Russian T-34, and as a replacement for the *Panzer III* and IV, the Panther is truly a next generation vehicle, combining excellent firepower, armour, and mobility. The first German tank to mount sloped armour, the Panther proves deadly in open terrain and long range combat but, due to its relatively weak side armour, it is vulnerable in close combat and urban environments. Mounting a long 75mm cannon, the Panther is rushed into production, and then into combat, for the Battle of Kursk, leading to numerous breakdowns and equipment failures. However, alongside the *Panzer IV* and the Tiger, it becomes integral in German armoured fighting. Its crew consists of a driver, commander, radio operator/machine-gunner, gunner, and loader.

PANZER VI "TIGER"

1942 sees the introduction of the fearsome Tiger I; over-engineered, expensive, and difficult to produce, the Tiger becomes one of the most feared German armoured fighting vehicles of the war. While production issues prevent it being fielded in sufficient numbers to guarantee German victory, and technical problems result in many never reaching the battlefield due to breakdowns, it is probably the most effective and dangerous tank on the battlefield.

Carrying up to 120mm armour on its hulking 60 ton frame, the Tiger is all but impervious to Allied shells at long range, while its main cannon, adapted from the deadly 88mm anti-aircraft gun, can turn virtually any enemy tank into a flaming hull at equal distance. The Tiger is the first armoured vehicle to mount an electric turret, allowing it to traverse far faster than other tanks. The Tiger's state-of-the-art technology is considered top secret and the tank is fitted with a demolition charge to ensure that it does not fall into the hands of the Allies.

The Black Baron

Probably one of the most famous tank commanders of the Second World War, Michael Wittmann was a *Waffen-SS* captain, and one of Germany's greatest *Panzer* aces. Serving in the early war in France and Poland, and then on the Eastern Front (in which he served with distinction in the Battle of Kursk), by the time the Allies landed in Normandy Wittmann was an expert commander as proven by his most famous engagement.

Commanding a single *Panzer VI* "Tiger", Wittmann ambushed elements of the British 7th Armoured Division and personally destroyed 14 tanks and 14 personnel carriers, along with dozens of light vehicles, all within the space of fifteen minutes. His actions alone demonstrated the power of the Tiger tank, especially in the hands of an experienced commander. It also helped to cement the general terror among the Allies of encountering the dreaded Tiger tank, instilling in their tank crews what became known as "Tiger Fear".

Despite his brilliance, Wittmann was killed in action against British forces in August 1944.

The drawback to the Tiger's heavy armour is that the suspension and gear box are prone to breaking down from the strain of the extra weight. The "King Tiger" (or "Tiger II") is developed late in the war; it has the benefit of even thicker, sloping armour. Fortunately for the Allies, less than 400 King Tigers are ever produced. Both the Tiger I and Tiger II require a crew of five.

STURMGESCHÜTZ (STUG)

The *Sturmgeschütz*, or "Assault Gun", is an armoured gun platform. Used initially as infantry support, it proves highly effective against enemy armour and, being both cheaper to produce than a tank and mechanically reliable, it becomes a staple of the German forces from 1941 onwards. The only real flaw in the design of the StuG is that it lacks a turret, so its front-facing gun has a very limited field of fire. Initially it is unclear which branch of the military will use the StuGs, as the tank corps and infantry have no resources to spare; eventually it becomes the responsibility of the artillery division. The StuG III has a crew of four.

SD. KFZ. 2

A strange combination of motorcycle and tracked vehicle, the *Kettenkrad* (as it is also known) is used primarily by the *Luftwaffe* to move aircraft from hangar to runway on both the North African and Eastern Fronts. This vehicle is not common, but its unique design makes it highly recognizable. When free of cargo or equipment, it has a completely open

back, and while capable of seating four plus the driver, it offers no protection at all for the occupants. It is only used in combat situations as a last resort.

SD. KFZ. 251

Probably one of the *Wehrmacht's* most versatile vehicles, the Sd. Kfz. 251 is a very commonly-used, full-sized, half-tracked, armoured vehicle. Capable of hauling personnel or small loads, and able to pull artillery pieces as well, it is produced in great numbers, and is another staple of the German armed forces. It can seat up to twelve in the back, and two more in the driver's compartment.

United Kingdom

CHURCHILL MARK VII TANK

With its heavy armour and a 75mm main gun, the Churchill Mark VII is a formidable, if slow, vehicle. Numerous specialist variants are created and one, dubbed the Churchill "Crocodile", replaces its machine gun with a flamethrower to defend against close infantry attacks. The Churchill VII fields a crew of five.

M3 "STUART" LIGHT TANK

One of the items transferred to British services thanks to the Lend-Lease Act is the US M3 (Stuart) Light Tank, which proves serviceable against infantry and light vehicles,

although its 37mm main gun is not up to muster versus Germany's larger, better armoured tank corps. Between the US and British Commonwealth forces over 14,000 of these tanks see service during the war. The M3 requires a crew of four to operate. Unfortunately, the M3 Light Tank and the M3 Medium Tank are both in service simultaneously, causing much confusion and leading British forces to begin naming the models after famous US generals in order to differentiate between them. An alternative, unofficial British nickname for this tank is the "Honey".

MATILDA I & II INFANTRY TANKS

The original Matilda I, designated the A11, is designed for rapid delivery when Britain finds herself at war. Constructed from many stock vehicle parts, and mounting a heavy machine gun as its only offensive weapon, the Matilda I sees action in the Battle of France where its lack of anti-tank capability relegates it to anti-infantry duties. After losing many of these tanks in the Dunkirk Evacuation, the British effectively withdraw them from service.

The Matilda II (A12) is a far superior infantry tank, clocking in at almost twice the weight of the Matilda I, and sporting significantly thicker armour, as well as being armed with a 2-pounder anti-tank gun. In the early years of the war, the Matilda II's armour proves to be virtually impervious to the 37mm and 50mm cannons fielded by the Germans, and only the larger 75mm and dreaded 88mm can penetrate its



hide. However, the weight of the tank's armour, combined with its complicated and underpowered engine (derived from two bus engines), reduces its effectiveness, leaving it to crawl over even well-made roads.

Despite its failings, the Matilda II acquits itself well during the Battle of France, and in one instance sixteen Matilda IIs decimate Erwin Rommel's 7th *Panzer* Division.

UNIVERSAL CARRIER

Britain's home-grown Universal Carrier, or Bren Gun Carrier, is a tracked vehicle that comes in both open-topped and turreted versions. Well over 110,000 of these versatile armoured transport vehicles are produced from 1934 onwards. Its primary function is to act as a tractor to transport light equipment, including artillery, but it is also frequently used as a mobile machine gun platform. As a transport it can seat three. As a machine-gun platform, its seating capacity rises to four. It is also sometimes equipped with the Boys anti-tank rifle.

WILLYS JEEP

Another popular Lend-Lease vehicle is the United States Jeep. Although the origin of the name is unclear, the Jeep is one of the most reliable vehicles in the service of any nation, and is a primary light reconnaissance/spotter vehicle for both the US and the British Commonwealth. It seats four in relative comfort, and can be outfitted with a .50 calibre machine gun on a rotating post in the centre of the passenger compartment.

The United States

CCKW TRUCK

Otherwise known as the "Deuce-and-a-half" the CCKW 2.5-ton truck, along with the Jeep, is instrumental in the Allied war effort, and has been referred to as the Allies' "secret weapon". In wartime Europe, where road infrastructure is highly variable, the truck keeps the Allies supplied with the goods they need, while German forces still rely to a surprising degree on horses and carts to move supplies. This truck is the backbone of the United States forces, carrying material and men with great reliability. It can accommodate up to 2.5 tons of cargo or a dozen soldiers in the back, and up to three in the cab.

DUKW AMPHIBIOUS VEHICLE

The DUKW is a dual land/water vehicle based on the CCKW truck chassis, but with the addition of a watertight hull and a propeller. It can reach speeds of up to 50mph (80km/h) on paved roads, and can manage 5.5 knots in the water. Though lightly armoured, the DUKW is equipped with a heavy-duty bilge pump, capable of keeping the vehicle afloat even with 2" (5cm) holes below the waterline.

The DUKW is primarily used to ferry supplies from ship to shore in support of amphibious landings, as well as transporting the wounded from shore to hospital ships. It is used

extensively in the Pacific, the Mediterranean during the invasion of Sicily, and during D-Day. One in four is equipped with a ring-mount for a heavy calibre machine gun. Some 2,000 are sent to Britain as part of the Lend-Lease program, with nearly 600 being sent to the Soviet Union under similar terms. With a minimum of cargo on board, the DUKW can easily carry a dozen soldiers or more.

M3 "LEE/GRANT" MEDIUM TANK

The M3 Medium Tank is an early-war tank design with several flaws. Its relatively tall silhouette makes it an easy target, and the main 75mm gun is mounted in a sponson at the front of the tank, giving it a very limited field of fire (the fully-rotating turret being given over to the less powerful 37mm gun); its armour is also only a small improvement over that of the M3 Stuart. In short, it faces several significant handicaps when squaring up to the better armed and armoured German tank corps.

Another Lend-Lease addition, and known as the M3 Lee or M3 Grant outside the United States (depending on the turret used), the British receive more than 3,600 of these vehicles, and the Soviets 1,300. The Soviets are unimpressed with the Lee's capabilities, nicknaming it "A Coffin for Seven Brothers".

M4 "SHERMAN" TANK

The Sherman Tank is the workhorse of the United States Army. Produced in many variations throughout the war, early Shermans are outclassed by nearly everything the Germans have to offer. Later variants include better armour and firepower, and thankfully hold their own. More than 55,000 Shermans are produced between 1942 and 1945, a number that surpasses the total tank production for the *Wehrmacht* across all models and styles. The Shermans require a crew of five, including driver, gunner, commander, loader, and co-driver.

M5 HALF-TRACK

The Half-Track is produced in large numbers, with 43,000 seeing service during the war. The M5 is the most famous variant, and is supplied to both the British and Soviet forces as part of the Lend-Lease agreement. It is a versatile vehicle, functioning as a troop transport and an artillery tow, as well as, in a pinch, hauling a ton or more of cargo. It is lightly armoured and can mount a .50 calibre machine gun behind the driver's compartment.

M10 TANK DESTROYER

More than 6,000 of the M10 Tank Destroyer and its M10A1 variant are produced by Ford and General Motors between 1942 and 1943. The design proves so reliable that most are still in service late in the war. Sacrificing defensive armour for greater speed and manoeuvrability, the M10 is equipped with a 3" gun set in an open-topped turret. Built using the M4 Sherman chassis, but with sloping armour, its speed



allows it to outflank the heavier tanks of the German *Wehrmacht*, and even to stay ahead of the German tanks' gun rotation rate, thereby avoiding enemy fire that can pierce the M10's thin hull. The M10's crew of five includes a driver, commander, and three to serve the gun.

M18 TANK DESTROYER

The M18 "Hellcat" Tank Destroyer is another vehicle that sacrifices armour for speed. Like the M10, the M18's 1-inch-thick armour plating is easily pierced by enemy firepower. Its speed and ability to change direction more quickly than most tanks means that the M18 is surprisingly successful in its role, avoiding most direct hits thanks to its nimble design and powerful Buick engine. Carrying as many as 45 shells for the vehicle's 76mm gun, the M18 can reach speeds of up to 60 mph (96km/h). Thanks to the M18's air cooled engine, which draws air through the crew compartment, the crew of five find the M18 uncomfortably cold during the Northern European winters. Like the Sherman, the crew of the M18 includes the commander, driver, gunner, loader, and co-driver.

AIRCRAFT

Germany

DFS-230 GLIDER

The DFS-230 is the glider used by the infamous *Fallschirmjäger* troops for landing undetected behind enemy lines. With a 2,650lbs (1,200 kg) capacity and room for nine people, the DFS-230 is perfect for small operations requiring the stealthy insertion of specialist teams. First developed in 1933, this glider has to be towed by another plane until close to the landing site. Take-offs without the presence of another tow plane are next to impossible, making flights in the DFS-230 one-way trips.

FIESELER FI 156 "STORCH"

As a reconnaissance vehicle, ambulance, or personal transport, the Fieseler Fi 156 *Storch* (Stork) excels itself. This lightweight, two-person plane can land on very short runways thanks to its extremely low stalling speed of 32mph (50km/h). Perhaps most famously, the *Storch* is used by German Commandos in September 1943 to spirit Benito Mussolini out of captivity in the northern Italian mountain retreat where he is being held under house arrest (p.35). The plane also features innovative shock absorbers on the landing gear, making it ideal for landing on rough terrain. The Fi 156 can only reach speeds of 109mph (175km/h), meaning it is less than ideal for fleeing from determined air pursuit.

FOCKE-WULF 190

The Focke-Wulf 190 series is produced in relatively large numbers. Variations of this fighter aircraft are also equipped with a small payload of bombs to add versatility to the plane's mode of attack, and some 20,000 planes across several models are in service from August 1941. Capable of operating at altitudes above 30,000ft (9000m) these craft can reach a top speed of 400mph (640km/h) with a range of up to 495 miles (800km). With the addition of bombs, the Focke-Wulf 190 loses some speed and about twenty percent of its range. With two 20mm cannon, a bomb capacity of around 2,700lbs (1,200kg), and twin 13mm and 20mm machine guns, the Focke-Wulf 190 series is a solid combat aircraft which, in skilled hands, can wreak devastation on enemy targets. Along with the Messerschmitt Bf-109, the Focke-Wulf 190 is the backbone of the *Luftwaffe's* attack arm.

JUNKERS JU-52

The Junkers Ju-52 is a transport/cargo plane at the forefront of the Third Reich's air transport plans. Highly versatile, it can be used to transport cargo and troops, carry out parachute drops, and airlift the wounded out of near-combat

zones. Initial designs have only one engine, but later models have as many as three, giving the plane extra power and range. The Ju-52 is armed with four 7.92mm machine guns, one on the upper fuselage facing to the rear. The Ju-52 can carry up to eighteen fully equipped soldiers, twelve stretchers, or over 13,000lbs (6,000kg) of cargo.

JUNKERS JU-87

The Ju-87 or *Stuka* (from the word *Sturzkampfflugzeug*, meaning "dive bomber") is most infamous for the distinctive wailing of its "Jericho Trumpets" as it drops towards its target. Designed to shatter morale, the propeller driven sirens (fitted to the leading edge of its wings) are actually removed later in the war as the psychological impact wanes; that, and the fact that the devices actually bleed ten to twenty miles per hour from the airspeed of the craft (although some of the ordnance is designed to produce a similar whistle on release).

Featuring front and rear facing machine guns, gull wings, and automatic pull-up dive breaks (to ensure recovery from the dive even if the pilot blacks out), the Ju-87 can reach a top speed of 255mph (410 km/h), has a range of 510 miles (821km), and can carry a payload of up to 4000lbs (1,800kg).

Around 6,500 Ju-87 are produced between 1936 and 1944.

JUNKERS JU-88

Originally designed as a high speed bomber, and plagued by technical problems during development, the Ju-88 becomes one of Germany's most versatile aircraft and earning it the nickname "The Maid of Work". It is able to fulfil the role of heavy fighter, night fighter, reconnaissance aircraft, bomber, dive bomber, torpedo bomber and even flying bomb (towards the end of the war).

More than 16,000 Ju-88 variants are cranked out by German industry from 1936 to 1945, and after a long and involved design process, the final design of this plane remains largely unchanged throughout the war years.

The twin engines of the Ju-88 can deliver a top speed of between 300-400mph (480-640km/h, depending on the model), with a range of over 1,200 miles (1,900km). Ju-88 bombers can carry as much as 7,900lbs (3,500kg) of explosives. The Ju-88 includes up to seven 7.9mm machine guns, with two facing the rear, and one each above and below the cockpit.

MESSERSCHMITT BF-109

The Messerschmitt Bf-109 and the Focke-Wulf-190 are the twin backbones of the *Luftwaffe's* fighting arm. One of the most advanced fighters of its time, the Bf-109 features innovations such as a retractable landing gear and a closed cockpit canopy, as well as a top speed of 350-400mph (560-640km/h). The range for this aircraft varies from 450 to over 500 miles (720-800km) on a single tank of fuel. Cutting its teeth between 1937 and 1939 during the Spanish Civil War, the Bf-109 is continually upgraded and

developed until the last production run in April 1945. For weaponry, the Bf-109 sports two 20mm cannon and two 7.9mm machine guns.

MESSERSCHMITT ME-262

Beginning active service in 1944, the Messerschmitt Me-262 is a design ahead of its time. Jet-propelled, the Me-262 can reach speeds of over 500mph (800km/h), making it easily the fastest thing in the air. They are far from invincible, however, and despite their great speed they can still be shot down by more conventional aircraft. The jet engines have a functional life of roughly twenty-five flight hours before burning out and needing to be replaced. The Me-262's chief weapons are surprise and the electrifying rate at which they can enter combat, engage the enemy, and break away again. In a straight run nothing can catch them, and they are quickly out of the firing range of pursuers. The Me-262 uses up its fuel in just over an hour at top speed and has a range of just over 600 miles (950km). It has four 30mm cannons in the nose, and carries twenty-four unguided, air-to-air missiles under its wings.

United Kingdom

AIRSPPEED AS.51 "HORSA"

The Airspeed AS.51 Horsa is designed to meet Britain's need for a troop-carrying glider for covert operations. With seating for up to thirty troopers plus two crew and a full cargo capability of more than 15,000lbs (6,800kg), the Horsa is superior to the US's Waco CG-4A thanks to its greater carrying capacity, and is a vast improvement over previous gliders. Despite needing to be towed most of the way to its destination, the Horsa can achieve speeds of up to 100mph (160km/h) while gliding. Introduced into service in 1941, the Horsa sees its first action in November 1942 during an unsuccessful attack against a Norwegian installation producing heavy water for the Third Reich's nuclear weapons program. Over 3,600 Horsas have been built by 1945.

The Lancaster is considered,
even by many Germans, to be the best
night-bomber of the war.

AVRO LANCASTER

It is not until 1942 that the Avro Lancaster medium bomber begins service, but its impact on the British war effort is undeniable. Flying 156,000 sorties and dropping over 608,000 tons of bombs, the Lancaster is considered, even by many German pilots, to be the best night-bomber of the war. Its legendary status among the British is finally cemented by their use during the "Dam-Buster" raids of Operation Chastise in 1943. Due to the design of its bomb bay the Lancaster, under normal operating conditions, can carry a maximum bomb load of 14,000lbs (6,350kg), but

can be modified to accommodate a single massive 22,000lb (9,980kg) Grand Slam bomb. The type of ordnance carried by the Lancaster varies depending on the nature of the bombing raid, and multiple types and sizes of bomb can be dropped simultaneously.

DE HAVILLAND MOSQUITO

Probably one of Britain's most versatile aircraft and, when it enters production in 1941, it is one of the fastest aircraft in the world. It also holds the distinction of being one of the few operational frontline aircraft to be constructed entirely of wood, considerably lightening the airframe. Originally designed to be an unarmed fast bomber, its versatility and reliability sees it adapted for numerous other roles, including high-altitude bombing, fighter interception, maritime attack, path-finding (for RAF bomber missions), and fast photo-reconnaissance. The latter it performs alongside the Spitfire, flying at low altitude along the French coastline as part of the drive to identify landing zones for the Normandy invasion.

Though slow in comparison to later aircraft of the war, the Mosquito is powered by two wing-mounted Rolls-Royce Merlin engines and is capable of reaching speeds over 360mph (580km/h). Its ceiling of 29,000ft (8,840m) puts it far above most enemy fighter threats. The aircraft is armed with four 20mm cannons mounted in the fuselage alongside four Browning machine guns in the nose when configured as a fighter. As a bomber, it can carry up to 4,000lbs (1,800kg) of ordnance.

FAIREY SWORDFISH

By 1939, the Fairey Swordfish already has a long and distinguished service record. First introduced in 1936, the Swordfish is classified as a "torpedo-bomber", and can carry up to 1,500lbs (680kg) of bombs or one 18" (46cm) torpedo. With twin .303-calibre machine guns, the Swordfish isn't defenceless, but with a top speed of only 140mph (225km/h) at sea level, she is an easy target for fighter planes. Typical torpedo-bomber tactics are for a wave of fighters to distract and engage enemy planes, while the Swordfish sneaks in low and slow, dropping the torpedo approximately 1,000 yards (900m) from the enemy ship from an altitude of around 20ft (6m) above sea level.

With a maximum range of 1,000 miles (1,600km), this little biplane cannot go far on its own, but still manages to serve with distinction throughout the war in Europe. One of the Swordfish's machine guns is forward-facing and fixed, while the second is mounted behind the rear cockpit and has an abaft arc of fire.

GLOSTER METEOR

The Meteor holds the distinction of being the Allies' first operational jet fighter, powered by Frank Whittle's revolutionary turbo-jet engine. First seeing service in 1944, the Meteor is initially deployed to counter the German V1 bomb threat, successfully destroying fourteen of these weapons in mid-air. Operating as a fighter aircraft, the Meteor is faster than the Messerschmitt Me-262, and its greater range, manoeuvrability, and maximum altitude make it more than a match for the



German jet. However, due to Allied fears that the Germans might salvage the Meteor should it be shot down, they are prohibited from flying over German airspace until early 1945. It is armed with four 20mm cannons, with the option of up to sixteen 3" (7.6cm) rockets mounted under its wings.

HAWKER HURRICANE

First introduced in 1937, the Hawker Hurricane is a highly dependable plane that sees service in all theatres of the war, and reportedly accounts for sixty percent of the casualties inflicted by the British during the Battle of Britain. Its best speed is not top of the line—310mph (500km/h) for the Mark I model—though its range of 500+ miles (800+ km) is respectable.

The Mark II model is a distinct improvement. Introduced slightly later than the Mark I, and revamped in 1940, it has a marginally improved top speed, but the range has nearly doubled to 900+ miles (1500+ km). The weapons load, designed primarily for ground attack, is streamlined to two 40mm cannon in underwing pods, and two 7.7mm machine guns in the wings. Later variants incorporate bombing capability, rockets, and more wing-mounted machine guns. Utilised throughout the Commonwealth, it is not uncommon to find Hawker Hurricanes in the air forces of New Zealand, Canada, India, and even Finland.

HAWKER TYPHOON

Excelling as a low-altitude interceptor, the Hawker Typhoon is initially beset with design flaws. Intended to replace the Hawker Hurricane, it never lives up to that challenge, yet in 1942 the design is modified in the field to accommodate first bombs and then also rockets, enabling it to become a highly successful ground attack aircraft. Armaments include four 20mm cannons and a payload of either 2,000lbs (900kg) of bombs or eight 3" rockets. With a best range of nearly 1,000 miles (1600km) and a top speed of 410mph (660km/h), the Hawker Typhoon overcomes its initial difficulties to become an important weapon against the *Luftwaffe*.

SUPERMARINE SPITFIRE

The most iconic plane in the RAF's arsenal, the Supermarine Spitfire is the only British fighter plane in continuous production throughout the war. Planes in the initial production run are fitted with eight .303-calibre machine guns, although subsequent production exchanges half of these for two 20mm cannons. Spitfires have a lower attrition rate than the Hurricanes, and are viewed by the public as the premiere fighting aircraft of the RAF. In reality, the Spitfires suffer from flaws at higher altitudes, making them generally inferior to the Messerschmitt Bf-109s they face. The Spitfires serve in multiple roles, including acting as carrier-based fighters, reconnaissance craft, fighter-bombers, and interceptors. More than 20,000 of these superb machines are built.

Tracers

It is common practice to load fighter aircraft guns so that every fifth round of ammunition is a tracer round to assist with aiming. However, at long range tracer rounds perform very differently to standard ammunition, meaning that if your tracer rounds are actually hitting a target, then it is likely that the other four rounds fired will miss, while conveniently telling your enemy that they are under fire and from which direction.

Even worse is the practice of loading a string of tracers at the end of a belt to tell you that your ammunition is about to run out, and of course informing your enemy of exactly the same thing. Unsurprisingly, units that stop using tracer rounds find their success rates nearly double and that losses decrease dramatically.

As the old Army adage goes: "Tracers work both ways".

WESTLAND LYSANDER

Originally designed as an Army observation and liaison aircraft for the purpose of carrying messages, transporting personnel, and artillery spotting, the Lysander is staring retirement in the face after its main roles become obsolete. However, the aircraft's ability to take off over short distances coupled with its rugged design enable it to launch from unprepared terrain, making it the ideal transport vehicle for clandestine missions. In 1941, No. 138 Squadron (Special Duties) is formed to provide dedicated support for SOE contact with the French Resistance.

While other aircraft are used for supply drops, the Lysander is used extensively to insert agents into occupied territory. The aircraft are modified to include a fixed ladder on their port sides allowing rapid access to the rear cockpit area, along with drop fuel tanks to extend their range. Painted matte black to camouflage them in their primarily night missions, the Lysander is equipped to carry only one passenger in the rear cockpit, though in emergencies up to three people can squeeze into the passenger area, though without any equipment they may have been carrying.

The Lysander can be armed if required, carrying two forward firing .303 Browning machine guns in its wheel fairings, along with two Lewis guns for the rear passenger, though in practice these are dispensed with to lighten the aircraft on clandestine missions.

WHITLEY MARK V

First introduced in 1937, the A.W.38 Whitley, or Whitley Mark V is, at the outbreak of hostilities, one of Britain's front-line bombers. Soon replaced by superior designs, it finds itself relegated to reconnaissance missions, towing gliders, and cargo transport. With a crew of five, the Mark V can achieve a top speed of 230mph (370 km/h) and can

carry more than 14,000lbs (6,350kg) of cargo. For armaments it carries a .303 Vickers machine gun in a nose turret, and four .303 Browning machine guns in its tail turret. As a bomber, it can carry twelve 250lb (113kg) bombs and two 500lb (226kg) bombs, and can carry single bombs as heavy as 2,000lbs (900kg) when necessary.

United States

DOUGLAS C-47 "DAKOTA"

The Douglas C-47 Skytrain, RAF designation "Dakota", is a cargo plane pressed into wartime service. Based on the design of the more conventional DC-3 aircraft, the C-47 is modified to include a reinforced floor inside the fuselage and a larger-sized cargo door with a hoist attachment. It is primarily used to transport cargo and passengers, though it is also used in parachute training exercises (as well as a few actual drops), and for towing gliders. Its twin 1,200hp engines can deliver speeds of over 200mph (320km/h), and it has a range of approximately 1,600 miles (2,500km) one-way. Its sister craft, the Douglas C-53 Skytrooper, is more commonly used for parachute drops, and also serves as a towing vehicle for glider launches. Both models have a crew of four: pilot, co-pilot, navigator, and radio operator. The plane can also carry twenty-eight passengers and a three-ton payload. Over 10,000 C-47s are built, more than half of those between 1943-45.

GRUMMAN AVENGER

The main torpedo-bomber of the US Fleet is the Grumman Avenger. In service from 1942 onwards, the Avenger has a top speed of 250mph (400km/h) at sea level, and typically carries one torpedo of up to 2,200lbs (997kg). The Avenger's single bomb bay can alternatively hold a single 2,000lb (900kg) bomb, or up to four 500lb (226kg) bombs. Nearly 10,000 Avengers see service throughout the war, including many sold to Britain under the Lend-Lease program.

LOCKHEED P-38

The distinctive silhouette of the Lockheed P-38 Lightning makes it easy to identify. Its twin booms each house an engine, and although the plane's ability to roll is sluggish (making it ill-suited for dog-fighting), it excels at ground attack, dive-bombing, and long-range escort duties. It can handle altitudes close to 40,000ft (12,000m) without problem. Surprisingly quiet for a fighter plane, the P-38 carries a 20mm cannon and four 1/2" machine guns. Earlier models can carry up to 2,000lbs (900kg) of bombs, with later versions carrying 3,200lbs (1450kg). Improvements are also made with regards to the aircraft's speed, increasing from an initial 350mph (560km/h) to 410mph (660km/h), and in maximum range from 1,400 miles (2,250km) to over 2,200 miles (3,500km).

P-51 MUSTANG

The P-51 Mustang is probably the best known United States aircraft in operation during the war. More than 15,000 of

these fighters see service between 1941 and 1943, and the improved engines of the B, C, and D models remove the altitude limitations of the initial design specifications. With four 1/2" machine guns (six in the P-51D) it has decent firepower, and can also carry up to 2,000lbs (900kg) of bombs or six 5" rockets. It has a good top speed of 440mph (700km/h), and the effective range of over 2,000 miles (3,200km) places it in the top tier. This fighter mostly sees action in the Europe and North African theatres, primarily as a fighter-bomber, but also as a bomber escort.

WACO CG-4A

The Waco CG-4A, RAF designation "Hadrian", is a glider specifically designed for clandestine parachute drops behind enemy lines, based on the early-war successes of Germany's *Fallschirmjäger*. The Waco CG-4A seats thirteen, or can carry an item as large as a Jeep or a 75mm howitzer for troop support. Being a glider, there is no provision made for the return trip, so the personnel dropped need to find their own way back across the front. Almost 14,000 Waco Cg-4As are delivered by the Waco Aircraft Company.

MILITARY VESSELS

Aircraft Carriers

By the start of World War Two, the Japanese, British, and American naval fleets all have a number of aircraft carriers, with the Americans and Japanese at that time having the most experience in their effective deployment. Curiously, Germany has no aircraft carriers and never will; *Reichsmarschall* Hermann Göring is jealously protective of his power as commander of the *Luftwaffe*, and wants nothing that will dilute or interfere with that authority. Consequently, he quite literally sabotages and impedes the development of Germany's first aircraft carrier, the KMS *Graf Zeppelin*, until it is finally scrapped in 1943. Although technically launched in 1938, the *Graf Zeppelin* is never more than eighty percent completed. Possibly due to Göring's meddling, the project to produce aircraft carriers never has Adolf Hitler's full support. Armchair historians the world over have pondered for years how things might have been different if the *Graf Zeppelin* (and several other carriers Germany commissioned but never built) had been completed.

Aircraft carriers are enormous vessels, some capable of launching as many as 100 planes. It takes a number of direct torpedo hits to sink such a craft, although disabling the flight deck can be achieved with a single, well-placed bomb. In light of this, aircraft carriers have significant defences, in the form of anti-aircraft guns, to keep enemy planes at bay. An aircraft carrier never travels without an escort of cruisers, and even battleships, to protect them from the enemy fleet. Air raids and the support of amphibious landings are the carriers' main tasks during the war; jobs at which they

are perfectly capable. Aircraft strategy is still in its infancy during World War Two, but advances in tactics and weaponry, like plane-dropped guided bombs, see carriers rise to become the pre-eminent vessels of navies.

An aircraft carrier never travels without an escort of cruisers, and even battleships, to protect them from the enemy fleet.

Battleships

The massive armoured dreadnoughts of the early 20th Century are still a vital part of the power of the premiere navies but, as predicted by US General Billy Mitchell, with the advent of the aircraft carrier their time is drawing to a close. While the damage done by a battleship can be tremendous, the damage meted out by a carrier's worth of planes is equally terrible, and the multitude of smaller targets versus the single, large target makes the battleship obsolete as the war lumbers towards its final days.

Even so, at the outbreak of the war, battleships are still the capital ships of the line, and are the lynchpin of naval military strategy. With an armoured belt up to 16" (40cm) thick at the waterline, battleships are unlikely to be sunk by a single torpedo, though they are vulnerable to sustained torpedo attacks.

Cruisers

Cruisers, as a class, are intended to operate independently of fleet support, acting as scouts, enforcing naval blockades, and shadowing larger enemy ships to help the rest of the fleet locate them. Cruisers are designed to have long range capability for such extended operations at sea.

Light cruisers are typically used to protect aircraft carriers, battleships, and convoys from air attacks. Besides twelve to fifteen 6" guns, they tend to field a large number of anti-aircraft weapons and are sometimes equipped with torpedoes, although that particular practice is in decline by the beginning of the war as cruisers are built more to concentrate on repelling air attacks.

Like light cruisers, heavy cruisers are built to serve as protection for more specialised ships, and favour anti-aircraft guns rather than focusing on surface combat against other vessels. A heavy cruiser's eight to nine 8" guns can certainly hold their own against similar-sized or smaller craft, and their armoured hull and decks can repel all but the largest incoming shells for some time.

Destroyers

Convoy and fleet escorts, minelayers, patrol ships, and sub hunters: destroyers perform well in a variety of roles during World War Two. They are popular because of their versatility, as well as being cheaper and faster to build than battleships, carriers, and cruisers, making them more



Photo: Richard Muck - Junkers Ju 52, Russia, 1943 - Bundesarchiv, Bild 101I-700-0256-38 / Muck, Richard / CC-BY-SA.

accessible for nations with smaller military budgets. A destroyer's armaments include a number of 5" main guns, anti-aircraft guns, torpedo tubes, mine-laying equipment, and depth charges.

Destroyers are most commonly used to protect battleships and carriers, running interference to allow the larger ships to reach optimal attack range without suffering serious damage. However, with the development of more effective submarine tactics and better, more deadly aircraft, destroyers become little more than large targets themselves. This leads to the large destroyer being phased out in favour of smaller, cheaper warships specifically designed as anti-submarine vessels. Called corvettes or frigates by the Royal Navy, and destroyer escorts by the US Navy, these vessels become the workhorses of their respective navies in the late-war period.

PT Boats

PT Boats are small vessels with a torpedo tube attached. They typically carry two to four torpedoes, and are utilised early in the war to sink larger ships with a minimum of risk and expense. As carrier groups become more standard, PT boats are neutralised by patrolling aircraft, who are able to damage or destroy these small craft before they can approach the target.

Based on the hull design of racing boats, and with a top speed of 35-40 knots, the PT boat can easily keep up with larger ships, but the smaller fuel tanks and lack of supplies mean that the PT boat is designed only for short-range, brief duration missions. Besides the torpedo tube, PT boats also carry a small number of depth charges, as well as twin 50-cal

machine guns (later 20mm cannon) for defence against air attack and for trading small arms fire with other vessels.

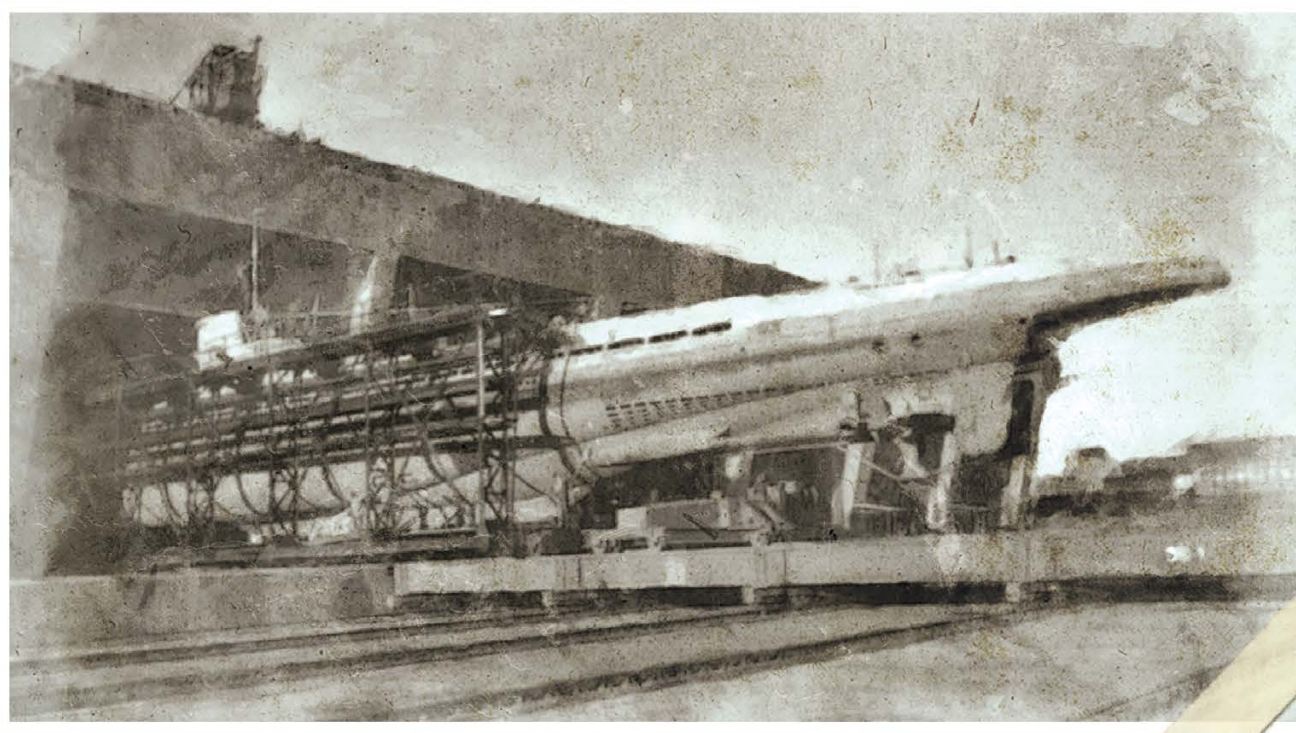
The majority of American PT boats are deployed in the Pacific Theatre. The British (who call them Motor Torpedo Boats) and the Italians use them with great success in the early years of the war, particularly in the Mediterranean.

E Boats (German)

Officially named the S-Boot (*Schnellboot* or "fast boat") but designated the E-Boat by the British, these craft are fast attack vessels capable of cruising at up to 50 knots. Its wooden hull allows the crossing of magnetic minefields and, with a range of around 700 nautical miles, these vessels are used extensively to patrol the Baltic Sea and the English Channel. Armed with two torpedo tubes, four torpedoes, one twin 20mm cannon, a single 20mm cannon, and one 37mm anti-aircraft gun, E-Boats are an ever present threat to Allied shipping, being responsible for the sinking over 100 merchant vessels, as well as several dozen small warships.

During the Allied crossing of the English Channel for the opening of Operation Overlord, the first German naval vessels to encounter the fleet are E-Boats which, when confronted with the entire invasion force, make the sensible decision to fire their torpedoes at maximum range before fleeing for the port of Cherbourg.

Due to their relatively shallow draft these vessels are able to navigate the mouths of deeper rivers, making them invaluable for clandestine missions in coastal areas, and they are often engaged for this use by the *Abwehr*. Royal Navy vessels constantly patrol the coastal waters of Britain, but the speed and agility of the E-Boat is perfect for slipping through to





disembark agents on the quieter reaches of the East Coast. With a crew of between twenty-four and thirty men, attempting to storm one of these boats is suicidal without significant backup, though a surprise attack under the right conditions may prove successful if player characters plan it well.

Midget Submarines (German)

Germany develops a number of midget submarines, such as the *Seehund* class, which originates after the *Kriegsmarine* salvage two British X Class submarines that had been used in an attempt to sink the battleship *Tirpitz*. Designed as a two man vessel, the *Seehund*'s mere 40ft (12m) length means that current Allied detection systems such as ASDIC cannot get a return from her hull and this, combined with her quiet running, make her almost invisible to hydrophone detection.

Though *Seehunde* are deployed in the English Channel and successfully sink eight ships, their use is too little, too late. However, in 1945 the *Seehunde* are launched on a special mission, to bring food supplies to the isolated German garrison at Dunkirk, carrying them in special containers (nicknamed "butter torpedoes") instead of real ordnance, and returning with containers full of mail from the garrison.

Armed with two torpedoes, these vessels can conceivably wreak havoc under the right conditions, but their potential as stealthy couriers and transports remains far more intriguing.

Submarines

Submarines of the period spend as much as ninety percent of their time travelling on the surface, as running underwater requires the use of electric motors and, therefore, batteries, which have a limited power reserve. The main engines of the submarine are diesel-powered, and can manage over 20 knots

Underwater Menace

Depth charges are a significant danger to submarines, but rarely a direct one. They are basically large bombs activated by water pressure fuses, designed to detonate at a pre-selected depth and generate a shockwave that can pop rivets and welds in the submarine's hull. This leads to leaks, forcing the sub to either sink or to surface. These high explosives are also heavy, requiring specialised devices to drop the 2,000+ lb (900+ kg) charges into the water.

Depth charges are imprecise weapons at best. Until late in the war, most ships have to drop depth charges from the rear of the ship as they pass directly over the sub, but there is a catch: at the exact moment the ship is over the submarine, sonar contact is lost, giving their quarry a chance to escape. Most submarines suffer damage from depth charges after an extended barrage of the devices, and sinking or damaging a sub with a single device is virtually unheard of.

A depth charge needs to explode within approximately 15ft (4.5m) of the sub to do any real damage to the vessel's hull, which is, after all, designed to withstand the intense, crushing pressures of the ocean. Where depth charges are particularly effective is in flushing out submarines hiding on the bottom in shallow water, a fairly standard tactic used by submariners to avoid sonar detection. By systematically dropping the explosives, a destroyer or anti-sub task force can force the sub to either run or be sunk in place with all hands.

The combination of better delivery systems (including the introduction of aircraft deployment) and more experienced crews means that late war submarines suffer huge casualties as a result of depth charges.

at the surface. The electric motors can only manage speeds of 9 knots submerged, and can operate underwater for up to 48hrs while maintaining a speed of 2 knots.

Essentially, submarines of this period function much like any other boat, except with the capability to submerge for short periods of time to engage in surprise attacks. Submarines can last for seventy-five days while on patrol without refitting with fresh supplies and ammunition, and they typically carry a maximum of twenty-four torpedoes at any one time. Submarines are often used to deliver key covert personnel, such as saboteurs, spies, and commandos, close to shore for high-priority missions.

Because of the demands of patrol missions, every square inch of the sub is utilised. Bunks are situated on top of torpedoes both fore and aft, and the showers can be unusable for as much as a week or more after launch, as they are typically filled with foodstuffs and cannot be used until one, or more, are emptied.

The primary weapon of the submarine is the torpedo, fired from pressurised tubes at the fore and aft of the vessel. These self-propelled bombs detonate on contact with a solid object and are also used by more conventional ships, and even dropped by planes, as different means to the same end: sinking or disabling enemy vessels.

GERMAN MILITARY EQUIPMENT: STANDARD ISSUE

For details on Allied military equipment, please see *Achtung! Cthulhu: the Fate Investigator's Guide to the Secret War*, Chapter 7.

FALLSCHIRMJÄGERGEWEHR 42 (FG42)

To improve the fire support for *Fallschirmjäger* in the field, the *Luftwaffe* decides to replace the Kar. 98k, MP40, and MG34 with one weapon. Whilst the FG42 meets all of the *Luftwaffe's* exacting requirements, it does have significant disadvantages: the magazine unbalances the weapon, there is excessive muzzle flash, and automatic fire is difficult to control due to muzzle climb and the weapon's light weight.

The FG42 first sees action in 1943. There are two models, early and late, which are basically product improvements, although they differ significantly in appearance. Both models feature bipods, flip-out bayonets, and a mounting rail for the ZF41 telescopic sight.

FLAMMENWERFER 35 & 41

The *Flammenwerfer 35* is a one-man operated flamethrower capable of throwing an oil/petrol/tar mixture up to 27 yards (25m). The FmW35 is a World War One design, weighing nearly 80lbs (36kg) and carrying almost 2.5 gallons (12 litres) of fuel.

The *Flammenwerfer 41* replaces the FmW35 in 1941. It is 20lbs (9kg) lighter, with the same fuel capacity and an increased range of 34 yards (32m).

German flamethrowers are issued to engineers, but these are often detached to assault infantry units. The preferred targets of *Flammenwerfer* operators are both static and enclosed; these are approached under cover of smoke or covering fire, and the loopholes attacked directly.

GEWEHR OR KARABINER 43 (G/K43)

The *Gewehr 43* (later renamed the *Karabiner 43*) is a gas-operated, semi-automatic rifle introduced in 1943. It is intended to replace the Kar. 98k, but this plan is never fully implemented. The *Wehrmacht* recognises the need for a semi-automatic rifle in 1940, and is rudely surprised by Soviet use of semi-automatic rifles during the resistance to Germany's invasion of the USSR in 1941. The K43 is largely inspired by the Soviet Tokarev SVT-40.

The K43 has a ten-round box magazine, and any K43 can use a telescopic sight; the sniper variant uses a *Zielfernrohr 4* (ZF 4). In game terms, the sniper variant doubles the weapon's base range. The K43 can also use the *Schiessbecher* grenade launcher cup, and a specially designed suppressor.

GRANATWERFER 36

The GrW36 is a light mortar designed to provide grenade support beyond throwing range. Models up to 1938 use telescopic sights, whereas those made after that date use aiming graduation marks. Withdrawn from frontline service in 1942, the GrW36 remains popular with troops until the closing days of the conflict.

KAMPFMESSER 42 KNIFE

Originally issued in World War One, the *Kampfmesser 42* is a close combat knife used by the German armed forces and the *Waffen-SS*.

"The best weapon against an enemy is another enemy."

- Friedrich Nietzsche.

KARABINER 98K

The *Karabiner 98k* is the standard *Wehrmacht* rifle. A bolt-action design, the Kar. 98k is the latest iteration of the original Mauser bolt-action rifle, and over eleven million are made. The Kar. 98k has a five-round magazine loaded by stripper clip, and can use the *Schiessbecher* grenade launcher cap.

A sniper variant is produced from rifles selected for accuracy at the factory, augmented with a specially mounted ZF39 or 41 telescopic sight; over 120,000 sniper rifles are manufactured in all. In game terms, the sniper variant of the Kar. 98k doubles the weapon's base range.

LUFTWAFFE FLIGHT UTILITY KNIFE

Also known as the *Fallschirmjäger-Messer*, this knife is issued to German aircrew and *Fallschirmjäger*. It has a 4" (10cm) blade that extends by gravity and can be operated using one hand, which is useful if the other is bound up in tangled parachute rigging. It also has an awl for untying knots, which can also be used as a weapon.

The British copy captured examples and issue them to their own paratroops. Both the SOE and the OSS also issue the knife as a "saboteur's jack-knife" with an extra tyre-slashing blade.

MASCHINENGEWEHR 34 (MG34)

The MG34 is the *Wehrmacht's* standard general purpose machine gun from its adoption in 1936 until it is superseded by other models in 1942. The MG34 has two modes of use: light (using a bipod and ammunition belts or drums in an infantry support or vehicle's secondary weapon role) and heavy (using tripods and ammunition belts in a medium machine gun or anti-aircraft role).

Ammunition drums of fifty or seventy-five rounds are used until the end of 1941, after which non-disintegrating metallic ammunition belts are used. The MG34 has two triggers: automatic and semi-automatic.

MASCHINENGEWEHR 42 (MG42)

The MG42 is cheaper and easier to make than the MG34. More tolerant of mud and snow than its predecessor, the MG42 supplements the MG34 across the *Wehrmacht* from 1942. The MG42's high rate of fire (1200rpm) is a design feature, as is the quick barrel change system, which can be managed in six seconds by a trained crew. Like the MG34, the MG42 can be used in light and heavy modes. The only disadvantage of the MG42 is its high ammunition consumption.

Between 400,000 to over 700,000 MG42s are made by the end of the war. Due to its firing sound, the MG42 is called "Hitler's Saw", or "Bonesaw", by German troops, and "Hitler's Buzzsaw", or "Zipper", by Allied troops. British sources also name the MG42 "Spandau" after manufacturers' marks found on early captured examples.

MP38 & 40 SUBMACHINE GUN

The *Maschinenpistole* 40, or MP40, is the standard *Wehrmacht* submachine gun. It is a 32-round, open bolt, blowback automatic weapon. Constructed from pressed steel, it is cheaper to make than its predecessor, the MP38, and cures its accidental misfire problem if dropped. The MP40's weakness is its magazine, which can cause misfeeds if damaged or dirty. The MP40 is issued to platoon and squad leaders, *Fallschirmjäger*, and tank crews. The British incorrectly call this weapon the "Schmeisser".

PANZERFAUST

The *Panzerfaust* is a single shot, recoilless, hollow-charge, anti-tank weapon, and is the most common of the German



Agent Bernstorff waited for the signal, then waved the Forcemaster and Stalkers forward. There would be no survivors today...

anti-tank arsenal. There are five variants of increasing armour penetration and range issued by 1945, with the *Panzerfaust* 60 being the most common model. Thirty-six *Panzerfausts* are issued to infantry and engineer companies, or one for every five soldiers.

Firing positions must be chosen to allow a six-foot exhaust flame to dissipate safely.

PISTOLE MODELL 38 (P38)

The P38 is a 9mm semi-automatic pistol designed by Walther to replace the expensive P08 *Luger*. It is issued to officers, NCOs, *Fallschirmjäger*, machine gun and mortar crews, tank crews, despatch riders, and signallers. Accurate and easy to shoot, the P38 performs well on the icy Eastern Front. The P38 is a popular war trophy, and is used as a backup weapon by many Allied soldiers.

PISTOLE, PARABELLUM, MODELL 1908 (P08)

The P08 *Luger* 9mm is the signature German military pistol. However, it is expensive to make and suffers in muddy or sandy conditions, hence its replacement by Walther's P38 (although production of the *Luger* still continues until 1942). It is issued to officers, NCOs, *Fallschirmjäger*, machine gun and mortar crews, tank crews, despatch riders, and signallers.



Photo: Unknown - German infantry with Sturmgewehr 44 - Bundesarchiv, Bild 146-1979-118-55 / 00-81-SA.

Many staff officers and officers of rear-echelon units purchase the 7.65mm model instead of the standard 9mm. It is the premier war trophy for Allied troops.

SS DAGGER

These daggers are presented on graduation to members of the SS. Ostensibly dress uniform regalia, an SS dagger may be encountered on the frontline and such items are especially favoured as war trophies by Allied troops. Alternatively, SS daggers may be encountered in the hands of experienced Nazi interrogators or fanatical *Waffen-SS* troops.

STIELHANDGRANATE 24

The *Stielhandgranate* is the classic German stick grenade, also known to Allied troops as the “potato masher”. The stick allows a soldier to throw the grenade twice as far as an Allied grenade. The StG24 is classed as an “offensive” grenade, using high explosives to create blast damage. There is also a smoke variant: the NbG39. Additionally, a fragmentation sleeve, or *Splitterring*, exists which adds splinters to the grenade’s blast damage. Finally, a concentrated demolition charge variant is also obtainable, consisting of six stick-less grenades wrapped around a seventh, which are used by pioneers.

STURMGEWehr 44 (STGw44)

The *Sturmgewehr 44* is literally the archetypal “assault rifle”. Officially, the initial project, during which the rifle is known as the *Maschinenpistole 43* (MP43), is actually cancelled, but

demand from Eastern Front troops issued with trial versions of the weapon sees production kickstarted, prioritised, and renamed by Hitler in 1944.

The StGw44 is a gas-operated, selective-fire, automatic assault rifle. It has a thirty-round magazine, and can use the Schiessbecher grenade launcher cup and the ZF4 telescopic sight. Over 400,000 are manufactured between 1943 and 1945.

WALTHER PP & PPK

The Walther PP (Police Pistol) is introduced in 1929, with smaller PPK following in 1930. Following the Nazi rise to power and military rearmament, both the PP and the PPK are issued to *Wehrmacht* staff officers, the *Luftwaffe*, and Nazi Party officials. Hitler commits suicide using a PPK in April, 1945.

LARGER MUNITIONS

Germany’s Vengeance

THE V1 FLYING BOMB

After the horrors of the nightly bombing raids suffered during the Blitz in 1940-1941, the British have become accustomed to threats from the skies and continue their lives almost as normal. Despite a series of smaller raids in 1943 and early 1944 (after the Normandy Landings) the general feeling is of relief that the war will soon be over and that the bombings will no longer be a factor in everyone’s daily life.

While in public there are rumours that Hitler's scientists are working on secret weapons, few take these seriously until the night of June 13th, 1944, when a strange new sound fills the skies. Described as something akin to a motorcycle missing its silencer, or a struggling steam engine, the sound is accompanied by a streak of light across the night sky, assumed by those who see it to be an aircraft in distress. Without warning the sound stops and, as its engine cuts out in readiness for the dive onto its target, the V1 flying bomb makes its first strike against London.

Allied intelligence has been aware of the development of the weapon, codename Diver, for some time, and since 1943 has waged a campaign to destroy launch sites with the support of Bomber Command, an operation that has delayed the weapon's deployment by six months. However, despite the Allies' best efforts, the Germans are still able to launch the V1 to strike its first target near London's Liverpool Street Station. The following days see the number of V1s launched increase at a dramatic rate, and in only five days over 500 rockets have rained down on London, dispelling any doubt of the German vengeance weapon's existence.

Nowhere is safe from the V1 and its target is impossible to predict, as the weapon cuts its engines prior to diving, giving no indication of the impact site until it is struck. The RAF engages in desperate chases to intercept the rockets, which though fast, can be caught by their Spitfires. Many are shot from the skies over southern England, and some pilots even learn to fly alongside the rockets and, using the wings of their aircraft, flip the rockets over to force them into the ground or sea.

THE V2 BALLISTIC MISSILE

The terror of the V1 pales in comparison to that of the V2 missile. At thirteen tonnes, and travelling through the stratosphere at 3,000mph (almost 5,000km/h), this monster strikes without warning in West London on September 8th, 1944, reducing the leafy streets of Chiswick to a cratered mess. As with the V1, British intelligence are aware of the existence of the massive V2 but mistakenly assume that the launch sites have been overrun after the Normandy Landings. However, unlike the V1, which requires a horizontal ski-ramp construction to launch, the V2 launches vertically and, despite German plans to develop permanent hardened installations, is capable of launching from mobile platforms.

The V2 carries a 2,000lb (900kg) explosive warhead, and its incredible speed makes it impervious to anti-aircraft defences and fighter patrols. Dropping from an altitude of around 330,000ft (100km) at many times the speed of sound, the only sign of a V2 attack is the sonic boom created as it hurtles towards the ground, but even that scant warning comes too late to avoid its destructive payload.

Germany launches an estimated 1,100 V2 missiles against England, mostly targeting London, and while their offensive capability is considerable, their psychological impact is far greater. Proposals are tabled, even as

the Soviet Army advances into Germany, to develop a submarine-launched version of the weapon for use against the United States. Some reports suggest *Nachtwölfe* begin implementation of this plan with their increased submarine activities in the closing days of the war, but the truth of this is, as yet, uncertain.

THE V3 CANNON

Alongside the V1 and V2, the Germans develop another vengeance weapon with which to rain down destruction onto London, this time relying on more conventional technology than their missile programme. The V3 is a huge 460ft (140m) long cannon embedded in a hillside, angled upwards to launch a 300lbs (140kg) shell just over 100 miles (165km). To launch the projectile at the required velocity, the barrel is supplemented by a series of solid-fuel rocket boosters, angled into the main barrel in such a way that their thrust adds to the overall velocity, which can reach up to 5000ft/s (1500m/s).

Originally planned for installation at Mimoyecques, near Calais, the V3 program is disrupted by the D-Day landings, and although new installations are constructed further east and actually fired against Luxembourg, they are shown to be relatively inaccurate. After the sites are damaged by USAAF

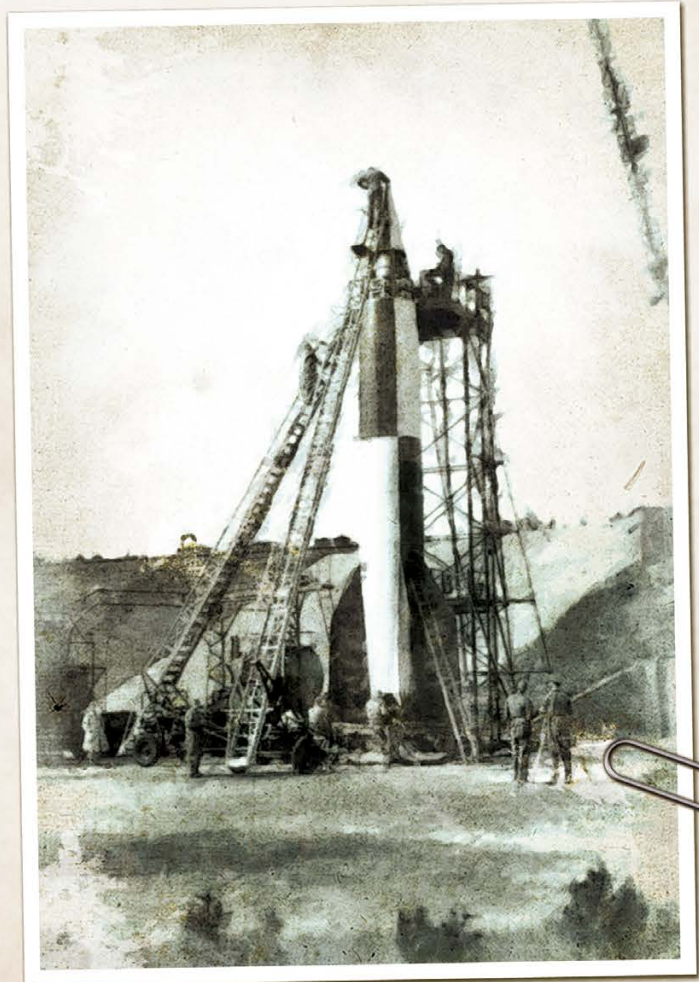


Photo: Unknown - Peenemünde 1942 -
Bundesarchiv, RH8II Bild-B0788-42 BSM / CC-BY-SA.

bombing raids, the project is mostly abandoned. *Nachtwölfe* do take an interest in the two sites as possible launch vehicles for their *Drauger* biological agent (p.203), but the Allies are saved from this horror as the Nazi scientists decide instead to concentrate their resources on other projects.

GERMANY'S ATOMIC DREAM

In January 1939 two German chemists, Otto Hahn and Fritz Strassmann, publish the findings of a series of experiments conducted to study the effects of bombarding uranium with neutrons. Under this bombardment, the two chemists discover that the element barium has been created, and the scientific community realises that the uranium nuclei have been split in two—in other words, nuclear fission has been achieved. Shortly after the invasion of Poland, the Germany Army Ordnance establishes a research program to investigate the potential of this fission for military applications.

The physicist Werner Heisenberg calculates that such nuclear fission could be sustained to create a chain reaction, and postulates that a controlled reaction could be created to produce a “uranium machine”, or reactor, to produce vast amounts of energy. From this discovery, the potential usage of an uncontrolled reaction is quickly realised—one which is capable of producing an explosion of many times the power of even the largest conventional bomb.

The Germans are fortunate that the Ore Mountains on the border between Germany and Czechoslovakia can provide them with a source of uranium, unlike the Allies who are forced to search further afield for this critical material. Under the tightest security, the Nazis begin digging deep into the mountains in 1940, and though they do succeed in extracting several hundred kilograms of uranium from the seams, all operations are suddenly and inexplicably halted

Germany's efforts to develop a working reactor are hampered by the lack of key resources.

in 1942. Those working at the site are forbidden from discussing what occurs there, with most of the mining crew transferred to the Eastern Front. However, rumours do reach the Allies of a discovery by the miners recorded in their files as “The Burrower”, though what this could be has continued to baffle Allied intelligence.

Germany's efforts to develop a working nuclear reactor are hampered by the lack of other key resources, particularly the heavy water required to slow the reaction to a manageable and controlled rate. The main source of heavy water is the Norsk Hydro plant in occupied Norway but, thanks to



Photo: Unknown - Peenemünde V2 rocket, 1942 -
Bundesarchiv, RH8II Bild-30788-42 BSM / 00-BY-SA.

the efforts of the Norwegian resistance, the plant is sabotaged and its stocks of heavy water destroyed.

Despite this setback, the Germans continue in their research and, while unable to develop a working reactor, rumours suggest that they do manage to develop a primitive nuclear weapon, triggered by a spherically shaped charge wrapped around a core of uranium. Whether or not this weapon is successfully tested is unknown, and by the time of its development the war is all but lost for Nazi Germany. However, what secret projects *Nachtwölfe* may be working on in the Fenrir's Seat, or at Peenemünde, is unclear. These Nazi researchers have access to technology far removed from that available to the Allies. Perhaps their Atlantean or Hyperborean discoveries will give them the key to creating far more terrible devices...

ESOTERIC EQUIPMENT: NOT-SO-STANDARD ISSUE

Black Sun

Determined to bring about a "glorious" new dawn for humanity, Reinhardt Weissler and his Black Sun lackeys (p.79) use their arcane knowledge to help further their cause.

BLACK STEEL

A Black Sun creation forged in the bowels of the Dreamlands' Wewelsburg Castle (p.74), metal ores mined from the Plateau of Leng are combined with fragments of obsidian taken from the Valley of the Black Sun to produce an alien alloy far stronger than terrestrial steel, and possessing a number of unusual properties.

As its name suggests, it appears as a jet black metal that seems to ripple and flow beneath its surface. It is icy cold to the touch, and is impervious to even the most extreme temperatures once forged.

Using Equipment Stunts for the Unnatural

For the most part, using aspects, Weapon and Armour ratings, and scale is enough to make for an interesting *Fate* game. Much of the equipment in this section though goes a little further, effectively making equipment stunts. These showcase how weird and unnatural the Secret War can get. When coming up with your own strange items, keep in mind the way that these add to, or twist, the rules.

When shaped into a blade, Black Steel is *Naturally Enchanted*, allowing it to harm Mythos creatures that would otherwise be impervious to normal weapons. It also has a Weapon rating according to the sort of weapon, as per Chapter 7 of the *Fate Investigator's Guide*—Weapon:0 for a baton, Weapon:1 for a knife, etc.

Along with that, Black Steel weapons have a parasitic effect: each attack that inflicts a consequence, and also drains 1 spell energy (p.156) from the victim and passes it to its wielder. If the victim has no spell energy remaining, there is no additional effect. Taking someone out with a Black Steel weapon (including attacking someone who is helpless) drains up to 5 spell energy.

BLACK SUN DEGEN

Created by Albrecht Lohmann, Black Sun's military commander, this is a variant of the SS *Degen*, the straight-bladed sabre used by the SS for ceremonial duties. Lohmann's taste for close combat leads him to have these weapons created for use by Black Sun's elite soldiers, bodyguards, and assassins.

Forged from Black Steel, these weapons are produced at different lengths to accommodate for the height of the wielder, and they are perfectly balanced. Inscribed with complex patterns of runes, these blades possess the innate properties of all Black Steel weapons (as above), but are additionally enchanted to drain the life of their victims. After an attack where a Black Steel weapon inflicts a consequence, the victim suffers another 2-stress hit as his life force is being sucked away (meaning that physical armour cannot help), and the wielder gains an *Imbued with Stolen Life* boost. This boost lasts for the next hour or so, if not used. If the victim succeeds at an overcome action with Physique, opposed by the wielder's Physique, then the additional hit and boost do not happen. Tying or failing means it does.

EBON IVY

Adapted from the vicious, barbed creepers that choke the marshy floor of the Valley of the Black Sun, Ebon Ivy is a form of razor-sharp vine possessing a low animal intelligence, and deployed by Black Sun in place of traditional barbed wire. Ebon Ivy is grown by casting seeds onto the ground, which quickly burrow down to take root, even cracking through concrete to find fertile soil. Two or three exchanges after being thrown down, thick, jagged tendrils begin to writhe from the earth, sprouting vicious barbs and quickly covering an area 10ft (3m) in length and width, and up to 5ft (1.5m) high, all the while constantly shifting and squirming as though sensing the world around them.

Incredibly resilient, Ebon Ivy can be cut with bladed weapons but quickly sprouts new tendrils to replace those which have been damaged. Only fire will destroy it permanently. Anyone unfortunate or foolhardy enough to attempt to cross a patch of Ebon Ivy is lashed and clawed

Something Old...

On their own, the crumbling, blue crystals so beloved by *Nachtwölfe* appear to be relatively harmless, unless hit with sufficient force to cause a reaction. Under these conditions, the crystals release energy that acts against the applied force, in most cases negating it completely.

The crystals themselves are heavier than gold and, on close examination, their inner structure looks somehow wrong to the human eye. Characters with access to a reasonably well-equipped laboratory can analyse the crystals with a successful Academics (Chemistry or Physics specialisations) roll and will discover that they are composed of a hitherto unknown transuranic element with a very high atomic number.

They also appear to be radioactive, and prolonged contact with bare skin does in fact produce third degree burns. *Nachtwölfe* has been able to insulate equipment that contains fragments of the raw crystals using specially treated fabrics, based on suggestions found in an ancient Tibetan text, to protect users from this relatively mundane side-effect.

by the plant, which attempts to ensnare its prey before ripping it to pieces. (The following stats follow the rules and model in *Mythos Creature Rules*, starting on p.186)

Aspect: • *Razor-Sharp Vine Being*

Skills: Good (+3) Writhe and Destroy
Mediocre (+0) *Everything Else*

Abilities: **Area Attack.** It effectively attacks everyone in the zone or area (not unlike tentacles, but less coordinated).

Inhuman Mind. Ebon Ivy has no true mind, just a sense of low animal intelligence.

Immunity to attacks that naturally focus on one creature.

Razor Vines. Ebon Ivy is Weapon:1 against living things, clothing, etc. It also entangles victims. (See *Grappling* in *Fate*, p.197.)

Rooted. It can only grow as a plant, and cannot move around or otherwise act independently.

Weakness: Fire.

Stress: ☐ ☐

KLEIN CELL

Having studied fragments of Hyperborean geometry recovered from their expeditions to North Africa, and combined them with the work of the German mathematician Felix Klein, Black Sun have created these unique and disturbing devices for use as both prisons and devices of torture. Taking Klein's theories regarding a surface in which notions of direction cannot be consistently defined and extending them into four dimensions, Black Sun have managed to create an enclosure that cannot be escaped once entered.

A Klein Cell appears as a strangely shifting geometric form, somewhat akin to a bottle, and made from a glistening black glass material which seems to flicker in and out of sight as it twists and turns.

A victim is forced into a Klein Cell by simply touching its surface. This contact (which does not have to be direct skin contact) is sufficient to drag him into its dimensional space, after which he finds himself in an endless tubular maze, where all movement appears to lead in exactly the same direction. The effect of this imprisonment quickly causes the mind to break. Through their magic, Black Sun's sorcerers can view the progress of the victim and decide when he is ready for interrogation or, in the case of the permanently insane, disposal.

Though impossible to break from the inside, Klein Cells are relatively fragile, being only as strong as the glass which forms them. Breaking a Klein Cell will release the prisoner within, although the sudden shock of return from hyper-dimensional space to normal three-dimensional space can have catastrophic effects. It is left to the GM's discretion to determine if there are other means of extracting those held captive by less violent means.

As a Klein Cell encompasses infinite, non-Euclidian space, there is technically no limit to the number of beings or creatures that can be stored in one.

Those trapped inside a Klein Cell check off one sanity box for every day they remain imprisoned. A victim returned to reality by shattering a Klein Cell suffers a sanity trigger (p.144)—treat as a Good (+3) terror rating.

Nachtwölfe

Driven by the needs of the escalating conflict, *Nachtwölfe* produce countless special innovations for the war effort based on their research into ancient antiquities, all the while continuing their global search for the secrets of the past, even as the battlefronts draw inexorably closer to the Fatherland.

ANDERSSEHER-HELM

The strangely bulky helmets worn by *Nachtwölfe* Stalkers (p.93) have been strengthened with *Blauer Kristall* to accommodate a set of heavy, adjustable lenses. Based on the Cornwallis lens stolen by German loyalists from New World Incorporated in the 1930s, these optics have three settings. The first provides magnification equal to a standard pair of

binoculars, whilst the second provides night vision equal to that of the *Zielgerät 1229* infrared aiming device (p.124). The third allows the viewer to see creatures and beings that the human eye is normally incapable of seeing, including star vampires and flying polyps.

A version of these helmets lacking the optical enhancements is issued to all serving *Nachtwölfe* troops.

BLAUER KRISTALL I & II

Initial experiments have discovered many uses for small amounts of the blue, crystal-like material recovered from a dig in Sumatra (and subsequently found in other excavations), including powering portable devices and experimental weapons. It can also be used to create a bonded metal, for use in personnel, vehicle, and aircraft armours, which is both lightweight and able to withstand much greater impacts. Developed using instructions hidden in ancient scrolls, this *Blauer Kristall* is one of the promising ancient technical developments spurned by Reinhardt Weissler.

Once combined with steel as part of a highly secret process, the bonded material looks like black metal at first sight, but has an unsettling blue sheen on closer inspection. It is also able to absorb some esoteric energies, which Mina Wolff believes should prove useful if they ever come into direct conflict with Black Sun's Mythos allies.

The bonding mechanism is still under study, and only two stable forms of the composite currently exist, known as Mark I and Mark II. As the technique is still being perfected, there is a danger of Mark I and Mark II armour shattering under certain conditions. Experiments to develop a Mark III alloy are ongoing. Newly discovered inscriptions should refine the process once they have been deciphered, but the project is in danger of stalling if *Nachtwölfe* cannot obtain enough of the raw crystal material from its various archaeological digs.

The Allies know of the material and that it has some importance to the Third Reich, but for the moment are unaware of its properties. Some shipments destined for

Nachtwölfe have been intercepted and sent to Prof. Richard Deadman for analysis.

BREATHER

The breather is a bulky, gasmask-style unit with tubes leading into a waist-pack. When wearing the breather, the user need not eat or drink, and can operate equally well underwater and in a vacuum as they can in air. The user is also protected from flashing lights by polarised lenses, which also grant indistinct, murky vision through approximately 6" (15cm) of solid material. If the pack is opened, a strange, powdery substance will be found inside a metallic liner. The powder is unidentifiable but seems to efficiently absorb a variety of different gasses and liquids, in return releasing a breathable air mixture. The breathers are most often seen worn by 1st Division *Nachtjäger*, but are issued to other *Nachtwölfe* troops if serving in extreme conditions.

DER ADLER (THE EAGLE)

The Eagle is based on the Horten H.XVIII A, a long, blended smooth-wing aircraft with six jet engines buried inside the wing (designed to reduce its radar profile and thus make it harder for the Allies to detect). After receiving

At the heart of Der Adler is a locked room containing a strange contraption that resonates with a low hum.

the project files for the Horten (secretly supplied by an aide of Hermann Göring's) *Nachtwölfe*'s aeronautical division implement several of their own developing technologies to improve on the design.

Der Adler has eight larger jet engines and a wing span almost three times as wide as the original Horten. The original H.XVIII A's wood and carbon anti-radar "stealth"



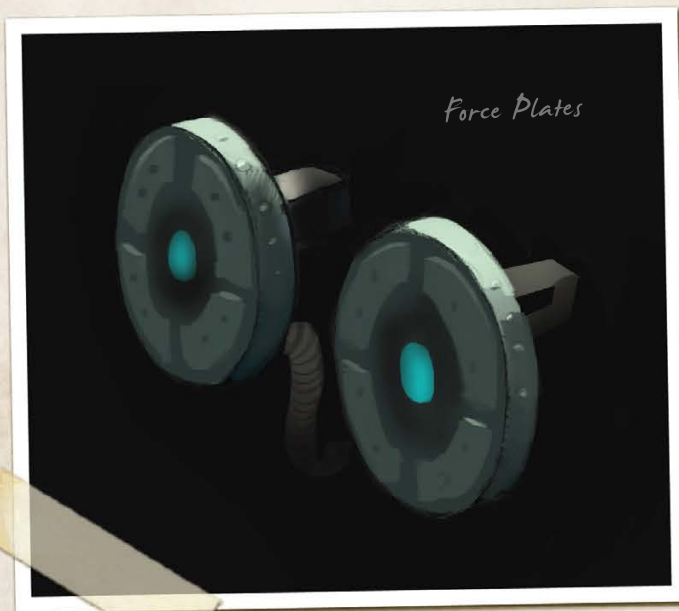
construction properties have also been improved, and the infrastructure strengthened by the addition of the latest *Blauer Kristall II* material.

Once in flight, *Der Adler* lands infrequently, with access to the aeroplane then being achieved by *Luftwolf*, a jet-powered mini-zeppelin capable of carrying ten passengers plus a small amount of cargo. *Der Adler*'s bomb bay has sufficient room to fit a single *Luftwolf*, which is usually stowed with its airbags deflated. *Der Adler* must slow to near stall speeds to receive and deploy the *Luftwolf*, lowering a specially designed hook and line in order to "capture" the airship and pull it into the bomb bay when retrieving it.

At the heart of *Der Adler* is a locked room containing a strange contraption that resonates with a low hum, glistening with strange liquids and pulsating lights. Tubes run throughout the plane, feeding these disturbing fluids to distant parts of the superstructure.

Der Adler is armed with four MG131 Hecklafette HL 131V quad-mount turrets: one under each wing, one mounted dorsally behind the cockpit, and another lying ventrally aft of the bomb bay. Each gun is fed by a 300-round belt. In addition, *Der Adler* has three Mauser MG151/20 20mm cannons mounted in smoothly embedded gun positions: one in the tail and one each in dorsal and ventral turret positions forward of the cockpit. Both of these turrets are unique *Blütenblatt* (or "petal") designs to avoid interfering with the plane's anti-radar properties.

With *Der Adler*'s huge cruising speed of 500mph (800km/h), and a maximum safe speed of 590mph (950km/h; although in an emergency it can push to 620mph (1000km/h) for brief periods), there are few, if any, Allied planes that can come within firing range of her, with the possible exception of the Gloster Meteor. As a result, *Der Adler* is most likely to be encountered as a fleeting glimpse in the skies (before, during, or after an attack), or in a heavily-guarded hangar during routine maintenance.



FEUERFLÜGEL

This experimental ammunition is capable of penetrating light to medium armour and explodes on contact with its target, sending incendiary-like burning material up to 20ft (6m) away from the point of detonation.

Designed to be used with the NW-*Jagdgewehr*-StGw43-A assault rifle (p.123), a single successful shot is usually sufficient to kill a human as it also sets the victim alight. If used against a hard target, the resulting explosion sends out a shower of incendiary fragments that ignite surrounding flammable objects within a 10ft (3m) radius. Usually this immolates any human unfortunate enough to be in range.

Thankfully for the Allies, this ammunition is still quite rare, and only infrequently encountered in the field.

Feuerflügel ammunition turns a weapon into having offensive scale (p.135) where it didn't before—meaning that it neutralises a tank's defensive scale against such fire, and has offensive scale against personnel. It will most likely create the aspect **On Fire!** on the area (or give such a consequence), and anything flammable within the blast has a good change of being set alight.

If a *Feuerflügel* round penetrates a hard target, such as a building or vehicle, then the incendiary shards cause everyone else in the zone or area to deal with an attack. This uses the same result as the original attack, but is only Weapon:1 and does not have the scale effect.

FORCE PLATES

These are thick, studded plates of wrought iron infused with a fine, glowing "wire" lattice, attached to a sturdy hand-grips. A thick cable runs from each plate to a weighty power pack, worn in the manner of a rucksack. When not in use, the plates are worn clipped to the user's belt. As an unusual weapon, unfamiliar users will treat their Shoot as Mediocre (+0) until they get used to the device with practice. A trained operator can expel "telekinetic" blasts through the force plates to varying effect. An experienced user can expel a shockwave from each force plate once per exchange. This is a Weapon:2 attack against an open area, which most physical armour cannot negate. Those who are hit are also **Knocked Down**, though they can negate that by using Physics to overcome it, with the difficulty equal to the same attack roll.

If both plates are placed directly against the side of an armoured vehicle, this attacks the occupants inside instead, as a result of the operator establishing a devastating harmonic vibration that can potentially render the crew unconscious. Using this attack temporarily drains the energy going into the force plates, preventing the user from employing another effect for two exchanges.

By concentrating and focusing the energy through the force plates heavy objects can be lifted, but doing so causes a power drain. Picking up a vehicle weighing up to two-and-a-half tonnes—typically a jeep or truck—drains the power for two exchanges; picking up a vehicle weighing up to forty



tonnes, such as a T34 or Sherman tank, drains the power for four exchanges; and picking up a vehicle weighing more drains the power for six exchanges. Once held in this fashion, the force plate user can either move the vehicle a total of 33ft (10m) with care, or throw it up to 100ft (30m) away. To use against lifting or throwing a vehicle, treat as though the device (but not its users) have a Legendary (+8) Physique rank. The maximum weight an operator can lift and move with force plates is at the GM's discretion.

Those using force plates do not tend to use more mundane weapons, although it is usual for their *Nachtwölfe* operators to carry service handguns in case of battery pack malfunction. As insulated protective gloves are usually worn when utilising force plates, each handler is also equipped with a specially adapted heavy knife, known as the "Eisenstachel" ("Iron Sting"), which has an enlarged grip and a thick ring attached to the knife's cross-piece. By inserting his thumb through this ring, a force plate user can maintain a hold on the weapon in spite of his gloves, and wield it if required.

IRON PLAGUE

This chemical weapon is discovered quite by chance while *Nachtwölfe*'s scientists are developing new metal alloys for their advanced aircraft and submarine programmes. Early experiments led them to investigate unusual materials recovered from an expedition to the Arabian Peninsula, and their potential reaction with various metals. As the first batch of one experimental compound was mixed with powdered iron it combusted violently, producing a cloud of oily grey smoke that proceeded to dissolve all ferrous metal enveloped

within it, including the laboratory's steel frame and heavy blast door. Though the researchers conducting the test were killed when the laboratory subsequently collapsed on top of them, autopsies on their remains showed that their bodies appeared to be unaffected by the unusual cloud, leading to the powder's development as a potential anti-armour weapon.

The compound is delivered in a grenade-like weapon composed of two compartments. One contains the compound; the other holds powdered iron and an explosive charge intended to shatter the two compartments and ignite the resulting mixture. Once detonated, the explosive cloud expands rapidly to fill an area 20ft (6m) in diameter. *Nachtwölfe*'s goal is to begin industrial production of these weapons in the hope that they will prove particularly effective against the inferior metal used in Soviet tank production.

Treat as a grenade (see Explosives on p.139), except that in addition to damage as normal, it also creates the aspect **Cloud that Dissolves Metal** on the area. All ferrous metals caught within the cloud begin to dissolve and are reduced to a viscous slurry in two or three exchanges. Iron, steel, and stainless steel are ferrous metals; aluminium and copper are not. Thicker material, such as tank armour plating, will take longer to dissolve, but until the cloud dissipates (a minute or two), they will continue to degrade.

NW-JAGDGEWEHR-STGW43-A ASSAULT RIFLE

Having successfully developed the *Shewolf Maschinenpistole* for their commanding officer (p.91), *Nachtwölfe* scientists looked into evolving the technology further in order to produce a weapon that could be supplied to their troops in the



field. By the time the scientists had sufficient quantities of *Blauer Kristall* to create such guns, they had settled on the *Maschinenkarabiner 42 (Haenel)* as the basis of their design.

With additional elements from the MP43 incorporated as field testing refines the weapon's capabilities, the StGw43-A looks like an oversized version of the StGw44 with a heavier, longer barrel and an eerily blue finish. Despite the presence of the crystalline alloy, the bulky weapon still possesses brutal recoil and, in the hands of those with insufficient strength and body mass, firing it has been known to dislocate arms and break collar bones. (Treat as Weapon:3 with automatic fire. Those with a Physique lower

than Good (+3) are **Knocked Down** or **Hurt from Recoil** unless they can overcome a Good (+3) Physique roll.)

The *Jagdgewehr* is used for the initial field tests of the Zielgerät 1229 infrared aiming device. Codenamed *Vampir*, the device consists of a large scope and an infra-red lamp. The lamp illuminates objects at a wavelength invisible to the human eye, whilst the scope allows the shooter to see the reflected lamp light, giving them the ability to locate and fire upon targets in the dark. The gun's distinctive blue muzzle flash does not interfere with the Zielgerät's operation, although Stalkers (the gun's main users) are trained not to remain in the same place having taken their shot due to the weapon's very obvious tell to their location. Few StGw43-A retain the device thanks to the development of the *Andersseher-Helm*. *Nachtjäger* snipers train regular troops to use the scope with the smaller StGw44.

In addition, the *Jagdgewehr* StGw-43A can fire rocket grenades, turning the gun into an anti-materiel weapon. *Nachtwölfe* scientists have developed special rounds for this purpose, containing either Iron Plague (p.123) or the *Feuerflügel* compound (p.122).

Due to the scarcity of the materials needed to produce them, there are limited numbers of these assault rifles in actual service. Too cumbersome for standard use (even when not made from *Blauer Kristall*), the weapons are later reduced in size for the regular armed forces; unlike their predecessors, these weapons can only fire normal ammunition.

*The grape vine thinks Nachtwölfe are developing something very big.
Let's find it so Bomber Command can go and say hello.*

A. T.





CHAPTER 7

Game Creation & Advancement

"Courage, my friends; 'tis not too late to build a better world."
- Tommy Douglas

GAME CREATION

As with every game rooted in a strong setting, much of the work of game creation has already been done for you. The various chapters in both this book and the *Fate Investigator's Guide* detail elements of the world, giving you fodder for the game's big issues, faces, places, etc. So instead of the game creation detailed in *Fate Core* (which is suited for characters with their own personal, persistent goals) this chapter frames game creation around those in Section M, Majestic, and any other situation with missions dictated by superiors and mysteries that the characters seem to continually run into.

Game Modes

The big issues are clear: there are dark forces in the world: some mundane, in the form of Nazis and other vile agents; and some supernatural, in the form of ancient monsters and aliens that humanity cannot ever truly comprehend. The world is at stake, so the storyline's scale defaults to large-scale (*Fate Core System*, p.21). And though it also works well if you focus on smaller places and minor victories, those small-scale situations are symptoms of what is greater. Your game aspects will reflect this, though how they do depends on your **game's mode**.

Essentially, game modes are sets of pre-built big issues (*Fate Core System*, p.22): aspects and general sensibilities about how moments in your group's *Achtung! Cthulhu* story will take shape. You will choose one mode or mesh two together, and pick two aspects from those listed. (Of course, you can also write your own, either inspired by those listed or wholly new ones—this is *Fate*, after all!) As is *Fate's* way, talk about these and choose them as a group.

PULP ACTION

Pulp action focuses on punching Nazis, walking away from cool explosions, and even facing down unknowable horrors with a dry wit rather than abject fear. These characters drop in, get the mission done, and are spirited away to the next hotspot. If you choose this mode, you might want to put

When Exactly Are We Playing?

World War Two covers a number of years, with drastic changes to each theatre of operation, and even each little town or stretch of land as time passes. That holds doubly true for the secret war that your characters are embroiled within! The default time period for an *Achtung! Cthulhu* game is early in both wars, i.e. the early 1940s. But if you wish to start later, or even earlier, in the timetable, by all means do so! Chapter 1 in this book covers the timeline of events, and one such event might spark your collective imaginations. For instance, perhaps you want an American-centric game, so you set yours in the middle of 1942 after Majestic is formed. Or you want to run a prequel mission, where a group of action-oriented scientists run afoul of the Thule Society during the society's 1920 Sumatra expedition.

If you do deviate from the standard start of the early '40s, make it clear what's going on and why you are looking for the group to buy into your time-shifted premise (without spoiling too much of the mystery, of course).



aside some of the rules in the Warzone Conflicts chapter when you are playing out conflicts involving a derring-do attitude and atmosphere, and go light on the Sanity rules. Game aspects:

- *Of Course it's Trouble, We're Section M*
- *Why Does Everything Have To Involve Nazis*
- *Always an Imminent Crisis*

MILITARY NARRATIVE

Military narratives are those inspired by the tales that grandparents tell their grandkids long after the war is over, of books documenting the accounts of soldiers and civilians during that time, and of television serials like *Band of Brothers*. These are about the hard lives for those on the front lines, dealing not just with the enemy ahead but also with little crises—supply issues, wounded comrades (physically and emotionally), and so on. The rules in the Warzone Conflicts chapter are meant to help you play out such a story. Game aspects:

- *Don't Trust Quiet Moments*
- *Supply Issues: the Silent Enemy*
- *The Enemy Doesn't Always Wear a Uniform*

MYSTERIES AROUND EVERY CORNER

Little hallmarks a Cthulhu Mythos story like secrets, legends, mysterious cults, tiny and obtuse clues in old books,

Fate & Grit

Fate is inherently a pulpy system, and doesn't have much in the way of the granularity needed to tell or play a gritty story. This "military narrative" dial is about the subject matter, not about making **Fate** a grittier system.

the ramblings of madmen, and so on. Yet another dark truth of the world always seems around the corner, to those unfortunate enough to see them. Game aspects:

- *Beware the Dark Corners of Reality*
- *Hidden Truths and Dangerous Answers*
- *The World Won't Let Us Stay Ignorant*

SPIES AMONG US, SPIES AMONG THEM

A slightly different take on the *Achtung! Cthulhu* narrative, the characters could be spies, insurgents, and others who work to subvert the enemy from behind enemy lines and from within, rather than with gunfire and explosions. Game aspects:

- *Shady and Uncertain Allegiances*
- *Trust is a Doubled-Edged Sword*
- *Layers of Secrets and an Onion, For There Will be Tears*

Difficulty in Compelling Game Aspects

Some GMs may find the game aspects chosen to be difficult to compel. That's okay! Part of the role of these aspects is to set expectations for the story you are playing in, so if they are doing that, they are doing their job. And surely there are enough other aspects in play that compelling the characters won't be a problem. If you find it frustrating, though, you are more than welcome to rewrite the aspects on the fly to ones that are easier for you to use—though talk with the group before you do that, because they might have ideas for how an aspect that is frustrating you can be used, meaning that you might be able to salvage it and make it sing after all.

BOOKWORMS TO THE RESCUE

Another take on the *Achtung! Cthulhu* narrative focuses on the unlikely heroes of humanity: antiquarians, university professors, occult historians, and those whose weapons against the unknown are intellectual rather than physical. These games might not use the Warzone Conflict rules (save for the modifications to stress and the guidance on being taken out), though they should use the hard Sanity rules. Game aspects:

- *Knowledge is the Real and Tempting Power*
- *We Never Know Enough*
- *The Pen is Mightier than the Pistol*

LOVECRAFTIAN BLEAKNESS

Of course, the heart of any Cthulhu Mythos story is that sense of futility and bleakness; that even in the largest victory, all that you have managed to do is to delay the inevitable. This is a drastic contrast to the pulp action that is part of *Achtung! Cthulhu*, but not incompatible! Indeed, pulpy action in one moment and crippling hopelessness in the next can make for a truly amazing story. Game aspects:

- *The Inevitability of Human Frailty*
- *No End to Threats and Enemies*
- *The Mind Was Not Meant to Withstand This*

On the surface, some of these will look rather similar, especially those that state or heavily imply the forces acting against the characters. Talk about what each aspect you choose means to you, and if you feel you are choosing two that are too closely related, rewrite one or both to taste. Remember that each group comes from a different mode; for instance, *Of Course it's Trouble, We're Section M* is about pulp action, and the sort of compels that will happen from that aspect will be pulpy in nature. Likewise, *No End to Threats and*

Enemies is about the darkness and unrelenting facet of the setting, and compels from it will be likewise unkind.

Shifting Mode Over Time

One of the options regarding world advancement is to shift the game's mode. If this is something you are planning on from the start, such as starting with Pulp Action and moving firmly into Lovecraftian Bleakness, talk about that direction now, so that everyone has an opportunity for input and has proper expectations set.

Mission-Based Big Issues

Another way to handle the big issues is to make one about a general game mode, and another based on the current mission in a broad scope. With this setup, you will still talk about which game modes you are interested in playing and pick one aspect among those you want to play, and leave the other open to enable the current mission. As these are based on what the characters (and players!) know about the situation, there is no set list. And these big issues can easily take the form of current issues or impending issues. Here are some suggestions for you to riff off of:

- *Nefarious Activities at Castle Karlstein*
- *Struggles of the Czech Resistance*
- *Mysterious Disappearance of Agent WOTAN*
- *Chaos Around Operation Dynamo*

The first two examples come from the *Achtung! Cthulhu Zero Point: Three Kings* scenario—the first is an impending issue that has recently started (as it will progress down a dark path if left alone), and the second is akin to a current issue (even though it is relatively new, the aspect itself won't be renamed for a few years). The second two examples come from the *Achtung! Cthulhu Zero Point: Heroes of the Sea* scenario—both effectively impending, in that they are going on right now, but the situation around them is quite dynamic.

One fun trick is to have this aspect evolve over the course of the mission; occasionally the GM will rewrite the mission aspect as the characters learn more about what is truly going on. For example (using unrelated examples so as not to spoil the above scenarios):

- *Strange Reports from the Black Forest* could become *Cultists Gathering Power for a Ritual*, which could become a much darker and permanent aspect on the world if said ritual is completed...
- *Soldiers Gone Missing* could turn out to be because of *Unstable Portals to Another Realm?* (Note the question mark there—some mysterious aspects might be better as questions than statements!)
- A scenario set during *The Storming of Normandy* will certainly have that aspect change over the course of hours



Until those things stopped circling, it would be impossible for Thomas to lead his unit in search of the artefacts the Americans had stolen.

or days, perhaps to *Our Allies and Enemies Spread Out Everywhere*, or perhaps even shift to a different sense of mission entirely once the initial invasion is secured.

DRILLING DOWN, FACES & PLACES

Part of game creation in *Fate Core* involves detailing a bit more about the setting and the inherent situations. Again, many of the major players in the setting are detailed in this book (particularly in Chapters 5 & 13), but those are not the only places to draw material from.

If your story will take place in a common locale (whether the whole campaign, the first few sessions, or somewhere the characters keep coming back to for significant time in play), then drill down and come up with some faces and places within that locale, just as you normally would in *Fate Core*. For games that are solely or partly mission-based (which most *Achtung! Cthulhu* games may well be) instead detail faces and places in a way that is like a mission briefing. Of course, such briefings aren't always wholly accurate, but doing recon on a village will still reveal some truthful (if incomplete) aspects. For example, you might detail these initial faces, with plans to develop them further:

- *Elusive Resistances Fighters* might be a face defined when the mission starts, whose identities are hidden. You will likely discover some of them during your mission, and even uncover that one of them is *A Double Agent*.
- Likewise, you might discover that an *Annoying and Easily Frightened Librarian* is actually an *Annoying and Easily Frightened Brilliant Occult Scholar* (or just *Brilliant Occult Scholar*, moving *Annoying and Easily Frightened* to being a separate aspect).

And these two examples show how to detail and evolve places.

- A mission that has you trekking through a dangerous place, a *No Man's Land*, to recover an asset with valuable intelligence could turn out to be even more dangerous: *A Ritual Killing Field*.
- A *Simple, Quiet Village* could turn out to be *Home to a Sinister Cult*, with nearly everyone who lives there involved in foul plots.

Naturally, any place or face that the characters encounter will have some aspects that they do not know right away. Such situations are where characters with high Investigation, Rapport, and other such skills will come in handy, as well as more esoteric moments where characters with high knowledge skills (Academics for history, Lore for occult figures, etc.) will be able to shine at least a little light on this new predicament. Not that this is game creation per se, but

knowing that this is an option means that you can safely offload some of game creation to happen during play, which will lead to a mystery-based narrative.

MILESTONES & MISSIONS

The guidelines for milestones in *Fate Core* (*Fate Core System*, pp.256-261) work well for non-mission based games. For narratives where the mission is the central unit of a story, look to the following guidelines instead, which are not dramatically different from *Fate* as normal, but are framed in a different light.

A **minor milestone** typically happens at the end of a small mission, where the PCs have an opportunity to deal a significant blow to a minor player, or a small blow to a major force involved in the Secret War. If a single mission is lengthy, spanning multiple stages over many sessions of play, then a minor milestone happens at the end of a discrete piece of that mission: an objective, revelation, significant location change, etc. Small missions should only take one play session to complete—two at most—so the pacing between this and *Fate* by default should not be too different.

As is normally the case in *Fate*, a **significant milestone** happens after a series of minor milestones. In the case of mission-based games, either at the end of a lengthy, multi-objective mission, or after a number of smaller missions that culminate in a significant blow to a major force (possibly revealing that said major player exists in the first place).

Most **major milestones** happen only after something shakes up the world the characters inhabit in a dramatic and epic way—whether that is because the characters achieved a crushing success against the horrible unknown, or the world itself was irrevocably changed by those very horrid forces. Destroying or rendering impotent a cult, stopping the summoning of a god, setting an occult organization back months or years, and other such achievements are worthy of a major milestone. (Of course, often such actions create a power vacuum that another foe will step in to fill...)

CHANGES TO CHARACTER ADVANCEMENT

Character advancement is as in Chapter 10 of *Fate Core*, apart from the following two elements:

First, the **Mythos skill cannot be gained or increased** by skill points—it can only be affected in play (see p.155 in Chapter 10). But because of that, the Mythos skill also doesn't affect skill columns; put it aside when figuring out how high you can raise a skill.

Second, you can invest a skill point into **gaining another specialisation** (p.60 of the *Fate Investigator's Guide*) rather than increasing a skill. This follows the rules for choosing specialisations, notably that you may only have them for skills at Fair (+2) or higher.

WORLD ADVANCEMENT

The guidelines for world advancement in *Fate Core* (*Fate Core System*, pp.263-267) are a good start for the sort of narratives that happen in *Achtung! Cthulhu*. To add to that, consider two things: location-hopping games and the Mythos itself.

For location-hopping games, whether a given location changes might not be worth noting down. Sure, the PCs made a place better or worse, but in the grand scheme of things, the war is bigger than one place visited only briefly. So instead of focusing on location aspects, focus on how larger forces have changed instead because of what has happened at a given location.

Make sure you respect the core of the Mythos story. Unless you are playing such a pulpy, action-oriented game that the Mythos is barely a blip on the radar, the fact that the Great Old Ones, their agents, and other alien entities are ever-present will colour how you deal with aspects relating to

In the grand scheme of things,
the war is bigger than one place
visited only briefly.

them. They may change from one direction to another, but just because an aspect changes does not mean that the threat is truly gone. You can even address such aspects by lessening them or replacing them with something else, to represent that the story is going elsewhere; again, that does not mean that the Mythos threats relating to that aspect are ever truly vanquished. As long as you respect that understanding, the Mythos elements of *Achtung! Cthulhu* won't feel trivially easy to defeat—when you replace an aspect like *The Looming Threat of Cthugha*, that does not mean that Cthugha is truly gone, just no longer the focus of this story (and could so easily become it again at some point in the future).

While thinking about all of this, also remember that the greater struggles in the world march on independent of the characters. Europe and the rest of the world are far different in early 1939 than they are in late 1939, to say nothing of what happens in the oncoming years. You don't need to explicitly keep track of this, but incorporating that into how you play out the world will continue to remind the characters that the Secret War is not the only war being fought, and that the actions of World War Two will change and scar the locations and people the characters encounter.



Changing the Mission

Naturally, any aspects based on the mission clear off and get replaced from one mission to the next. In these cases, the GM might want to note down any aspect that has changed or was created as a result of the mission (should that even come up again), but otherwise replace that mission aspect with whatever is to come next.

Changing the Mode

After a significant or major milestone, instead of just looking at changing aspects on locations and NPCs, consider taking the opportunity to shift your game's mode (see p.135) from whatever you are playing to a different tone.

This will be common with stories that start out exciting and action-packed but shift to a darker tone as more of the Mythos is revealed, but that is not the only direction! You might go the other way, even for just one mission, to inject some levity into a heavy storyline. (If you have done a good job creating aspects, you should have no problem invoking a deadly aspect in a humorous way.) And with groups from mixed backgrounds, you could shuffle the focus from military to spy-oriented to academic, highlighting different characters by switching up the game's mode.

When all is said and done, though, make sure that everyone playing the game is looking forward to the shift in direction. If not, talk about it!



CHAPTER 8

Warzone Conflicts

*"I never thought I should live to grow blasé about the sound of gunfire, but so I have."
- George Orwell*

These warzone conflict rules work with the fundamental nature of *Fate*—a high-action, semi-realistic story-focused game. These are not specific, delineated rules that ignore what is fun about a *Fate* game; they add nuance and colour to different situations that could happen on a battlefield in World War Two (or when fighting nasty critters in dank crypts). Individual rules are designed to be open to interpretation—things like how large an explosion is, whether a given vehicle has scale (p.135) over another, and so on. These are intended to be conversations with the GM and the rest of the group, should there be any confusion. This is, after all, a *Fate* game about pulpy heroes in a time of war and horror—remember that!

As is *Fate's* way, this rules chapter speaks to players and GMs together. These rules keep the focus on individual characters, not large-scale unit tactics and the like. While reading this chapter, also refer to the companion rules in the Equipment chapter of the *Fate Investigator's Guide*: Weapon and Armour ratings.

Note that some of these rules will make for a slightly deadlier and more desperate *Fate* game, while others simply cover situations that will happen in war. Use those that best suit your group and story.

This is a *Fate* game about pulpy heroes
in a time of war.

RULES OVERVIEW

Here is a guide to navigating this chapter: **Stress, Consequence & Recovery** (p.132) covers how every character deals with recovering stress and consequences in *Achtung!*

Cthulhu; **Conceding and Being Taken Out** (p.133) talks about what it means to lose a fight in a lethal environment.

Then there are the general rule modules for different warzone situations: **Battlefields, Zones & War Story Logic** (p.134) talks about how to run a *Fate* game that happens in the chaos of battle, and how to deal with weapons that cover long distances and large areas when using zones; **Scale** (p.135) introduces how to handle vastly outclassed forces, like a person versus a tank or a bomb; and **Airstrikes, Artillery & Other One-Sided Conflicts** (p.136) shows you how to use *Fate* to handle dramatic scenes where characters cannot directly fight back. **Unavoidable Attacks and Other Nastiness** (p.138) offers a gritty system for what happens when something vicious assaults a character.

After that are the rules players will really want to know about: **Automatic Fire and a Hail of Bullets** (p.138) talks about how to use rapid-fire weapons to your advantage; **Parachuting and Other Daring Feats** (p.141) offers a framework for those times when characters are doing amazing and dangerous actions that aren't directly opposed, and where the difference between failure and success can be quite interesting indeed; **Explosives** (p.139) goes into everyone's favourite tool—things that go boom; **Poisons and Other Silent Killers** (p.141) handles the opposite of explosives—those things that hit without notice. Finally, for characters who are particularly crafty, **Creating Explosives and Poisons** (p.141) provides rules for these rather unfriendly activities.

You will also want to review the rules for vehicles in Chapter 6, starting on p.100.

These rules do not cover every conceivable thing that could happen in a warzone, but they should give you plenty of tools to use for a variety of situations, as well as tools you can extrapolate to handle anything unexpected.

STRESS, CONSEQUENCES & RECOVERY

The stress boxes and consequences slots for characters are as standard in *Fate Core*: each character has a 1-stress and 2-stress box in both the physical and mental stress box collections, as well as one mild, one moderate, and one severe consequence slot. The values of the consequence slots are as standard, as is the increased benefits from the Physique and Will skills (see those entries in the *Fate Investigator's Guide*, on pp.75 & 82 respectively).

Where *Achtung! Cthulhu* differs from *Fate Core's* defaults is in how you recover from stress and consequences.

Physical and mental stress takes slightly longer to recover from in *Achtung! Cthulhu*, and requires a lull in the action: a few minutes of catching your breath, applying minor first aid, checking for any injuries, and so on. This means it isn't automatically gone after a conflict, as it is in *Fate Core*. Getting into a fight in a fortress and immediately continuing to skulk around does not count as a lull. Likewise, having a shootout that draws attention likely means you won't have time to wait around to let your stress recover. This lull doesn't need to be played out like a scene; it just needs to have happened in the story.

Consequences recover in story time rather than game time (see *Fate Core System*, p.194 for the difference), representing their lingering effects in a war story. Once addressed, consequences take the following amount of time to sort themselves out:

- Mild consequences take around a couple of hours. This could be due to anything from a minor injury still aching to an emotional vulnerability still bothering you a little.
- Moderate consequences take around two days.
- Severe consequences take around two weeks.

If the person treating a consequence succeeds with style, the consequence takes half the time to downgrade, give or take.

When addressing and renaming consequences, keep in mind that you can shift a consequence away from being physical in nature: into something mental in nature (such as *Shaken From Almost Being Shot*); as something restrictive due to medical treatment (such as *In a Cast*); or as cinematic as the group wants to get (such as *It Looks Worse Than It Is*). Here are some suggestions for consequences that mesh with lethal conflicts:

- Mild Consequences: *Shaken, On Edge, Cuts and Scrapes, Sore From Healing*
- Moderate Consequences: *Arm in a Sling, Immense Pain, Vision is Still Blurry, Shell-Shocked*
- Severe Consequences: *"Face it, we're all going to die", Can't Feel My Legs, Keeping the Nightmares at Bay with Drink, Morphine Addict*

Why Story Time Versus Game Time

Because of *Achtung! Cthulhu's* horror focus, we want you to think about what happens regarding consequences based on how long something will take to recover from, by and large, rather than just coming up with a quick, flavourful description and moving on. We want players to give some thought as to what happens when their characters get hurt, and cement why conflicts like full-scale battles are truly terrifying. And, as one of the elements crucial to "good" horror is racing against the clock, having consequences tied to story time means that characters will keep feeling the pull between wanting to rest and needing to push on.

If what you all want in your play is pure pulp action, and the horror element is just on the surface, by all means use the normal *Fate* recovery times! They are well suited to such high action.

Note that some of these examples get a bit grim, and that is intentional here. It shows you that much of the flavour of your *Achtung! Cthulhu* game will come from the sort of consequences you take and inflict.

Skills Used in Recovery

When it comes to recovering from a consequence, various skills come into play—to different degrees, of course! Naturally, the Medic skill (p.74 of the *Fate Investigator's Guide*) will allow you to help someone recover from consequences that are physical in nature. Depending on the nature of a given moderate or severe consequence, you may need to get specialised medical equipment, get to some location where you can carry out proper treatment, or, at the very least, have bandages and basic medication on hand.

You can also use the Survival skill (p.81 of the *Fate Investigator's Guide*) to address a mild or moderate physical consequence. Additionally, returning home after a mission counts as addressing all forms of physical consequences.

For emotional and mental consequences that aren't rooted in sanity loss, Empathy allows for recovering from those consequences. Those based on sanity loss begin recovery once you have returned home; see p.151 in the Sanity section for more details.

"HOME" — NOW THERE'S A PLACE
I COULD DO WITH SEEING MORE OF.

-SGT. CARTER



Captain Yamagata led the Black Sun troops in their charge across the graveyard, eager to test his father's sword against the enemy.

CONCEDING & BEING TAKEN OUT

The backdrop of *Achtung! Cthulhu* is a hellish war, and hiding behind that is an unending nightmare, so it makes sense that in this setting, grizzly characters deaths and losses are going to be on the table. This means that being taken out is a true danger, and conceding is a valuable strategy.

In normal circumstances, conceding (*Fate Core System*, p.167) is a valid option, and if you want to be sure that your character lives, you need to concede a fight you know you're going to lose. Such circumstances include firefights and other mundane and lethal entanglements, as well as many against supernatural entities. The GM may tell you that you cannot concede against overwhelming supernatural entities, such as a horde of *die Gefallenen* (p.204) or (especially) great and terrible gods.

GMs, remind the players that they can concede, and that fights they are in could kill their characters if they are instead taken out. Speaking of which...

If you are taken out, any horrible ending is an option. The note about character death on p.168 of *Fate Core System* is a start, but assumes a kinder world than the one you are playing in here. Being brutally slain by an eldritch being, riddled with bullets by a machine gun nest, or having your mind ripped apart by some insane sorcerer are all par for the course. The characters in *Achtung! Cthulhu* are still pulpy and heroic, but they aren't immune to danger! (Otherwise, it would be a pretty dull story to play.)

Whenever you are in a lethal conflict, and you pass up the option to concede (whether explicitly after the GM

The Cold Whim of Chance

Some GMs will be uncomfortable with deciding that a character dies after being taken out, but will also want to acknowledge that this world is an especially dangerous place. That's fair! For you, here is an option that will absolve you of any guilt: whenever a character is taken out, and the GM isn't sure if that character should suffer a cruel end, roll a single Fate die. If it comes up \ominus , the character dies in a particularly gruesome way (or is otherwise written out of the story). If it comes up \oplus , the character has something horrid or detrimental happen to them, but lives. For \ominus , treat as a \oplus the first time it happens in a session, and as \ominus after that—there's only so many times Lady Luck is going to smile on you.

(And no, this is not a roll where you can use invocations, boosts, and so on to reroll or change the die. This is a pure tool of chance.)

reminds you, or implicitly by taking an action instead), you could be killed if taken out. Or a particularly gruesome fate could happen that effectively kills your character: having your legs blown off, being trapped in a portal leading to another dimension, comatose, and so on. We call this being "written out of the story".

But the flip side of losing a character is having an awesome death scene. When a character dies, involve them in that description. If they don't die, but are still effectively written out of the story, give them a chance to say parting

words, narrate an epilogue, etc. After all, if they are going to bring their characters into this world, have them involved with taking those characters out of it.

Extra Pulpy Mode

If you want to play with more heroic pulp, use the typical *Fate* guidelines for character death. It will be less of a horror story, but that's fun, too!

BATTLEFIELDS, ZONES & WAR STORY LOGIC

As written in *Fate Core*, zones in conflicts work well for small-scale fights—ones where zones make for neat, logical divisions that a person could move into, whether that's different rooms, buildings, streets, and so on. Sometimes, an



especially large area is split into two or three zones, which allows characters with high Athletics to make full use of that skill. Zones even scale up well when characters are more mobile, such as car chases, provided everyone has roughly the same degree of movement.

But often, characters in war narratives have to deal with combat in vast spaces. For those situations—especially when danger affects vast distances or a large area—let war story logic trump zone rules. For instance, a sniper's bullet doesn't care if you are three or four zones away. Machine gun fire and artillery barrages don't care if you are just barely in the adjacent zone; an attack that hits a small zone might splash into nearby ones, or, if against a large zone, might only affect a portion of it. Perhaps the Weapon rating lessens at the edge of the blast (see *Diminishing Explosives* on p.140). And the upshot? Always keep in mind that there are many ways to play out a given large-scale assault.

All that being said, when you have a character-level conflict (either normally or because you are zooming in from a larger battlefield conflict), if you and your group enjoy playing with the zone rules, please use them! They are great for focusing in at the character's level, rather than a battlefield level.

Also note the general rules for firearms and ranges as detailed on p.87 of the *Fate Investigator's Guide*.

For example, against someone with a pistol, a tank or bunker would have defensive scale.

SCALE

Scale is a quick way to handle two opposing sides where one dramatically outclasses the other, but not so much that a conflict couldn't still happen; for example, a conflict between a person and a tank, an aeroplane, a massive creature, etc. When a vehicle (or person or other entity) outclasses you in a given situation, they are said to **have scale**, which only applies to physical conflicts. There are three typical ways that you can be outclassed.

Defensive: Having scale with respect to defence—being highly armoured or being immensely difficult to target—is called **having defensive scale**. For example, against someone with a pistol, a tank or a bunker would have defensive scale. Your defence actions have a +4 bonus; you aren't better at dodging, but such attacks simply don't have an effect on you. You might narrate hitting your target, and it having no effect. (This +4 bonus is stronger than having Armour+4, and still works alongside having an Armour rating.)

Offensive: Having scale with respect to attacking—delivering an anti-personnel or explosive attack—is called **having offensive scale**. For example, a tank has offensive scale over someone with a pistol, and a full artillery barrage has offensive

scale over a tank. If you have offensive scale, your Weapon rating increases by 4 (or becomes Weapon:4 if you otherwise don't have a Weapon rating); you aren't better at accuracy, but if you hit, it will certainly inflict a consequence. Since having a Weapon rating higher than 0 means a tie on an attack roll is considered a success (*Fate Investigator's Guide*, p.86), that goes the same for having offensive scale.

Speed: Having scale with respect to speed is **having speed scale**. For example, a car has speed scale over a human, as a plane does over a car. You move up to four zones at a time for every one you would normally move. Conflicts where this matters will have many zones, possibly fluid or nebulous. If you are using the guidance from *Battlefields, Zones, & War Story Logic* (p.134), abstract it further or treat it as a +4 to relevant actions.

Scale almost always involves attacks, defence, or speed, so those options above should cover you. If you find yourself in a different situation involving scale, treat that as a +4 bonus.

Speed & Action Timing

While having speed scale will greatly affect any sort of chase, its largest impact is possibly in conflict actions: when something is faster than you, it will either be on you or away from you in a handful of actions. For instance, if you are trying to shoot out a car's tires (or its driver!), it having speed scale means that you've got one shot before it gets four zones away. Likewise, if an aeroplane is coming towards you for a bombing run, because it has overwhelming speed scale (see the note about Non-Land Vehicles on p.136), it will cross sixteen zones and drop its payload within an action, giving you only a moment to dive for cover or fix that anti-aircraft cannon.

Of course, many of these conflicts won't make use of zones—certainly not mapping out sixteen!—but this guidance is still key to making relative speed an important component of warzone conflicts.

Evening the Odds

Scale is not a static effect. If characters can somehow even the odds to deny the opposition its scale advantage (or even overtake that advantage for themselves), then the opposition no longer has a bonus from scale. It could take the form of some create an advantage action, applying a consequence, or even having a tool or weapon designed exactly for this situation (for example, using anti-tank rockets against a tank). See *Explosives*, on p.139, for the classic way of combating something with scale.

Evening the odds is highly situational, but must be taken into account when using scale.

When using the create an advantage action to even the odds, you don't also get an aspect or a boost—nullifying scale is a huge win all on its own! (It is still treated as an aspect, in that it is always true until something changes in the situation, or someone takes some action against it.)

Scale in Fate System Toolkit

This extra is akin to the scale rules in *Fate System Toolkit*, p.67, but tailored for two things: quick adjudication (scale here isn't about degrees, just yes-or-no) and devastating results (scale here is the rough equivalent of two free invocations). These scale rules also interface with the destructive power of explosions and some Mythos entities, so if you prefer the rules in *Fate System Toolkit*, that's fine, but keep to using the scale rules presented here to represent vast destruction.

Scale & Mobs

Mobs (*Fate Core System*, p.216) do not inherently have scale just because they are large in number; they already benefit from that via teamwork. However, that does not mean that the GM can't assign scale to a mob (such as "a mob of tanks"), or to some Mythos creatures. And having offensive scale against a mob simply means having 4 more shifts of damage against it, which will take out, or at least significantly reduce, many mobs. (The GM might also have the mob concede after being hit with that much firepower, since demonstrating hellish force is often enough to get people running or surrendering.)

Overwhelming Scale

If an opposing force is so massive that it is beyond outclassing (like a person shooting at a battleship), that force **has overwhelming scale**. Overall, that means there is no way that you can attempt to engage in a conflict; you have to somehow even the odds to ratchet it down to merely having scale, or change the nature of the conflict, such as sneaking aboard a battleship to plant a bomb rather than trying to shoot at it with your pistol.

On the other hand, it might be able to assault you, in a distinctly one-sided fashion. (See Airstrikes, Artillery & Other One-Sided Conflicts on p.136 for handling such massive moments.) These sorts of encounters are especially dangerous, so GMs should let the players know they are about to enter into a situation against overwhelming scale, if they aren't already aware. (And as always, it's not fair to write out or kill characters that aren't given a chance to change the situation or escape.)

If, for some reason, you really need a numerical modifier, treat overwhelming scale as +16 instead of +4, Weapon+16 instead of Weapon+4, or 16 zones instead of 4. But in most cases, you are actually dealing with one-sided conflicts, challenges and overcome actions, or conflicts with smaller entities (like fighting sailors on the ship). And larger assaults

are usually based on a piece of this overwhelming situation that just has normal scale, like a shell fired from a battleship, which means just having a bonus of 4 rather than 16. (Also see Chapter 12 regarding the largest of Mythos creatures, for many have overwhelming scale.)

Not Quite Having Scale

If one force seems to outmatch the other, but not enough to justify scale, instead treat that as a situational aspect like *Has the Upper Hand* or *Outclassed*, possibly with a free invocation.

Other Uses for Scale

You can use scale for other situations as a quick way to adjudicate significantly different forces, such as:

- Storming multiple entrenched positions, pillboxes, bunkers, etc.
- Getting into a fire fight with a 60-man platoon
- Mythos creatures and magic (see chapter 12), though scale only applies to bodily harm

That said, don't go overboard applying scale to every large situation. Many of these situations can be played out as obstacles and conflicts with individuals, which will be more fun.

AIRSTRIKES, ARTILLERY, & OTHER ONE-SIDED CONFLICTS

One of the biggest perils in warzone conflicts is the raining down of fire and shrapnel from the sky. That's a one-sided conflict, and not something you can shoot back at if you are a grunt on the ground. In *Fate*, that's modelled by blending together contests and conflicts (*Fate Core System*, pp.150 & 154).

One-sided conflicts against the PCs are easy to model in *Fate*! Because these conflicts are unequal, each side has a different goal: typically the superior force wants to take out the other force, and the other force is trying to get out of the situation. In terms of rules, the superior force is using the conflict system to assault the other side and take them out, and the other force is using the contest system to escape or achieve some goal before being taken out.

Start by treating the whole of the superior force as a single character with one attack skill (as all it is going to do is assault) and no stress boxes (because the PCs cannot attack back—otherwise it wouldn't be a one-sided conflict). Rank the skill somewhere between Average and Good, depending on how harrowing the moment is.

Full Defences with One-Sided Conflicts

In one-sided conflicts, a full defence (*Fate Core System*, p.159) isn't generally applicable, because that rule assumes a normal-scale conflict and that you are giving up performing some other action in order to better defend. With overwhelming conflicts like these, scrambling to survive is, in and of itself, an action. If you are fighting to achieve a goal, then full defence is simply allowing a relentless bombardment to continue, which will eventually kill everyone. In the case of pure survival, the fight to stay alive is, in and of itself, the action you are talking: trying to find some place to take shelter, being mindful of the next barrage, etc.

This then represents the adversity the PCs must face. To represent their goal, state what they need to do and the number of victories they need to accumulate to do it. "Get out of range" is always a noble goal, though others are possible, such as "repair the anti-aircraft gun" or "find the exit out of these catacombs before they cave in on us". Assign a number of victories for the goal, somewhere around 2 to 4 if the goal is individual in nature (such as escaping), or possibly more if the goal is collective in nature (such as repairing something).

As far as adjudicating the conflict, play more or less as normal: when the superior force attacks, it rolls once and everyone separately defends against it. These situations often involve offensive scale, so keep that in mind whenever defenders tie. On the other force's turns, they do the actions needed to achieve their goal.

This framework is intended to be flexible, allowing for characters to change goals or help each other out if one person falls, and for GMs to implement zones or other obstacles as needed.

Artillery & Zeroing In

Artillery isn't exacting, and one way to handle that is to have the first attack start at Average. If the enemy is observing their fire and making adjustments, then each round the artillery's effective skill increases as the artillery zeroes in on the PCs location, up to a limit of Good. If the PCs can find ways to nullify this (typically by moving away from the centre of concentration), then the attack falls back to Average.

Airstrikes & Pure Survival

Unlike artillery, which can seem relentless, airstrikes are finite. A wave of planes will pass over, drop their payload or unleash hell from their cannons, and flee; while there



may be more on the way (or the planes coming around for another pass), it's not strictly the same as a continuing artillery barrage.

Instead of handling this situation as a conflict/contest, you can use an action timer—have one to three rounds of bombs raining down as attacks, with defences being purely about avoiding harm. Succeeding with style on a defence could mean finding a location that is fortified enough to mean not having to defend during the rest of the raid (from a Survival defence), though it could just as well mean a boost during the next moment of bombing (from an Athletics or Drive defence).

Conceding in a One-Sided Conflict

Conceding in a one-sided conflict is possible, provided you describe your concession in a fitting manner. You could describe being pinned down by fire, unable to join your comrades as they flee into the treeline. Or you could be unconscious and thought of as dead, only to be found hours later in the rubble. However you describe it, the concession should remove you from the action for a considerable length of time—that's the cost of conceding in a fight where you are just trying to survive rather than one where you are able to overcome your opposition. (Naturally, that time cost is one the GM will take full advantage of, for the forces against the characters are tireless in their pursuit of power.)

The PCs as the Superior Force

You can use the same framework, but instead of making a proto-NPC as the threat, the characters get to use their own skills and resources. The GM should draft up the NPC groups as having skills and stress boxes, but otherwise the

framework is unchanged. (Some GMs might also abstract it further, rather than rolling for many NPCs, of course. Do what is the most exciting for your group.)

UNAVOIDABLE ATTACKS & OTHER NASTINESS

The atrocities of war and horrors of the unknown often involve situations where a character cannot avoid an attack—explosions or barrages of gunfire when you are exposed, poisons you are unaware of, Mythos spells you cannot defend against, etc. When that happens, use this simple rule: treat your defence as your Physique skill with no die roll, and you cannot use stress boxes to mitigate the damage or use any boosts or invocations to increase your defence by 2. (That stacks with Weapon ratings and having scale. You *really* do not want to be caught in such a situation.)

But it's not all sour! If you can justify an invocation that allows you to do so and pay a fate point, then you can defend as normal, either using Physique to just take the blow, or some action involving another skill. This also allows you to use stress boxes, should the defence fail. This fate point just allows you to be active, and does not cover paying for an invocation; you will need to pay another fate point for that.

Note that of all the rules in this chapter, this is among the deadliest. Use this only if you are playing that sort of game. If you are playing a less gritty story, do not require an invocation to roll dice for the Physique defence.

AUTOMATIC FIRE & A HAIL OF BULLETS

When it comes to machine gun fire, nothing says "Get down!" like hundreds of bullets flying through the air. As already mentioned, large machine gun emplacements have offensive scale against people, but personal weapons (pistols, submachine guns, and so on) generally do not have scale. However, there are some tricks you can do with submachine guns, automatic rifles, and other rapid-fire weapons.

You can **temporarily have offensive scale** against people (and similar) by paying a fate point. This benefit lasts for one action, as you spray lead death at your foes.

You can also use such fire to create an obstacle others have to deal with, allowing you to create an aspect like **Bullets Flying Everywhere** that others can use for cover or to lure foes to their doom. If you are not specifically targeting someone, that's just creating an advantage (not an attack), which succeeds at Average (+1). Or you can spend a fate point to create this advantage in addition to attacking a foe, which has a free invocation.

PCs Using Artillery

Typically, the PCs are the ones who have to avoid massive weapons, but they can technically also use them—notably with the Artilleryman stunt on p.80 of the *Fate Investigator's Guide*. Resolve those cases like regular attacks, with the appropriate adjustment in scale based on what the weapon was designed to combat and the nature of the targets. And keep in mind that such massive weapons are stationary targets and require crews to use and maintain, so jumping in to use one in the heat of battle is no small feat, and might not be a viable option for long. (Still, even a few moments of massive firepower can change the tide of battle.)



Know that once you do any of these tricks, the GM can hand you a fate point and declare that your weapon is *Out of Ammo*—a compel you can buy off with a fate point and narrating that you have more ammunition close to hand. (To be fair, the GM can always do this when the moment seems right, but should *definitely* do it when you are depleting ammunition like crazy.) If *Out of Ammo* starts to feel old, it's not the only detrimental aspect involving firearms—also consider *Jammed*, *Overheated*, *My Gun Just Made a Weird Noise and Stopped Working*, etc.

Flamethrowers & Other Exotic Weapons

Treat weapons like flamethrowers as you would submachine guns: they have offensive scale if you pay a fate point, as detailed above. Some obscure weapons that do significant and horrific damage will work the same way, or just have offensive scale by default, such as explosives.

Needless to say, you don't want to be around either type of explosive.

EXPLOSIVES

Explosives have offensive scale (p.135)—that is what they are intended for, after all. They target areas rather than individuals, as they are designed to do. Explosives are the trump card in many warzone conflicts.

The Danger of Explosives

As mentioned above, explosive have scale, particularly against whatever they are designed to combat and anything

considered lesser. A person does not have scale against a tank (in fact, quite the opposite); a person with an anti-tank rocket, on the other hand, has offensive scale. This is part of evening the odds (p.135), but can only be used in offence—explosives are not used defensively.

Even smaller explosives will nullify a scale advantage. A grenade has scale as an anti-personnel device, but it doesn't against a tank; however, the tank also doesn't have scale in defence against one; it is simply a normal attack and defence.

There are two sorts of explosives, in general: area explosives and focused explosives. For an area explosive, like a grenade or artillery shell, everyone in the blast radius needs to make a defence roll against the explosive, either to dive out of the way or to hunker down. What is considered as “the area of the explosive” depends on the situation—typically, that's everyone in the same zone, but since zones can vary in size and not every conflict involves drawing out zones, that is up to the group and the GM to make the story and the logic of that moment mesh. (See *Battlefields, Zones, & War Story Logic* on p.134)

Focused explosives, on the other hand, are meant to affect a smaller area. Some mines are focused, as are shaped charges. Instead of affecting an area, these explosives are treated as Weapon:2 (Weapon:6 after applying the scale bonus).

Needless to say, you do not want to be around either type of explosive.

Grenades & Other Thrown Explosives

Throwing explosives is simply an attack with Athletics, either against another person's Athletics or Drive skill (if they are moving), or Survival skill (if they are hunkered down in a defensive position).



Diminishing Explosions

An optional rule for explosions affecting a large area: those on the outskirts of the area that could still be reasonably affected but are still relatively far away, might be affected to a lesser degree. For those characters, reduce the Weapon rating by 2—which means for something with Weapon:0 having scale, normally that's treated as Weapon:4, but for these characters it becomes Weapon:2.

You can extend this rule further to say that some people at a distance deal with the explosion with a reduction of 1, further out with a reduction of 2, and so on. However, that can get fiddly rather quickly, so only apply that in rare and interesting circumstances.

Mines & Other Set Explosives

Creating an explosive requires the Demolitions skill, as well as time and the necessary components. Defusing an explosive device also requires Demolitions, against the result of the skill used to make it. When in doubt, assume it's of Good (+3) difficulty if professionally manufactured, and Average (+1) if it is improvised.

Setting a charge, on the other hand, requires simpler knowledge. The Tradecraft skill covers hiding an explosive. If you are quickly planting it and running away without any stealth element, like affixing a shaped charge to a tank,

that's an Athletics roll to do so quickly. In either case, that is considered the attack roll, with Survival as a defence to avoid a hidden mine, or Athletics or Drive to manoeuvre away from someone trying to blow you up.

Grenades & the Heroic Sacrifice

If someone wants to dive on a grenade so that no one else is injured, he can! No skill roll is required—as long as the hero is able to get to the grenade, he is able to jump on it and everyone else is safe. He takes the full brunt of the explosion, though: if he isn't armoured or otherwise expected to survive an explosion that close to him, he dies a hero's death; as this is the player's choice to do this to his character, we should all respect that sacrifice. If there is some chance that he could survive it, then treat it instead as taking a severe or extreme consequence, GM's call.

Throwing Grenades Back

If you succeed with style against a grenade attack, instead of gaining a boost, you can immediately throw the grenade back at your would-be assassin.

A steady hand and a good overarm are key when it comes to explosives.

—Capt. Harris

PARACHUTING & OTHER DARING FEATS

Normally, when it comes to basic heroic moments like jumping out of a perfectly good aeroplane, it's not worth any sort of skill roll—the amazing agents of Section M and Majestic know how to get onto the ground and get the job done! But sometimes the situation works against them, like when dealing with incoming flak or landing in dense terrain where it is easy to get lost. And for those poor sods that aren't trained for such action (like a nebbish antiquarian who is the only expert available for this mission), the very act of parachuting at all is itself a trial.

For those moments, the characters must use Athletics to overcome a Fair (+2) or higher obstacle, with the following sorts of outcomes:

Those who succeed get a boost relevant to the jump and landing, possibly from being close to an enemy and able to surprise them, or being positioned near convenient cover.

Succeeding with style makes that a situational aspect rather than just a boost.

Tying grants a boost against the character, such as *A Bruised Ankle*.

Failing can either deal stress from landing poorly as if an attack (or, if dealing with an active attack from a flak cannon, genuine stress that likely has scale) or the GM can inflict a situational aspect on the character. *Wait, Did I Lose My Gear in the Jump?* is a fun aspect for that.

If the characters would, after the jump, have time to recover before engaging in any action, you might not want to roll *unless* you want to just showcase differences in character competency. If that is the case, don't have players waste fate points on what is essentially a colourful moment. And even then, those who succeed should get some benefit that rolls forward.

This rule works well for other daring actions that characters can make in a warzone conflict, such as ploughing through a barbed-wire fence with a motorcycle, jumping from a ledge down to a moving tank, climbing sheer cliffs, rappelling down ropes in the middle of a firefight, flying gliders, swimming to a sinking boat during a storm to rescue sailors, piloting landing craft in the dead of night, and so on.

POISONS & OTHER SILENT KILLERS

Poisons, toxic gases, and other vicious killers are much like landmines, except they don't loudly announce themselves, and can do a lot more than kill. There are two sorts of poisons: those that are intended to harm someone, and those that are intended to complicate or alter the state of someone.

Avoiding being poisoned is as simple as taking the relevant action, such as Athletics to dodge a poisoned dart, Survival to detect toxic gas before it takes effect, etc. But

once a poison has made contact, is inhaled, or however it needs to be delivered, the key skill is Physique.

In all cases, the difficulty of resisting the effects of poison is based on the creator's skill roll (see *Creating Explosives and Poisons*). If you are not sure what to rate it at, choose a rating between Average and Good. If the poison is intended to be lethal, treat it as an unavoidable attack (p.138). Otherwise, the poison is just trying to put an aspect on the character, such as *Dizzy*, *Paralysed*, or *Easily Subdued*; such an aspect can be removed through an overcome action that involves treating or curing the condition, or until it runs its course.

Note that non-lethal poisons do not take up a consequence slot, even though they involve a persistent effect. This is because taking up a moderate (or worse) consequence slot for a poison leaves characters quite vulnerable to being taken out, and a mild consequence may be more trivial an affect than the poison would otherwise be.

CREATING EXPLOSIVES & POISONS

If you have the right skill, ample time, and sufficient resources, you can do more than use poisons and plant explosives; you can craft them in the field..

To create explosives, you use the Demolitions skill. Describe the sort of explosive you are making, what it is designed to target, and how it is triggered—such as an anti-personnel landmine that goes off once stepped on, a shaped charge for penetrating a tank that is manually triggered, etc. If you choose to create something with a focused yield, it will only affect one thing but with Weapon:2. If you choose to create something with a wide yield, it will affect an area with Weapon:0. In any case, remember that your explosive has scale.

Roll your skill against the target set by the GM (p.142). If you beat it, you are able to successfully make the explosive in around an hour, which you or someone else can use (p.139). If you succeed with style, choose one of the following benefits. For every two shifts beyond succeeding with style, choose another benefit.

- Its explosive area is greater, whose meaning is determined between you and the GM.
- It has Weapon+1, which is cumulative. Explosives normally start at Weapon:0, though, of course, they still have scale.
- Halve the time it takes to make, which is cumulative—if you halve the time twice, it only takes a quarter of the time.

Likewise, you can use these rules to create poisons, either by using the Medic skill with the Poison Control stunt (*Fate Investigator's Guide*, p.75), or the Tradecraft skill with

the Poison Crafter stunt (*Fate Investigator's Guide*, p.82). Describe the sort of effect your poison intends to do (either cause an aspect or harm) and its delivery method—such as a paralytic to be delivered by a dart, a toxin to be ingested, a knockout gas, etc. If you chose to create an aspect, name it (such as *Paralysed*); otherwise, it is a Weapon:1 poison.

Roll your skill against the target set by the GM. If you beat it, you are able to successfully make the poison in around an hour, which you or someone else can then use (p.141). If you succeed with style, choose one of the following benefits. For every two shifts beyond succeeding with style, choose another benefit.

- This poison bestows an additional aspect.
- It has Weapon+1, which is cumulative. If this applies to a poison that has an aspect, that aspect will become the poison's consequence.
- Halve the time it takes to make, which is cumulative—if you halve the time twice, it only takes a quarter of the time.

Apply these rules within reason. You cannot create enough explosives to level an entire castle or enough gas to knockout all the soldiers inside it in just an hour, and you cannot create much in an empty barn. Of course, instead of making them, you could also use Contacts or Resource to acquire what you need, with similar guidelines regarding availability. Remember that this is just for *creating* the explosive or poison; using them effectively is a completely different matter.

Crafting Difficulties

Depending on the situation, the GM will set the target for the crafting roll at Average (+1) or higher. Average is the baseline, but poor working conditions, problematic materials, and other pressures can raise that. GMs, essentially if

you think that a given situation is worthy of being a full aspect, raise the target by 1 or 2. Alternatively, state that it is possible, but will take longer than normal to achieve any hope of results.

The Cost of Time

If you fail, it simply costs you time and, potentially, the resources you need to make the attempt again. If you have what you need to try again and *are willing to risk the time spent*, you are free to do so.

However, success or failure, time is not on your side. The forces of darkness continue to march to their own schedule, which means that spending time on crafting things is time spent not directly bringing the fight to the enemy and slowing them down. The GM will certainly have this in mind as his nefarious plots progress, so be mindful that taking the time to make a bomb or a poison is not really free.

Enhancing Your Craft

If you are willing to spend even more time and still have the resources available to do so, you can devote more energy to making your explosive or poison even more dangerous. By spending another hour working on the item and rolling your skill again, you can add further options to it. However, instead of beating the original target, you have to beat your original roll—you can only put so much work into enhancing something. And should you fail this roll by 3 or more, you've ruined the item instead.

You can attempt to enhance someone else's device or poison using these same rules, with the GM telling you the difficulty of the action (or not, if you haven't spent the time to properly research it). Failing this will likely ruin the object, and failing by 3 or more will surely cause the explosive to detonate as you are working on it, or accidentally affect yourself with the poison.





CHAPTER 9

Sanity

*"Too much sanity may be madness"
- Miguel de Cervantes*

No game about the Cthulhu Mythos would be complete without characters risking and losing their minds! In the *Fate Core* edition of *Achtung! Cthulhu*, the slow descent into madness is covered by the following rules.

Sanity is about struggling to defend yourself from having the true nature of cosmic and uncaring horrors change you. It isn't just about seeing disturbing images—we humans are more than capable of producing mundane monsters of our own. It's more than that. It's about realising your insignificant place in the world, and being able to feel just how powerless and frail you really are. It's about monsters and aliens, knowledge from tomes better left untranslated, and temptation borne from touching arcane power.

Sanity loss represents not just a momentary snap, a loss of judgment, or even a psychotic break, but also a long-term descent into madness. Recovery is slow, and sometimes impossible. Some characters will die from bullets; those who live long enough to have their minds destroyed by the Mythos consider such people to be the lucky ones.

These rules don't encompass emotional manipulation or even the direct psychic assault that some horrible magics can do. For those, the normal conflict rules and mental stress track apply. (Though, sometimes, such situations will also trigger having to make sanity tests.)

*"Sanity is only that which is within the frame of
reference of conventional thought"
- Erich Fromm*

OVERVIEW OF THE SANITY SYSTEM

Each character has three general states of sanity, or **sanity thresholds** (p.144), and those three states have **sanity boxes** that track how much sanity you have lost so far to the Mythos. Upon a **sanity trigger** (p.144), the GM will have you make a **sanity test** (p.147), which may cause you to **lose sanity** (p.147). You can **mitigate sanity loss** (p.148).

*It's about being able to feel just how
powerless and frail you really are.*

And if you lose too much, you will **cross a sanity threshold** (p.149) which will change some of the rules for your character (p.150). When you have sufficient time to rest, you can **recover sanity** (p.151).

For an example of sanity in action, see p.148. A quick reference can be found at the end of this section, on pp.152-153.

WHY IS SANITY SEPARATE?

The stress and consequence system in *Fate* is great at handling moments of risk and setbacks in moments of action, but those moments don't have the same sense of pacing as stories of losing one's mind over time—and where changes in character happen over long periods rather than in an immediate fashion. So rather than tie a character's sanity to mental stress boxes, which refresh with lulls in the

action, *Achtung! Cthulhu* presents a separate sanity track to represent this progression not just over a single session or mission, but over the duration of a character's life in the Secret War.

How These Sanity Rules Differ From Other Games

These sanity rules mimic the relatively slow descent into madness celebrated in *Call of Cthulhu* and similar roleplaying games while still feeling like a *Fate* play experience. If you are used to *Call of Cthulhu's* style of Sanity, here are the basics of how this system differs:

- Whether you lose sanity is not directly dependent on how much sanity you have, but based on a skill related to your sanity: Will.
- Likewise, the difficulty of resisting the unknown's influence on your mind is based on the situation, not directly based on how vulnerable your mind is.
- There are thresholds of sanity that change how the rules work for individual characters: the saner you are, the less you are able to handle the onslaught of the Mythos; as you go insane, your mind is slightly more able to cope with further truths about the world.

If you are used to other *Fate*-based games, the biggest element to be aware of is that your level of sanity will impact how you can invoke aspects in horrific situations. It also adds a small layer of complexity over the conflict system; some *Fate* players consider it a bit fiddly to use at first.

Tracking NPCs' Sanity

In short, don't. As the GM, your NPCs—sane and otherwise—are tools for the story, so don't subject them to the same long-term sanity rules that the PCs use. When they need to have a psychotic break from all that time spent researching the Mythos, then that's exactly what they have (which could be a compel to a PC). When they need to withstand a mental assault by the horrid unknowable in order to put the characters in an interesting situation, then they do. Play them as you need. If you want randomness to enter play, simply use their Will skill with overcome actions, with no further tracking involved.

That said, note that any NPCs who have or gain sanity-based aspects should have those aspects noted down, if only so that the player characters can invoke or compel them. However, that doesn't require any special bookkeeping; they are just aspects.

SANITY BOXES & THRESHOLDS

Characters have three tracks of **sanity boxes**—known as **sanity thresholds**—that show how sane or far-gone they are. Average characters start with the following on their character sheets. (Some characters may have more boxes from the Incredible Mind stunt on p.84 of the *Fate Investigator's Guide*.)

Of Sound Mind	□□□□□□□□□□
Disturbed	□□□□□□□□
Unhinged	□□□□□□
Lost to the Mythos	
Current Afflictions	

Characters start with none of these boxes checked, which means that their minds are perfectly free of the Mythos' influence. But as they suffer assaults to their minds, they will check off sanity boxes, starting from the first box on **Of Sound Mind** and not starting on the second track until the first is completely crossed out.

When an entire threshold is crossed off (such as crossing out all ten **Of Sound Mind** boxes), the character has a psychological break and is now at the next threshold of sanity. But as long as there's even one box remaining on the third sanity threshold (**Unhinged**) a character is still playable. The moment a character has all of his sanity boxes crossed off, though, he is permanently **Lost to the Mythos**. To get a sense of what the story looks like for characters at different thresholds, see *Sanity Loss and the Story* on p.150.

Threshold as an Aspect

The **Disturbed** and **Unhinged** thresholds act as aspects just like consequences do, relating to the **current afflictions** area underneath the sanity thresholds. See *Crossing Sanity Thresholds* on p.149 for more information. (Insane NPCs should have that insanity built in as part of an aspect.)

SANITY TRIGGERS

In the course of investigating and fighting against agents of evil, characters will invariably uncover inhuman knowledge, as well as witness blasphemous and unnatural acts and beings. These are known as **sanity triggers**, and the nature of the trigger affects the difficulty (or **terror rating**) in resisting its effect and the severity of potential sanity loss. Sanity triggers are based on two things: **situation** and **escalation**.

Situation & Terror Rating

Situations involve a character either experiencing the Mythos by happenstance or by accident, or by deliberately inviting it in through research and experimentation.



Situations involve a general sense of the narrative that will trigger them (hence the name “situation”) as well as the terror rating the sanity defence has to overcome (see *Defending Your Sanity* on p.147).

Type of Situation	Typical Terror Ratings
Discovering subtle knowledge or something you know to be truly wrong	Average (+1)
Encountering a horrific aftermath	Average (+1) or Fair (+2)
Witnessing unspeakable rites or carnage (including the dead rising)	Fair (+2) or Good (+3)
Witnessing the truly eldritch in action	Good (+3) or Great (+4)
Far worse things (including vast alien beings)	Great (+4) or higher

DISCOVERING KNOWLEDGE

Uncovering alien and unnatural facts about the true nature of the universe isn't for the faint of heart. This is the sort of knowledge that a character is able to understand and may want to refute, but his mind's sense of violation is nearly proof that what was just read, heard, or otherwise discovered cannot be anything other than true. (More than a few character who have experience with the Mythos drink to arm

their minds against such things, in fear of ever encountering them again.) Wilful research is always considered irrefutable, but some incidental discovery could be considered refutable.

Note that automatic noticing (*Fate Investigator's Guide*, p.65) makes for great situations that accidentally turn into sanity triggers.

ENCOUNTERING A HORRIFIC AFTERMATH

Seeing a pile of dead bodies or people mutilated and still alive is not just enough to sicken the stomach, it is sanity assaulting. These circumstances revolve around reminding the character just how frail his body and mind are, by showing what could just as easily happen to him thanks to very real terrors out there. Of the various triggers, this one could easily be because of a mortal threat—people are just as capable of cutting up bodies and leaving them in strange places. “Normal” human atrocities in a large scale could be worth the occasional sanity trigger for those **Of Sound Mind**, but otherwise this is about what the truly unnatural leaves behind as evidence, or what insane people do to experiment with rites or invoke unholy powers.

WITNESSING THE UNSPEAKABLE

Seeing the result of horrible rites and creatures is one thing; watching it happen in front of your eyes is quite another.

If you are witnessing events from a safe place (such as in hiding), that such things exist bludgeons your mind with the very real fact that nothing can truly protect you, and that you are never safe. That's to say nothing of being under direct threat or assault by agents of chaos and darkness.

FAR WORSE THINGS

There is that which cannot ever be explained in terms rational people can comprehend, but it is very real. Knowledge of such matters and one's sanity cannot coexist.

Escalation

When one's ears are bombarded with the same sound over and over, they begin to tune that noise out—it just becomes part of the background. Likewise, the mind will grow inured to the exact same horror if it is exposed to it over and over again. Thus, the other part of sanity triggers is escalation: when the dissonant notes of the Mythos grow louder, when they change, and when they ease off just to sound again.

Escalation happens in a few different ways: when the first threat reveals itself or the first vile discovery is made, when new threats or discoveries occur, when a significant pause happens between sanity-threatening events, when

That such things exist bludgeons
your mind with the very real fact that
nothing can protect you.

threats grow in stature or prominence, and when things that even the insane cannot endure are met. These aren't strict categories, but guideposts for the GM and the group to know if a situation has escalated enough to be worthy of another sanity test.

A THREAT'S FIRST OCCURRENCE

The first time a threat is introduced into the story—whether through research, incidental discovery, or a direct encounter—is escalation.

BEING UNPREPARED FOR FUTURE OCCURRENCES

If the same scale of threat happens a second time, and there is no reason for the character to believe that it would happen again (such as watching a dead person rise minutes after running from a dead person already moving around), that counts as escalation. After that, though, the mind won't react with the same sense of severity to the same stimuli, whether those sanity tests succeeded or failed.

A SIGNIFICANT PAUSE BETWEEN OCCURRENCES

If a threat occurs, and then enough time passes to reset the mind (such as long enough to address consequences and have a mild one go away), the mind won't be as prepared

for the same thing happening again. With each occurrence, though, the pause would have to be greater before the mind lets its guard down.

INCREASING OR CHANGING THE THREAT

When a threat grows in any manner—size, ability, the scope of its horrible nature, etc.—that is escalation. Similarly, changing the nature of the threat into something the characters could not have predicted is also escalation.

A NEW THREAT

Nothing changes the situation quite like adding a new horror to it. In addition to new threats having their own rhythms that can build up, they can mix with those that already exist to continue escalation.

THAT WHICH CAN NEVER BE DEFENDED AGAINST

The most alien of monsters can never become commonplace or otherwise gotten used to; when encountered, taking any action against them beyond simply fleeing or hiding continues their assault on the mind. Performing rituals or magic also cannot be defended against, as those are deliberate acts that the mortal mind screams against.

WHEN A PLAYER IS CREEPED OUT

Players feeling creeped out and unsettled by the narration is a great litmus test for whether a sanity test should happen. This should coincide with one of the circumstances above, but it is worth calling out specifically so that the GM knows to watch for it—after all, you might add something to the story that you didn't expect would be all that unsettling...

These are Guideposts

GMs, situation and escalation are tools to ask yourself: "Is the current moment worth a sanity test?" If it isn't, and you think there should be one for the pacing of the story, that's your cue to increase or change up the threat. (Don't just call for a sanity test without making the story justify it!) Likewise, if you think sanity tests are feeling rote, that's a signal to ease back and let the tension deflate before building it up again.

Likewise, additional events or effects could increase a given terror rating, which you should use to further unveil the horrors that await the characters. For instance, encountering a horrific aftermath is a deeper assault on the mind when a character can identify his former squad mates in the carnage.

Standing to Fight Against a Threat

Once you have suffered a sanity trigger, and you are sticking around to fight whatever triggered it—such as a nasty creature that will hunt your comrades down if you don't get in its way—there is an argument that you are not technically

escalating, because you haven't left the situation. And while yes, that is *technically* true, the Mythos does not work on mortal technicalities.

Every moment you *willingly* choose to remain in contact with a threat that is assaulting you is a potential escalation. Punch said creature with your fist, and you've now felt its unnatural skin... and have further concrete proof that this is real rather than just a hallucination. Shoot it and watch it react not as a person or animal would, but with a cold unfeelingness, like it doesn't even realise it's been shot, and you have a glimpse into how utterly powerless humanity is. That's to say nothing of attempting to defend yourself; when it attacks you, you will feel that concrete proof and your own frailty. Every little confirmation that what you are fighting is real, and that it is inhuman, triggers a sanity test (p.147). Roll this test *after* you carry out your action.

The key word above is "willingly"—if you are cornered or trapped, and the way you narrate your action is more about being forced into a situation rather than embracing the fight, then that action does not trigger a sanity test. There is a fine line to be trodden in these circumstances; if there is confusion or uncertainty between the players at the table, talk it over before going back to the action.

(GMs, this is another place where you can adjust the pacing. If a terror starts to feel rote in the story, you might drop the frequency of these sanity tests to every other action, or use that as a flag to escalate the terrors involved.)

SANITY TESTS: DEFENDING YOUR SANITY

When you confront a horror, you are forced to make a sanity test. Sanity tests involve rolling your Will skill, *with a penalty equal to your rank in the Mythos skill (if any)*, against the GM's terror rating as passive opposition. This works much like a defence action, but isn't technically one for the purposes of any stunts that involve defence actions—sanity tests are entirely their own thing.

For example, if your Will rating is Good (+2), you do not have the Mythos skill, and the GM says the terror rating is Average (+1), you are going to roll at +2 and hope to beat the Average target. But if you have the Mythos skill at Average (+1), then you are rolling at +1 (subtracting Average from Good) and still hoping to beat the Average target. (As mentioned in the Mythos skill description on p.154, this will be easy to keep track of by noting down your effective Will for sanity tests on your character sheet once you take the Mythos skill.)

Sanity tests are always passive and instantaneous. They cannot be voluntarily refused or lost; the mind is always trying to defend itself, even if the character (for whatever reason) wants to invite insanity. Many of these results involves Will drain (*Fate Investigator's Guide*, p.65),

representing the character's mental resolve in successfully defending itself, for even in success a character is affected. Success with style is the only true reprieve.

When you fail, you suffer sanity loss equal to the number of shifts you failed by; see p.147. (Witnessing something as vast as a god or Great Old One being summoned is far worse, and is known as threshold loss; it is also detailed on p.147.)

When you tie, you suffer Will drain (once per given situation or scene) and the GM has a boost against you, such as *Freezing Up, Panicking, Confused, Transfixed*, or similar.

When you succeed, you suffer Will drain (once per given situation or scene).

When you succeed with style, you suffer no loss or drain. There is no extra benefit like gaining a boost for succeeding with style, as having your mind completely unscathed from that moment is a great victory indeed.

Note that you cannot invoke aspects or boosts to modify the roll while you are **Of Sound Mind** or **Disturbed**. The dice stay as they land. See Sanity Thresholds and Rule Effects on p.149.

You can only suffer Will drain once per situation or scene. If there are multiple sanity tests in a scene, such as because you are standing to fight, any ties or successes after the first Will drain have no special effect (beyond the boost for tying).

LOSING SANITY

When you fail a sanity test, you suffer **sanity loss**. That means checking off one or more sanity boxes. Each time you lose a sanity box, cross one off on your highest available sanity threshold track. For starting characters, that will be on the **Of Sound Mind** track. Once that fills up, the next boxes you will cross out are on the **Disturbed** track. Then once that threshold track is filled, you will cross them off the **Unhinged** track. When that track is filled up, you are **Lost to the Mythos** and no longer a PC.

Sanity boxes do not work the same as stress boxes; sanity boxes are each worth just one sanity, and you cross off as many as are required.

The moment you fill the in last box on a sanity track, you cross a sanity threshold; see below.

Threshold Loss

The most unknowable of all agents of the Mythos—such as the gods and Great Old Ones—can cause **threshold loss**: losing enough sanity boxes to cause you to fall to the next threshold, regardless of how many boxes remain on that threshold. Even on a success or success with style, you still lose 1 sanity box.

Once you are in a situation where threshold loss is possible, no sanity tests are lesser. Even if you succeeded at the initial sanity test, every one after that holds true peril.

between the consequence value and the current sanity loss). Effectively, taking a consequence has caused some of the sanity loss to manifest in a breakdown. For instance, if you take **Adrenaline-Fuelled Panic** as a moderate consequence to mitigate 2 sanity boxes of loss, and you have a sanity box checked off on your current threshold, you can uncheck that sanity box. If you have no sanity boxes checked off in the current threshold, this *does not* allow you to check off one from the previous threshold to regain it.

Conceding & Sanity Loss

Once you have conceded a conflict, you cannot suffer any more sanity loss. The story might involve your character continuing to be subjected for a short time to horrors, but that's just flavourful description.

CROSSING SANITY THRESHOLDS

Once you have checked off the last sanity box on your current threshold track, you have crossed into the next lower threshold (from **Of Sound Mind** to **Disturbed**, **Disturbed** to **Unhinged**, or **Unhinged** to **Lost to the Mythos**). For example, the following is track of a character who has just become **Disturbed**:

Of Sound Mind	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Disturbed	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Crossing a sanity threshold is a significant deal, because it means that the character's mind is wounded by the Mythos in a deep and fundamental way. But unlike being bullied into a fit of rage or harassed into crying, there is not necessarily an immediate and dramatic sign that the mind has changed. Granted that can be roleplayed, but the immediate moment is not what's important; what happens over the current and next session is.

When you and the GM have a break to talk about how crossing the threshold affects your character (see **Sanity Loss and the Story** on p.150), such as in between sessions or during a lengthy break, come up with some afflictions that your character now suffers, and write that down in the "Current Afflictions" section on your character sheet.

These afflictions are freeform, and could take the form of some quirk, bad habit, addiction, phobia, or obsession (see the sidebar on p.150)—whatever feels right for the story. What you write becomes the nature of how this change hinders you, thus **defining how your threshold can be compelled against you**, akin to how consequences can be compelled. Because this has a free-flowing nature, it could change over time as the player and GM discuss how it is working out in the story.

If you become **Lost to the Mythos**, at the end of the scene that caused it you will no longer be a PC; you are permanently



taken out, though you have time to make some sort of heroic last stand or even foreshadow an interesting new foe for what were once your friends and comrades. If crossing into **Disturbed** or **Unhinged**, then you are still an active character, but one changed by exposure to the Mythos.

As long as you are not **Lost to the Mythos**, it is possible to recover sanity thresholds (p.151). It is a slow process, and limited by your rank in the Mythos skill.

SANITY THRESHOLDS & RULE EFFECTS

Sanity thresholds also represent the body and mind's ability to confront the horrors of the world. This is reflected by limiting how characters may invoke aspects or use boosts when in dangerous and sanity-threatening situations. Such limitations are caused by the character's limbic system (the part of the brain that regulates memory and emotion), and they begin once a sanity test happens in a given situation. They are only relaxed once the character is out of that situation and takes time to breathe and let the adrenaline subside.

Acquiring Mental Disorders

In *Call of Cthulhu* and similar games, characters may randomly acquire mental disorders through Mythos exposure, such as amnesia, depression, mania, an obsession, a phobia, sociopathic tendencies, etc. That's all possible in this game as well, but it is not handled randomly: it is covered through taking mental consequences and treating sanity threshold as an aspect relating to its current afflictions. When the story and rules call for it, the player and the GM can together figure out a disorder that feels right for the character—something that the player can play and will have fun playing and that won't be an issue for any of the others at the table.

Finally, your current threshold affects how high a rank your Mythos skill (p.154) may be.

When you lose enough sanity boxes to cross into another threshold, the change in rules takes effect once you have a moment to breathe and reflect and the adrenaline wears off.

Of Sound Mind Effects

- The character cannot invoke an aspect or boost to alter a sanity test result.
- When the character is in a situation with a sanity trigger, his limbic system impairs his actions. When attacking or otherwise confronting the source of the trigger, invocations cost an additional fate point (two for normal, one for free) and boosts cost a fate point to use. This does not affect invocations on defences or actions to purely escape the situation.
- The character may possess the Mythos skill, but at no higher than Average (+1). (It generally cannot be taken at character creation. See the skill description in Chapter 10 for more details.)

Disturbed Effects

- The character cannot invoke an aspect or boost to alter a sanity test result.
- When the character is in a situation with a sanity trigger, his limbic system impairs him somewhat less than before, but still limits him. When attacking or otherwise confronting the source of the trigger, invocations and boosts to reroll the dice cost normal, but costs for taking a +2 bonus are still increased as per **Of Sound Mind**. Again, this does not affect invocations on defences or actions to purely escape the situation.

- The character may possess the Mythos skill, but at no higher than Fair (+2).

Unhinged Effects

- The character can now invoke aspects and boosts to alter a sanity test result, as his mind has suffered enough under the Mythos and can better defend itself, with effort.
- The character can now freely confront that which triggers him. There are no restrictions or additional costs for invocations and boosts that relate to attacking or otherwise confronting the source of the sanity trigger.
- The character may possess the Mythos skill, but at no higher than Good (+3).

Lost to the Mythos Effects

- The character is completely insane, and no longer playable. Additionally, there is no cap on the Mythos skill for insane NPCs.

SANITY LOSS & THE STORY

People will roleplay sanity loss in different ways, but in general most characters don't notice losing sanity boxes in the moment, because the individual horrors they are witnessing are more immediate, either because they are a threat or a clue. With some time to calm down, the mind starts to rationalise or compartmentalise the horror—remember, these are not like horrors we experience in the real world; they are truly inhuman and unknowable. But that does not mean that damage to the mind isn't done.

On the other hand, crossing a threshold is noticeable, at least by others who know you, as reflected by your current afflictions. At **Disturbed**, you have a sense that the world around you doesn't seem entirely real or true. Things feel off, though how that manifests can take numerous forms: things seeming not to taste or feel right anymore, words seeming to have double-meanings that others can't pick up on, staring at the corners of buildings like they aren't suppose to be there, shaking your head at fundamentals of mathematics or natural laws that you see differently, and so on. People who meet you might write these things off as eccentric or just odd, but those who know you will know that something has changed.

At **Unhinged**, the change in worldview is pronounced. It is harder to relate to sane people, because they cannot see what you clearly can. Moments where this comes into play might be quiet, because other "idiots" aren't worth correcting or even acknowledging, or they might be explosive because these "fools" cannot see what is right in front of their faces and that infuriates you.

The fun in roleplaying these moments is to play out the change over time. The Mythos does not change you by hitting you over the head with a club but by rubbing your psyche with rough sandpaper.

RECOVERING FROM WILL DRAIN & SANITY LOSS

RECOVERING FROM WILL DRAIN

Characters recover all Will drain with a night of peaceful sleep. You can also recover a single rank of Will drain when in a non-stressful situation for a considerable length of time—around an hour. You cannot restore more than one in any given situation, and you must describe how that situation is helpful. (Note that there is always an element of time cost; while you are resting, the forces of darkness continue their work, which the GM will keep in mind.)

Anything that brings images of
the Mythos back to mind resets the
time needed for recovery.

RECOVERING SANITY BOXES ON CURRENT THRESHOLD

Characters recover one sanity box on their current threshold per week of rest and relaxation—being isolated not just from unnatural horrors, but also from the stress of war. Those who are away from unnatural terrors but still contending with high-pressure situations (such as being on the frontlines) need two weeks to recover one sanity box. Those who are in professional psychiatric care recover at a rate of two boxes per week (or one box in four days), though there is quite a social stigma with taking this option during this time period.

Because of this time cost and requirement to not be in horrific situations, recovering sanity boxes happens outside of time spent on missions.

RECOVERING A SANITY THRESHOLD

If you have all of the boxes on your threshold, you can start to regain a box on the previous one (from **Unhinged** to **Disturbed**, or **Disturbed** to **Of Sound Mind**), though that is a much more significant hurdle. Going from **Unhinged** to **Disturbed** takes six months of professional therapy, and going from **Disturbed** to **Of Sound Mind** takes three months—there is no R&R option to regain a sanity threshold. This only regains one box; from there, you regain the rest in that threshold as normal. (Because you have to be hospitalised, you might as well be hospitalised for the entire duration of your recovery and not just to regain the threshold.)

For example, if you have crossed out all of your **Of Sound Mind** sanity boxes and three of your **Disturbed** boxes, it

would take you a week and a half of hospitalisation to regain your lost **Disturbed** boxes, then three more months of hospitalisation to regain one box on **Of Sound Mind**, and four and a half weeks to regain the other nine **Of Sound Mind** boxes, for a total of four and a half months of constantly psychiatric treatment.

HALTING RECOVERY

Anything that brings images of the Mythos back to mind resets the time needed for recovery, be it a real encounter with the unnatural or being exposed to another bit of irrefutable proof that these things exist. This particularly includes any time spent willingly studying the Mythos. (GMs, moments that aren't under the character's control should only count if the interruption is played out, and not just mentioned in passing to justify a lack of recovery. That needs to be on-screen or a deliberate choice.)

RECOVERY & THE MYTHOS SKILL

You cannot recover any **Of Sound Mind** boxes if you have the Mythos skill at Average, nor any **Disturbed** boxes if you have the Mythos skill at Fair.

A Cruel & Relentless World

Note how much time it takes to recover from sanity loss. In our sanity example, Cpt. Powell needs eight weeks of R&R to recover all of his sanity boxes. (Certainly he could check himself into a facility, but that's the sort of thing that goes on your permanent record.) But the GM says that the intelligence his team gained on their last mission was analysed in

Nightmares

The rules for recovering from Will drain involve getting a good night's kip*. Having nightmares will prevent getting such rest! The GM can offer a compel to a character trying to sleep to instead have nightmares, provided there is an appropriate aspect to compel—either on the character or one discovered in the course of play. The player can pay to refuse this compel, as normal.

If accepted, the GM describes the gist of the nightmares. These night terrors are not normal; they are infused with knowledge of the Mythos that the mind is unable to retreat from. The character will suffer a situational aspect akin to **Restless from Nightmares** (which is fodder for more compels). It does not have a free invoke on it for the GM—being denied recovery from Will drain is enough of a hit. But it *does* have a free invoke for the character, relating to insight or even prophetic wisdom that the nightmare may have imparted.

*British slang for sleep

Tweaking Sanity

If these sanity rules feel harsher than the game you want to play, you have two options. The easiest is to reduce how often sanity triggers and escalation occur, the difficulty of the sanity tests, and how often moments of rest occur. This keeps the feel of the crawl toward insanity, but makes that crawl slower. You can likewise increase these to make sanity feel harsher, not just for the campaign overall but as a dial to tweak back and forth during a given mission.

The second is to treat sanity situations as mental conflicts, involving the mental stress track and consequences rather than the sanity track. Some people will prefer this for playing a one-shot game with people new to **Fate**, and that's fine! This removes the classic narrative of the crawl toward insanity, as stress is easy to recover from and consequences gained from assaults to the mind recover the same way that all others do, which means it will be a very different experience than this game intends.

Alternatively, if you want to play a one-shot and use these sanity rules to keep the Mythos feel alive, drop each of the sanity tracks down by half.

three weeks, and they are called on to be deployed again. So he is only going to get three weeks of R&R, meaning he'll go into the next mission with five sanity boxes still lost.

Expect this sort of treatment. The enemy does not stop just because you need rest.

SANITY QUICK REFERENCE

Sanity Triggers

SITUATION & TERROR RATING (P.145)

Type of Situation	Typical Terror Ratings
Discovering subtle knowledge or something you know to be truly wrong	Average (+1)
Encountering a horrific aftermath	Average (+1) or Fair (+2)
Witnessing unspeakable rites or carnage (including the dead rising)	Fair (+2) or Good (+3)
Witnessing the truly eldritch in action	Good (+3) or Great (+4)
Far worse things (including vast alien beings)	Great (+4) or higher

Escalation (p.146)

- A threat's first occurrence
- Being unprepared for future occurrences
- A significant pause between occurrences
- Increasing or changing the threat
- A new threat
- That which can never be defended against
- When a player is creeped out

Standing to fight against a threat (p.146) will also cause further sanity tests.

Sanity Tests (p.147)

Roll Will (minus ranks in Mythos) against terror rating:

- **Failure:** sanity loss equal to the number of shifts you failed by
- **Tie:** suffer Will drain and the GM has a boost against you (only one Will drain per situation/scene)
- **Success:** you suffer Will drain (only one Will drain per situation/scene)
- **Success with style:** you suffer no loss or drain

Sanity Loss (p.147)

Cross off boxes one at a time, starting with those in your current threshold (p.147). If you cross off all of the boxes in your current threshold, you drop to the next threshold once you have a moment of pause (p.147).

You can mitigate sanity loss by taking a consequence (p.148). Taking a consequence worth more than the sanity loss you are mitigating also allows you to regain 1 sanity box on your current threshold.

Some sanity triggers are so massive as to cause you to lose an entire sanity threshold (threshold loss, p.147).

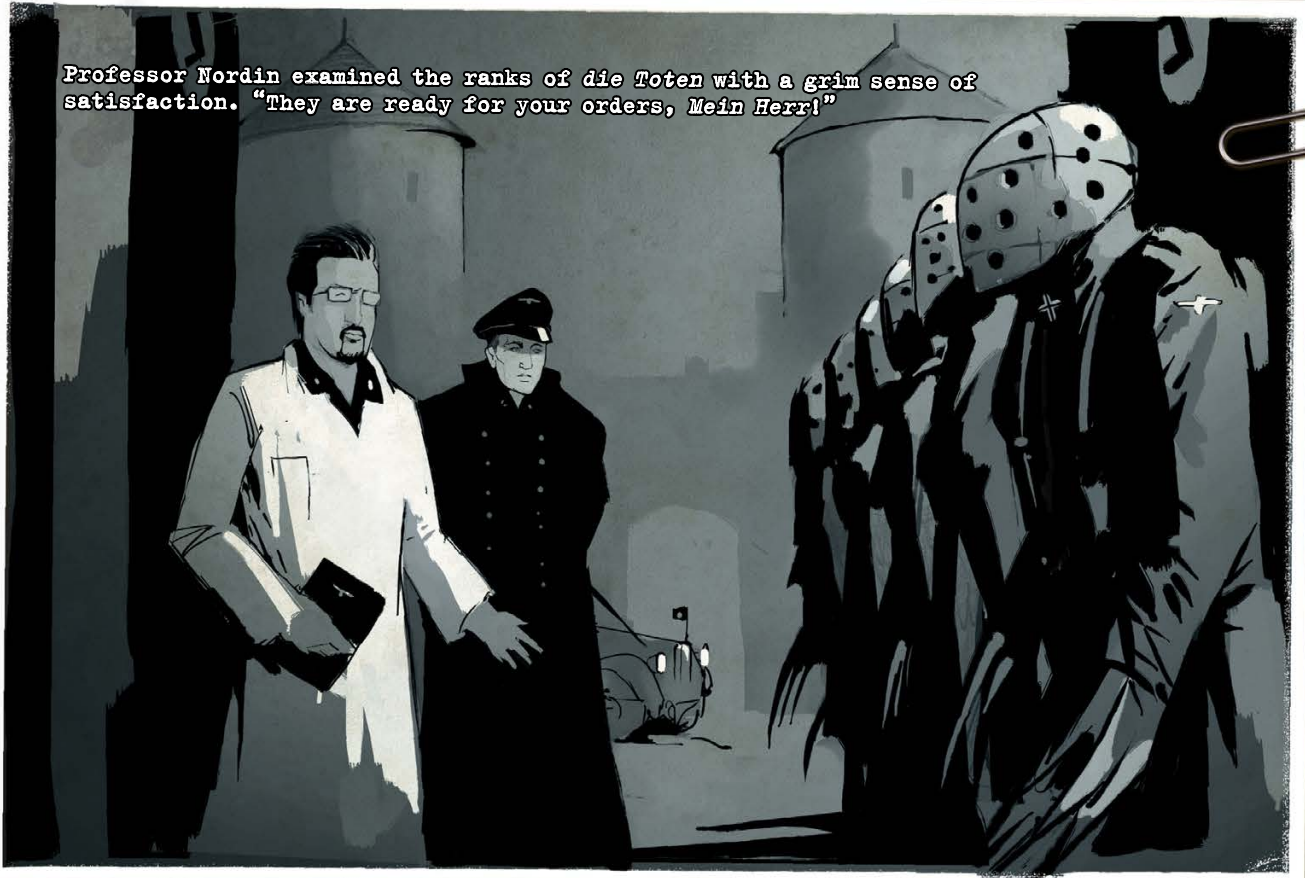
Sanity Threshold Effects (p.149)

When losing a sanity threshold, afflictions are gained (p.150), and the threshold can be compelled or invoked against you similar to a consequence aspect. Additionally, your current threshold limits aspect invocations in some situations (p.150):

Of Sound Mind: Cannot invoke an aspect or boost to alter a sanity test result. All invocations in sanity trigger situations cost an additional fate point (two for normal, one for free) and boosts cost a fate point to use; this does not affect invocations on defences or actions to purely escape the situation.

Disturbed: Cannot invoke an aspect or boost to alter a sanity test result. Invocations for +2 on a roll in sanity trigger situations cost an additional fate point (two for normal, one for free) and boosts cost a fate point to use; this does not

Professor Nordin examined the ranks of *die Toten* with a grim sense of satisfaction. "They are ready for your orders, *Mein Herr!*"



affect invocations on defences or actions to purely escape the situation, or on invocations to reroll dice.

Unhinged: Can now invoke aspects and boosts to alter a sanity test result. No restrictions or additional costs for invocations and boosts that relate to attacking or otherwise confronting the source of the sanity trigger.

Lost to the Mythos: Fully insane; no longer a playable character.

Current threshold also limits the Mythos skill: it can be at most Average (+1) at **Of Sound Mind**, Fair (+2) at **Disturbed**, and Good (+3) at **Unhinged**. No limit for insane

NPCs. Having ranks in the skill affects the ability to defend against sanity; see Sanity Tests on p.147.

Recovering Will & Sanity

All Will drain is recovered after a night of peaceful rest (p.151), and you can spend time in a lengthy non-stressful situation to recover one rank of Will.

Recovering sanity boxes takes a week per box in general (p.151), and months to recover a sanity threshold (p.151).

You might become accustomed to seeing those monstrosities with time, but there are some things you never quite get used to.

E.H.



CHAPTER 10

Cursed Knowledge and Deadly Illusions

One of the few gifts given to the worshippers of the Cthulhu Mythos and those who partake of its horrible knowledge is the ability to cast spells which distort, and even ignore, the rules of reality. The majority of these spells summon a Mythos entity and bind it to the caster's will, but there are also others spells: those which inflict direct harm on enemies; those which warp and change the caster's body; those which enchant weapons or other items; and some which even directly contact the deities of the Mythos themselves.

Practitioners of this arcane conjury have created numerous artefacts to help them in their schemes and machinations. Many of these are books detailing their

To have ranks in the Mythos is to be unable to unsee what you have seen.

discoveries and speculations; some of these tomes are hundreds of years old, but more modern volumes and translations also exist (although these are often less useful due to the corruption of the original contents through censorship, mistranslation, and misunderstanding). Other items are much more weird and otherworldly: actual magical relics and devices which bestow their own powers upon the user.

Using these spells and artefacts is not without risk, however. When exploiting the strange energies and forbidden knowledge of the Mythos, a practitioner risks it eroding his sanity and, in extreme cases, changing him not only psychologically but also physically—none who have an esoteric brush with the Mythos are left unscathed.

Before tackling the spells, though, first we must touch on the essential nature of the Mythos itself: how it implants knowledge into the mind. For that, we turn to the Mythos skill.

THE MYTHOS SKILL

The Mythos skill covers unnatural knowledge and insight into the workings of the universe, creatures beyond mortal ken, and the various forms that horrific phenomena take. But even that simple description is not enough—it is not just knowledge, but a *connection* to the Mythos. It affects situations involving incidental discovery of and researching into the Mythos, as well as casting spells or other abilities that such knowledge imparts.

This skill works differently than the other skills that characters have. Rather than being split up into the four *Fate* actions, it is split into two paradigms: knowledge and spells.

Knowledge: Actions relating to learning about the Mythos, including automatic noticing (see p.65 in the *Fate Investigator's Guide*) can be made with the Mythos skill. These are, by and large, actions to overcome and create an advantage.

Furthermore, ranks in the Mythos skill effectively add to other skills for the purposes of such direct discovery. This notably includes Academics, Lore, Investigate, and Sciences. For example, if a character has Sciences at Fair (+2) and Mythos at Average (+1), rolls to piece together something Sciences-related about the Mythos are at Good (+3). This affects automatic noticing, meaning that as a character gains ranks in Mythos, what he automatically notices regarding such horrors also increases. To have ranks in the Mythos is to be unable to unsee what you have seen.

Spells: Casting a spell is automatic, but some spells can be defended against. For those spells, the caster rolls Mythos against the target's Physique, Will, or other roll as appropriate. See Casting Spells (starting on p.156) for further details.

Special: The Mythos skill generally cannot be used by characters who don't have ranks in it (casting a spell for the first time, p.155, is the one exception). Characters cannot start with the Mythos skill in play; see p.155 for how a character gains and progresses Mythos. Ranks in the Mythos skill do not affect the skill columns for advancement. Finally, ranks in the Mythos skill affects your Will rank for the purposes of sanity tests; see Sanity Tests on p.147.

Specialisations: Various specialisations (see the *Fate Investigator's Guide*) could be had, ranging from a breed of creature, or some classification of spell, a type of horrific phenomena, a given deity, etc. There is no way to make a set list for the Mythos, so each specialisation will effectively be custom.

Mythos and Sanity: Having ranks in Mythos affects the maximum sanity threshold (see p.150 in the Sanity chapter).

Mythos Stunts

Arcane Mind. When dealing with saner characters that are attempting to emotionally manipulate you, the alien knowledge you have acquired has changed your mind enough to make such efforts difficult. Add your ranks in Mythos to your Will in such situations. (This may also affect other skills, based on the situation.)

Eldritch Power. You have reserves of power at your sinister command. You have an additional 3 spell energy (p.156), and you recover spell energy at double rate. You can take this stunt multiple times, which gives you 3 more spell energy but does not further affect spell energy recovery.

Spell Mastery. You have spent countless hours studying and preparing spells. Pick one spell to have a +2 bonus to, or two spells to have a +1 bonus to each. You may pick this stunt more than once, and the maximum bonus these stunts can give a given spell is +2.

GAINING THE MYTHOS SKILL

In the *Fate Core* edition of *Achtung! Cthulhu*, the Mythos skill is beyond knowledge. Because of that, it is acquired in a fundamentally different way to other skills. The Mythos skill can only be acquired through intensive study, spontaneous insight, or by attempting to cast a spell. It can be increased through intensive study or spontaneous insight. When the Mythos skill is gained, it starts at Average (+1).

Intensive study is the option that a player can choose for his character. It takes weeks or months of study (in other words, in between missions), provided that the character has access to tomes or materials able to convey the true nature of the world. This is a discussion that the player of that character

needs to have with the GM and the rest of the group, if such a character who willingly engages in such activity fits with the rest of the story. If it does, though, then simply allow it.

Spontaneous insight is the option that the GM can offer to a character who, based on their current sanity threshold, is able to gain or increase the Mythos skill. Insight takes the form of a moment where the character sees that the knowledge in his mind can be of great use in a time of crisis. This is an insidious bargain beyond compelling an aspect: the GM offers the character and player anything—aspects with any number of free invokes, fate points (either for specific use or in general), physical recovery, temporary stunts, suddenly known spells, or anything else that makes twisted and unholy sense in the story.

This is a moment of trial and temptation, a sense that he can almost see into the abyss and grasp the value and power such knowledge holds. He can choose to embrace the moment and help himself or his comrades win the day, or he can shut his mind away from such things and hope that fate provides another solution to their tribulations.

Spontaneous insight is not a compel; if the player wants to refuse, he does not need to spend a fate point, make any sort of roll, or otherwise do anything except state his refusal. Likewise, it is not a negotiation—the player takes or leaves the offer. Either way, the moment happens in an instant, even if the player deliberates for longer than that.

There is a third way to gain the Mythos skill: **learning a spell for the first time**. Anyone who willingly subjects his mind to understanding and memorizing arcane formulae and rituals who is, furthermore, so committed that such knowledge can actually cause an unholy act to happen, automatically gains the Mythos skill upon learning a spell (again, at Average).

On Starting Play with the Mythos Skill

In the *Fate Investigator's Guide*, we say that you cannot start with the Mythos skill. However, you could optionally allow for a character to start with it. That does change the story from one of discovery and revelation into one about those touched by madness jumping into the fray, which is why not starting with it is the default.

If everyone is comfortable with this, then by all means allow someone to start with an Average (+1) Mythos and apply the sanity threshold restriction that causes. There is no other cost or change in character creation, though when detailing the aspects and history of the character, this absolutely must factor into that. It is effectively the same as deciding to take downtime to learn the Mythos after play begins. (For more on this, see p.57 in the *Fate Investigator's Guide*.)

SPELLCASTING

The following rules cover casting and learning Mythos spells.

Casting Spells

All spells have some common elements: energy cost, the time it takes to cast the spell, how long a spell lasts, and what it affects or targets.

The primary rule about casting a spell is this: **For most spells, there is no roll to cast a spell.** The power of the Mythos is frightening to behold. Provided a caster can complete the ritual or set of actions and can also pay the spell's energy cost, the spell is cast. Nearly all spells erode one's sanity; see Sanity Cost for Casting on p.158 for further details.

Casters must have the Mythos skill in order to cast a spell. Since characters who subject themselves to learning a spell automatically gain the Mythos skill (see p.155), that will always be true.

There are a few spells that have chances of failure, regarding contacting and summoning creatures; those are described in the spell's description. If a spell fails to cast, the spell's energy cost is still paid, but sanity loss does not occur.

SPELLS & ENERGY

Characters in *Achtung! Cthulhu* hold an amount of inherent natural energy that can be used to cast the spells that they know. This **spell energy** is rated in points. Each character has pool of spell energy equal to 5 + twice his Will rank (5 if Will is Mediocre, 7 if Will is Average, 9 if Will is Fair, and so on). This amount can be increased with the Eldritch Power stunt on p.155. If your Will rank changes, such as through character advancement, recalculate accordingly.

NPCs have as much spell energy as needed for the character and situation, though the above is a baseline for characters who aren't spellcasting foes. Mythos creatures have no limit on spell energy.

The Land of GM Discretion

The Mythos spell system leaves a considerable amount of room for narrative flavour and strange interpretations. If something isn't listed as part of a spell, or there is some fallout or situation the spell causes that players come up with that is not addressed in a spell's description, the GM needs to make those calls. Keep in mind the overall ethos of this system: be harsh and unforgiving much of the time, with occasional bouts of unpredictable and strange clemency and benefit.

Spell energy is spent when casting a spell. It recovers at 1 point for every half an hour or so of rest, and recovers entirely with a night of sleep (whether the sleep is restful or not). If you run out of spell energy, you have effectively drained the essence within you and gain the **Exhausted** aspect until you can regain energy. Some effects allow you to gain spell energy, which may exceed your normal maximum. However, you only naturally regain up to your starting amount based on your Will and any stunts.

If you need more energy when casting a spell, you can voluntarily take a consequence to gain some, which represents pushing yourself and consuming your own spirit for short-term power. Consequences give spell energy equal to half its stress rating: 1 for minor, 2 for moderate, 3 for severe, and 4 for extreme. Consequences such as **Drained**, **Sickly**, or **Spirit Hollowed Out** are appropriate. If you have additional consequence slots based on a type, you can choose whichever type, but the consequence should match that—something physical for a physical consequence, something mental for a mental consequence. Addressing a consequence, even a minor one, requires a night of sleep.

Some spells state **sacrificing spell energy**. That means spending that energy and permanently reducing the total energy that the caster has. If a caster is foolish enough to sacrifice all of his spell energy, he loses his minor consequence slot, which is replaced with a permanent aspect of **Spirit Wholly Drained**. This makes needing to take a consequence in a conflict for a small amount of stress much more costly. (If he has more than one minor consequence slot, the base one that all characters get is removed.) At the GM's discretion, the caster could regain this minor consequence after a major milestone, or after increasing his Will rank.

A handful of spells state a spell energy cost of 0. The caster must have at least 1 point of spell energy to perform the spell, but the spell itself does not further expend his reserves.

TIME: CASTING & DURATION

Spells can take from a few seconds to a week to cast. In *Fate*, the amount of time a given action and exchange takes in a contest or conflict is fluid; spells are rated in three sets of casting time: one action, three exchanges, and longer. Three exchanges is the default if the description does not state how long a spell takes to cast.

A spell that takes **one action** only takes a few seconds to cast. While firing a gun or throwing a punch takes a fraction of that, the action fits into the same narrative space.

A spell that takes **three exchanges** takes around a minute to cast, using the same narrative logic as above. Spells that take longer than that don't fit into the scope of a conflict. Naturally, this is about having three exchanges in a row, not divided over time.

A spell that takes **longer** specifies the amount of story time it takes to cast, such as an hour or a week. For PCs casting spells, this gives a sense of its cost in the story

Disrupting Casting

For spells that take longer than one action to cast, others can attempt to break the caster's concentration or otherwise interfere with the spellcasting. There are two ways to treat that situation. One is to *ad hoc* treat such actions either as creating advantages (like **Distracted**) that could either be invoked in defending or compelled to cause the spell to fail. The other is setting up disrupting a spell as a contest (though the other side will likely engage the conflict rules and bring harm to those trying to disrupt the caster).

If casting is disrupted (or the caster chooses to stop the ritual before completing it), the caster's spell energy is not spent nor is the spell's sanity cost inflicted.

versus other things that could be done with that time. For PCs and NPCs, this also says how long one has to stop a spell in progress.

Likewise, the duration is listed in the spell's description. Some spells have either permanent, lasting effects or instantaneous effects. Others have short, limited durations, lasting for one or three exchanges. And there are others that simply last as long as a given aspect or consequence exists, with addressing or removing those aspects being required to end the spell's effects.

TARGETS

Spells affect a variety of things: the casters themselves, others in the area, others outside the area, creatures in other dimensions, locations themselves, and so on. Because **Fate** doesn't involve specifics of space, and zones can be of any size, use the section on Battlefields, Zones, & War Story Logic (p.134 of the Warzone Conflicts chapter) as your guide.

To help, spells may list one of three types of zones: **small zone**, **large zone**, and **massive zone**. Think of a small zone like the size of a room in a mansion, and a large zone to be the size of a field—which could actually involve a smaller

The Mythos spell system leaves a considerable amount of room for narrative flavour and strange interpretations.

zone and adjacent zones, if that is the situation's setup. A massive zone is a magnitude larger than that. Use the shape of your scene and story to determine exactly what that means, as a spell could affect as many zones as needed, and might even affect only a part of a zone (effectively creating a micro-zone within a zone).



Other spells will specify effects such as “within sight” or “touch”, which should be straightforward. This, as well as the language around zones, exists to help adjudicate spellcasting in a conflict.

Some spells even refer to physical distance, which (as with spells listed in longer time) are generally not meant for conflicts.

OPPOSING HOSTILE SPELLS

Some spells target unwilling characters, and they have a chance to defend against these effects. Once the spell is cast, the target can defend against it with whatever skill is listed in the spell's description: **Physique** for spells that wither or mutilate the body (with physical armour being useless against such effects), **Will** for spells that affect the psyche or spirit, or—for spells that project a physical force—**dodging the spell with Athletics** (or **Drive**, or another skill as appropriate).

If the target ties or fails, the spell's effect happens. If the target succeeds, the spell's effect does not (or is dodged). Either way, the caster completed the act of casting the spell, and the spell's energy is spent and the sanity cost inflicted

Flawed Spells

Sometimes, spellcasters will learn a flawed version of a spell, either from a mistranslated tome or from someone else's flawed understanding of it. Casting flawed spells is not guaranteed to work, and sometimes is downright dangerous!

Roll a Mythos overcome action against Good (+3). This is the general opposition with flawed spells; the GM might vary this, if he thinks the spell is more (or less) flawed. This roll is before you spend any spell energy, and is not the same as rolling against opposition for spells that still require rolls.

On a tie or success, the spell is able to work. On a success with style, you are able to see what is flawed and correct it while you're casting (see below). On a failure, the spell didn't work and the spell energy is not spent, though the GM can make that a success at a cost instead, as some element of the spell backfires. On a failure by three or more, catastrophic backfiring happens, which may even prove fatal!

If you survive long enough to cast a spell successfully three times (or succeed with style once), then you know how to cast the spell correctly, and don't need this roll in the future. If you teach someone the spell before this point, they also know the flawed version and have to go through this when they are casting. (Of course, you can also intentionally teach someone a flawed spell even if you know the true version. Some insane people are particularly malevolent.)

on the caster. (Note that success at a cost generally does not apply to opposed hostile actions, but the GM may find some ways to involve that rule.)

Unavoidable Attacks and Other Nastiness (p.138) applies to these spells.

SANITY COST FOR CASTING

Casting spells is toxic to one's mental wellbeing. Spells list their sanity cost in the description, which comes in two forms:

- Some spells list a single number, such as 0 or 1. When casting that spell, cross off that many sanity boxes. There is no roll or other ablative effects.
- Some spells list three numbers separated by slashes, such as "1/1/0". The number of sanity boxes you cross off depends on your current sanity threshold. The first number represents **Of Sound Mind**, the second **Disturbed**, and the third **Unhinged**. In this example, once you have reached **Unhinged**, the spell does not drain sanity further.

This is in addition to sanity lost due to the spell's effects being a sanity trigger. When casting a spell, it is only a trigger if either the caster hasn't cast the spell before (in the case of willing participants, if they have not participated in the spell before), or if dealing with an otherworldly being. In the latter case, the sanity cost will include "+ sanity trigger", as that is always a sanity trigger.

ASSISTANTS & PARTICIPANTS

For spells with lengthy rituals, others who know the spell can aid the caster, pooling their spell energy together to cast a spell. This is how spells with large costs are carried out. Each pays the sanity cost individually.

Learning Spells

In order to learn a spell, the character either needs to have a tome that contains the spell, or be taught by someone who knows the spell. With a tome, the character can spend a number of weeks to learn it based on his Mythos rank: four weeks if he doesn't have the skill or has it at Average (+1), three if he has it at Fair (+2), and two if he has it at Good (+3) or higher. If being taught by another spellcaster instead, halve the time taken (and bear in mind that some alien beings may convey spells at an entirely different rate).

None of this time counts for recovering from sanity loss; in fact, every week of study slowly chips away at the mind, costing 1 sanity box. If learning from a tome, this time also counts as time spent studying it (see p.155), though the sanity cost for researching a tome is already counted in this. At the end of this period, the spell is cemented in the character's mind.

Spells known are tracked separately on the character sheet (using the Other Details area), as they are not skills or stunts.

SPELL LIST

The spells in this chapter are among the most likely to be encountered in tomes or to be cast by arcane cultists, but it is far from a complete list. After all, no mortal mind can perceive all of the ways that the Mythos can infect the world.

Spells come in two overall varieties: ones that cause a situation and ones that assault others. Some that cause a situation are treated as overcome actions (in cases like summoning or banishing a creature), but most effectively create advantages. Spells that assault others describe the form of the attack and what effects it has. In any case, the spell's description gives specific information. Some also cause other effects on the caster, as side effects of spellcasting beyond sanity loss.

Each spell lists its common name (in English), energy cost, description of how the spell is cast and what it does if successful, and sanity cost.

Alter Weather

Spell Energy: special
Sanity Cost: 1/0/0

This spell modifies any weather condition, either calming or intensifying it; a large group of sorcerers could achieve spectacular meteorological effects by acting in concert, if they so wished. The energy needed for the spell depends on how dramatic the shift in weather is: 10 for a minor shift (making it cloudier or shifting the wind around), 20 for an intense change (worsening or lessening the current weather), and 40 for weather that is completely different from the current conditions (warm sunny day to a blizzard, or vice versa). The effects of the spell cover a massive zone—around 2 miles (3.2km).

The effect is an aspect with no free invocations. It lasts for 30 minutes for every 10 points spent on the spell, which includes any additional expenditure the casting group wishes to do simply to make the spell last longer.

Augur

Spell Energy: 3
Sanity Cost: 1/1/0

This spell grants the caster premonitions of the future, be it in the form of visions, prophetic dreams, or automatic writing. The casting itself can involve examining animal entrails, reading tealeaves or casting runes, but the glimpse of the future is often vague and confusing. This could be a vague advantage with a free invocation, such as *Hazy Foresight*, but it could also be unclear and requiring of further research or focused thought to understand what has been seen enough to create an advantage that can be invoked.

Bat Form

Spell Energy: 9
Sanity Loss: 2

The caster takes on the form and abilities of a flying fox, gaining the aspect *Unnaturally Transformed into a Bat* (without free invocation) until sunrise. During this time, most skills and stunts remain the same, though logical prohibitions apply—no using Rapport on someone while transformed, for instance. The caster's Survival skill for situational awareness and Athletics skill for flying are Great (+4). This spell can only be cast at night. (See Spells that Change Your Form on p.164.)

Become Spectral Hunter

Spell Energy: 4
Sanity Cost: 3

Life Drain

Some spells drain the very essence of life from a target. To handle this, each time life drain happens, it drains one rank of Physique (see Skill Drain on p.65 of the *Fate Investigator's Guide*). Ranks of Physique drain regain after one full day of proper care and bed rest, such as that a hospital or a well-equipped at-home nurse can provide, or a week of normal activity. Magical healing (see the *healing* spell on p.170) certainly addresses this. While suffering from Physique drain, the character has the situational aspect of **Weak from Draining** or something similar.

If a character suffered life drain and has an effective (or actual) Physique at Mediocre (+0), then instead of taking a rank of Physique drain, he must take a moderate or higher consequence. If he cannot take such a consequence, he instead dies.

(GMs, don't feel the need to have your NPCs match this pacing. Use best judgement for the story, and this as a metric.)

This ritual transforms a willing volunteer into a spectral hunter—a hideous humanoid creature described on p.216. Casting the spell requires a small, specially made figurine as well as the blood of many animals, and takes several hours to cast. If the figurine is ever destroyed, then so is the spectral hunter. (If cast on a PC, the PC becomes an NPC.)

Bind Dreamer

Spell Energy: 2
Sanity Cost: 1
Opposed By: Will

This spell prevents a dreamer from waking up in the Waking World by trapping his "astral" self in the Dreamlands. The caster must locate the dreamer first, either by dreaming himself or by using the *snare dreamer* spell (p.173).

While the target is affected by the spell, the target has the aspect **Bound to the Dreamlands** (free invocation) and suffers one rank of life drain (p.159) every day. The dreamer can leave the Dreamlands (and remove the effects of this spell) by finding one of the physical exits from the realm, but otherwise he cannot wake up. If the target's body dies, he will be forever trapped in the lands of dream.

Bind Enemy

Spell Energy: sacrifice 2
Sanity Cost: 1/1/0
Opposed By: Will

Wilhelm listened closely to the signals, desperate to know if the Allies had discovered the true nature of the attack.



The caster creates an effigy of the spell's target, which must include some of the victim's hair or nail clippings to be effective. The ritual takes a day to cast. If the spell succeeds, the target has the aspect **Bound Against [Caster's Name]**. While having that aspect, the target is unable to assault the caster (physically or otherwise).

The binding is broken and the aspect removed if the effigy is destroyed or the caster attacks the spell's victim, and fades away naturally after seven days have passed.

The caster can spend (not sacrifice) additional spell energy as part of casting the spell to increase his Mythos roll against the target by 1 for every 2 additional spell energy spent.

Bind Soul

Spell Energy: 7
Sanity Cost: 2
Opposed By: Will

This spell allows the caster to imprison a human soul, and thereby murder or control the body. To control the body the caster will need other spells such as *compel flesh* (p.164).

Before the spell is cast a special, sealable vessel, such as a box or jar, must be ritually prepared; this takes three days. The target soul must then be located, which can be done the mundane way through kidnap and imprisonment, or an arcane way such as casting *snare dreamer* (p.173).

Once the soul has been located and the spell successfully cast, then the target's soul is trapped in the vessel and can only be released if the vessel is located and opened. The body effectively slumps into a coma-like state. For every two days that the soul is bound, the body suffers a rank of life drain (p.159).

Despite their separation, there is a spiritual link between the body and the trapped soul that can be detected with artefacts such as the *powder of Ibn-Ghazi*, using either triangulation or expending an awful lot of powder and following the spider web-like traces.

Black Binding

Spell Energy: 12
Sanity Cost: 1

This spell creates a single zombie. A ritual liquid is poured over the corpse or grave and is left to mature for a week, after which time the words of the spell are intoned. If successful, the corpse comes to hideous unlife and follows the caster's commands. The ingredients of the liquid are decided by the GM, and aren't at all easy to come by. Use the creature statistics for *die Gefallenen* on p.204 (although the creation process may differ, the creatures are practically identical, apart from their appearance).

Black Rain

Spell Energy: 12
Sanity Cost: 1

Adapted from ancient Hyperborean magic, this spell requires as its focus a shallow obsidian bowl at least 3ft (90cm) in diameter, filled with water. The caster must chant the incantations over the bowl for several seconds (three exchanges) without interruption, after which a swirling maelstrom of lightning-flecked, thunderous black clouds will form in the skies around the focus. This creates the aspect **Black Maelstrom** (no free invocation) in a large zone around the focus.

Once the maelstrom has formed, the spell cannot be halted. Two exchanges later, the vortex rains down shards of jagged obsidian upon the area. The eye of the storm is

unaffected by this vicious deluge, but all outside of the eye—a small zone big enough for three or four people to crowd into—are struck by these shards. On the caster's turn, those caught in the maelstrom must defend against attacks from numerous shards in the sky: treat the attack roll as 2 + the caster's Mythos skill, and the storm as Weapon:2 against any targets completely exposed to it.

The maelstrom lasts for another five exchanges once the shards begin raining down.

Bless Blade

Spell Energy: 2
Sanity Cost: 1/1/0

This spell enchants a bladed weapon so that it is able to harm entities immune to normal weapons. The process must include a blood sacrifice of an animal at least the size of a very large dog or bigger (humans included) and can be cast upon a weapon of any size. The weapon must be made from an elemental metal, such as iron or silver. If successful, the weapon has the aspect *Enchanted* with one free invocation, renewed each day.

The weapon is immune to any damaging effects of striking Mythos creatures (if they have acid for blood, for example). This effect is permanent until the weapon is destroyed.

Blessing of the Black Sun

Spell Energy: 1
Sanity Cost: 1/1/0
Opposed By: dodging (Athletics, Drive, etc.)

This spell projects a torrent of jet-black flames from the caster's hands, targeting those in the zone that are in the path of the blast. Targets can dodge this effect. This attack has offensive scale against normal human targets and similar, and causes consequences such as *On Fire*. The area might also have the situational aspect of *On Fire*, depending on where the caster projects the blast.

Blight/Bless Crop

Spell Energy: 4
Sanity Cost: 1 (blight); 0 (bless)

This spell causes one acre of crops to either slowly wither and die or blossom and grow with vigour, which creates an aspect on the area appropriate to the effect.

Body Warping of Gorgoroth

Spell Energy: 2
Sanity Cost: 1/1/0 minimum, possibly more if used to become inhuman in shape

This spell allows the caster to change his physical form. Casting the spell takes several minutes, during which time the caster invokes Nyarlathotep and repeats the phrases of the spell. The effect is permanent and can only be changed by casting the spell again. If successful, the caster rewrites one of his aspects to reflect this change in physical self.

The new form is flesh, but can appear to be rock or wood if the caster desires. The new form can also give the caster new modes of movement, depending on how alien the caster made his new body.

The caster can also use this spell to copy someone else's form. As normal, if someone is given a reason to challenge the deception, they can use Empathy opposed by the caster's Deceive skill, though without understanding of the arcane, all a success will convey is that the target is not himself for some strange but mundane reason.

The spell energy cost covers changing form into something roughly your same size. Becoming someone around half or double your size costs 4 spell energy.

Breath of the Deep

Spell Energy: 6
Sanity Cost: 1
Opposed By: Physique

The caster chooses a target that he can see; the target's lungs begin to fill with seawater, and he begins to drown. The target has the aspect *Drowning* (without a free invocation) on him, and every exchange must defend against the aspect effectively attacking him.

This attack starts out equal to the number of shifts the caster won by—for example, casting at Good (+3) versus the defender's Physique result of Average (+1) means that the drowning attack starts out as Fair (+2). The maximum the attack can start out at is Good (+3).

The target defends with Physique against the drowning (which does not roll), and takes stress and consequences as normal. Each exchange after the first, the attack's rating decreases by 1. Once it reaches Mediocre, it ceases to be and the aspect is gone.

Drowning is just as distracting and problematic as aspects like *On Fire*—expect it to be compelled or invoked against you.

Brew Dream Drug

Spell Energy: 2
Sanity Cost: 1

This spell creates a drug that quickly puts the drinker into a deep slumber for four hours; during this time the drinker is active in the Dreamlands, although the time spent there may seem much longer or shorter than four hours due to the subjective nature of dreams. Those who drink the same draft together all enter the Dreamlands as a group.

The brewing of the thin, brown liquid requires a large number of herbs, some commonplace and others mystical and rare. The brewer dictates where in the Dreamlands the drinkers will awaken by choosing a specific mix of herbs. The spell energy cost covers creating one dose, and increases by 1 for each additional dose created as part of the same draft.

Brew Space Mead

Spell Energy: special

Sanity Cost: special

This spell creates a magical drink that allows a human to survive a journey through the vacuum of space. Brewing space mead takes at least a week and each batch has five special ingredients (decided on by the GM). Each fermentation of space mead will require different ingredients, as each trip is likely to have a very different destination. Each dose only allows one journey, so the brewer will have to

remember to take a dose for the return trip or else find himself unable to safely make his way home.

Space mead does not give the drinker the ability to travel through space, so a mount must be summoned who is able to do so. While in space, the traveller is in mental and physical stasis and unaware of his surroundings; this state ends when he arrives at his destination.

One point of spell energy allows one to travel up to 100 light-years. For each magnitude higher, the mead costs one more point of energy to create (2 for 1,000 light-years; 3 for 10,000 light-years; and so on). The sanity cost is only due upon using the mead, and costs one box for each point of energy put into the spell.

Bring Pestilence

Spell Energy: 7

Sanity Cost: 2/1/1

Opposed By: Will

This foul spell only affects those in the Dreamlands and inflicts dreadful diseases on the victim. As part of the spell, the sleeping body of the dreamer must be touched during the casting with a piece of decayed human flesh.

If the spell is successful, then the astral form of the victim starts to exhibit the symptoms of a terrible illness that inflicts life drain each day until the victim perishes. The disease can be treated in the Dreamlands with a successful Medic roll versus Good (or Superb if the caster succeeded with style), in which case the victim recovers from the Physique drain in a few hours. If the victim can manage to awaken before perishing, then the spell is broken; on their next visit to the Dreamlands, no sign of the sickness exists.

Call/Dismiss Deity

Spell Energy: special

Sanity Cost: 2/1/1 + witnessing the deity (call); 1/1/0 (dismiss)

There are a variety of deities who can be summoned using variations of this spell, and each deity must be learned separately. The main ones are listed below, along with any special conditions required.

The spell is not guaranteed to succeed. In order to call or dismiss a deity, the primary caster must roll Mythos and get Astronomical (+25) or higher. For every 5 points of spell energy used and five minutes spent chanting, the difficulty is lowered by one rank. The spell energy and time must be spent before rolling.

AZATHOTH

The casting of this spell is extremely dangerous and will likely destroy the land for miles around if successful, and could, potentially, even destroy the Earth. The spell must be



cast outside and at night, but no other special preparations or exotic ingredients are required.

CTHUGHA

This spell brings Cthugha to the flame (usually a torch) held by the main caster, and as the spell is incanted, the caster moves the flame in specific ritualistic motions to attract the god's attention. The spell can only be cast on clear nights when Fomalhaut is above the horizon (September to November in North America, for example).

HASTUR

This spell draws the deity to a focus of nine large blocks of stone laid out in a V-pattern; each of the stone blocks needs a volume of at least 9 cubic yards (6.8 cubic metres). The spell can only be cast on clear nights when Aldebaran is above the horizon, restricting its use to between October and March. Each byakhee present at the casting of the spell reduces the difficulty by 1.

ITHAQUA

This spell attracts the attention of Ithaqua, but its presence may be noticed only as an icy gale or biting whirlwind. The spell must be cast on an enormous mound of snow, limiting the number of locations such an incantation can be performed.

NYOGTHA

This spell draws the dark god to the surface of the Earth, and can only be cast in complete and utter darkness.

RLIM SHAIKORTH

This spell must be cast on one of the great icebergs off the coast of Greenland. When it is cast successfully, Rlim Shaikorth rises from the depths and consumes a boat full of bound sacrifices. Only once his hunger has been sated will he be willing to communicate with his worshippers.

SHUB-NIGGURATH

This spell calls Shub-Niggurath to an altar stone that has been freshly consecrated with the blood of at least 20 human-sized sacrifices. This spell can only be cast in a dank wilderness on the night of a dark moon. Each Dark Young present reduces the difficulty by 1.

YOG-SOTHOTH

This spell calls Yog-Sothoth to a specially constructed stone tower, which must be in an open area under a cloudless sky. The tower must be at least 10yds (9m) high, and the caster must designate a human sacrifice for the god's taking. The identification of the victim does not need to be particularly specific—gesturing towards a nearby village is sufficient, thereby allowing the god to select his own sacrifice.

Cause Blindness

Spell Energy: 6
Sanity Cost: 2/2/1
Opposed By: Will

This spell takes a day to cast. If successful, it inflicts **Blind** on the target, either revising an existing character aspect or adding a new permanent aspect. (Naturally, this is a sanity trigger for the target.)

Cause Disease

Spell Energy: 3
Sanity Cost: 2/1/1
Opposed By: Will

This spell afflicts the victim with a febrile sickness similar to cholera, malaria, or pneumonia. If successful, the target takes **Afflicted by Magical Sickness** as a severe consequence or extreme consequence (or dies if those consequence slots are filled). This consequence gains a free invocation every session.

To cast the spell, the caster must obtain something personal from the victim that has touched his mouth. This object must then be buried in a deep hole containing shreds of poisonous plants and/or bamboo. The hole is filled in and topped off with a specially carved stone. Then the spell is cast and, if successful, it afflicts the target wherever he may be.

Only curative magic or retrieving the buried object breaks the spell; modern medicinal cures are useless to address this consequence. On a tie, the consequence is just moderate, and time is enough to address the consequence—a day or so—but no mundane medical training can speed this up.

Chant of Thoth

Spell Energy: 2
Sanity Cost: 1/1/0

A caster can expand his mind through spending half an hour performing sacred chanting. It bestows **Arcane Enlightenment** as a situational aspect on him (with no free invocation). The caster also chooses a skill he has; while the aspect is in place, any rolls on that skill for anything involving the intellect (rather than physical or spiritual) have a +1 bonus.

If the caster wishes to invest more spell energy into the effect, every 2 additional energy spent grants another free invocation. This does not increase the casting time or sanity cost.

The aspect fades after around two hours.

Circle of Nausea

Spell Energy: 2
Sanity Cost: 1/1/0

This spell creates a protective circle around the caster that causes anyone entering it to be afflicted with nausea and pain. Creating the circle takes five minutes, during which the caster inscribes a circle on the ground and then places enchanted stones at the four cardinal compass points. (This effectively creates a new mini-zone in the area.)

Anyone who attempts to breach the circle must roll Will and get at least 3 + the caster's Mythos skill. Failing this means that the character cannot enter the circle, and becomes *Overcome with Nausea and Vomiting* (with a free invocation) for the next five minutes or until he retreats at least 100yds (90m) from the circle. As soon as someone succeeds at the roll then the circle is broken and the spell is destroyed.

Spells that Change Your Form

Some of the spells in this chapter change the physical body, either to appear as someone else or to add grotesque features. The general rules for these spells are as follows: for the effect's duration, the subject of the spell (often the caster) has an aspect like *Form of [Name]* or *Unnaturally Transformed into [Thing]*, with the specifics detailed in the aspect's name. Some other rules may affect the target for as long as this aspect is true (see *bat form* on p.159 for an example). If the effect is permanent, the subject instead has an aspect rewritten to reflect this permanent change in self.

If the effect copies the form of someone else, then the subject can impersonate that form. If there is no reason to assume there is a deception, no Deceive roll is necessary. If there is, but an observer is uncertain, they can use Empathy opposed by the subject's Deceive to see that there is something odd going on—the GM may give a boost on the Empathy roll for those intimately familiar with the person being impersonated. Without an understanding of the arcane, though, all a success conveys is that the subject is not himself for some odd, but mundane, reason. (This all assumes that the spell doesn't also convey knowledge and memories about the form that could be used to impersonate the victim; specific spells will go into detail as needed.)

On the other hand, if the deception is undeniable—the subject is impersonating someone who is dead and encounters close friends, or is impersonating someone that another person just saw a few minutes ago in a different location and wearing different clothing—then the ruse automatically fails. Of course, that's also a sanity test (see the Sanity chapter), and the subject may be able to use Provoke or another course of action to manipulate that person.

Cloud Memory

Spell Energy: 3
Sanity Cost: 1/1/0
Opposed By: Will

This spell blocks the target's ability to remember a particular event. The caster must be able to communicate directly with the target. The memory blocked must be very specific—it cannot be something like “forget what you did yesterday”. Instead, it must be more closely defined, such as “forget the cultist who attacked you yesterday”.

The spell's effect cannot diminish the target's game statistics, including reducing skill ranks or unchecking sanity boxes. A skilled psychologist may recover the repressed memory, GM's call.

Clutch of Nyogtha

Spell Energy: 1 per exchange
Sanity Cost: 3/2/1
Opposed By: Physique

This cruel spell induces a heart attack in the target, who the caster must be able to see within the same or an adjacent zone. During each exchange that the caster is casting the spell, the target is being physically attacked and must defend with Physique. This is an attack with offensive scale. Potential consequences include *Strained with Intense Pain* and *Weakened by Magic*. If the target is taken out, he dies—his chest explodes and his blistered, smoking heart appears in the caster's hand.

Each action used to attack a target costs one spell energy, but the sanity cost is only due upon the first action of the spell.

Compel Flesh

Spell Energy: 3
Sanity Cost: 1/1/0

This spell turns a target the caster can see into a living zombie; the creature is then able to follow the simple commands of the caster. This spell only works on victims who have been successfully targeted by the *bind soul* spell (p.160); a successful casting (which only takes one action) awakens the target's body from his stupor, allowing him to follow the caster's simple commands for around one minute before succumbing to the stupor again.

Consume Likeness

Spell Energy: 6 + sacrificing 1
Sanity Cost: 3/2/1

This spell allows the caster to assume the living likeness of someone who has died. The subject must be roughly the same size as the caster, so an adult cannot take the form of a

child and a skinny person cannot take the form of someone portly (and vice versa). The caster must ritualistically eat the corpse of his target, after which he can then take on the form of his gruesome meal.

Once the caster has a form, he can at any point spend a few minutes to turn into that form; succeeding at a Fair (+2) Mythos overcome action can speed this up to a few seconds. While having this form, the caster has the aspect **Form of [Name]**, modified for the specific person the caster is using (see Spells that Change Your Form on p.164). This is entirely superficial, and none of the memories or mannerisms of the consumed corpse come with it.

The form can be maintained for as long as the caster stays awake or conscious, and he can swap between the forms he has available at will. If the caster suffers pain (stress, a consequence, or has an aspect inflicted that involves pain and distraction), he must succeed at an Average (+1) Will roll or revert back to his original form (though he can recall the form in a future scene). This spell may be cast multiple times, to give the caster multiple forms, any of which can be summoned as noted above.

Contact Creature

Spell Energy: special

Sanity Cost: 1/1/0 + witnessing the creature

A number of Mythos creatures can be summoned by the different variants of this spell. The spell fails only if there are none of the creature type anywhere in the vicinity when the spell is cast. Some examples of creatures and the conditions needed for contacting are listed below, along with their spell energy costs.

He must ritualistically eat the corpse;
he can then take on the form of his
gruesome meal.

CHTHONIAN

The spell must be cast at the site of a recent earthquake or at the summit of an active volcano. (4 spell energy.)

DEEP ONE

This spell must be cast at the edge of a salt-water sea or ocean, and works best near a deep one city, such as along the coast of Cornwall or in the waters near Innsmouth, Massachusetts. Part of the ritual consists of throwing specially inscribed stones into the water. (2 spell energy.)

ELDER THING

The most likely locations for success are along the southern part of the Mid-Atlantic Ridge or over the geological trenches in Antarctica. (2 spell energy.)



FLYING POLYP

Flying polyps are found in extremely rare underground cities, the largest of which is below the Western Australian Desert. As part of the preparations, a communication shaft must be dug before the spell can be cast. (6 spell energy.)

FORMLESS SPAWN

The best place to cast this spell is at a temple to Tsathoggua, or wherever a statue of the god is present. (2 spell energy.)

GHOUL

Ghouls are found most commonly in human cities near graveyards and crypts. (5 spell energy.)

MI-GO

This spell must be cast on the summit of a high mountain in a range known to be mined or visited by mi-go, such as the Appalachians, the Andes, and the Himalayas. (5 spell energy.)

SAND DWELLER

This spell must be cast in an arid, sandy desert. (2 spell energy.)

Contact Deity

Spell Energy: sacrifice 1

Sanity Cost: 1 + witnessing the creature

This spell opens up a channel of communication with the god, but does not summon him/her/it. This requires a

Table 7: Create Gate Distances & Costs

Spell Energy	Distance	Example
1	Up to 100 miles	London to Calais
2	Up to 1,000 miles	London to Berlin
3	Up to 10,000 miles	London to Australia
4	Up to 100,000 miles	Empty space
5	Up to 1,000,000 miles	The Moon
6	Up to 10 million miles	Somewhere between the Moon and Mars
7	Up to 100 million miles	Somewhere between Earth and Mercury
8	Up to 1 billion miles	Saturn
9	Up to 10 billion miles	Uranus
10	Up to 100 billion miles	Yuggoth (Pluto)
11	Up to half a light year	Deep space
12	Up to 5 light years	Proxima Centauri
13	Up to 50 light years	Fomalhaut
14	Up to 5,000 light years	Celaeno
15	Up to 50,000 light years	Darkest space
16	Up to 500,000 light years	Far side of the Milky Way
17	Up to 5,000,000 light years	Galaxy M31
18	Up to 50,000,000 light years	Azathoth
19	Up to 500,000,000 light years	Distant quasar

successful Mythos roll against a Legendary (+8) target; for every 2 points of extra spell energy spent (not sacrificed), decrease the difficulty by 1. Several examples of the deities who can be summoned in the way are described below.

CTHULHU

The Great Old One predominantly responds at night and during the caster's dreams, where he informs his followers of his wishes.

DAGON/MOTHER HYDRA

The spell must be cast in an isolated cove near one of the great oceans. Often an avatar of the gods in the form of a great deep one answers, but sometimes the gods themselves have been known to appear.

NYARLATHOTEP

This spell can be cast almost anywhere, such is the omnipresent nature of Nyarlathotep. The god only usually appears at meetings of his worshippers and the anointing of new priests. Nyarlathotep is able to directly communicate with all present at the casting and he decides how long they will have his undivided attention.

TSATHOGGUA

The Great Old One appears in a hazy, spirit form and, if the caster is alone, talks to him directly.

YIG

The spell causes a very localised earthquake, opening a fissure from which the terrible voice of Yig is heard. This spell cannot be cast in urban environments and works best in arid deserts.

Y'GOLONAC

The god responds by attempting to convert the caster to his worship; if he feels the caster is an unsuitable devotee, he consumes his mind and soul.

Create Gate

Spell Energy: special

Sanity Cost: 0

This spell creates a portal between two distant points in space. Creating a gate requires the expenditure of life force, but the sacrifice need not come from only one donor; indeed, it is common for dozens of dupes or captives to be sacrificed. Those who are left entirely drained by the creation of the gate just wither away into dust.

Both ends of the gate have the same appearance, be it a pattern of painted lines or a peculiar arrangement of stones. Some gates can only be activated by a trigger word or gesture, and some even physically change a traveller so that they are able to survive when they reach their destination. Rumours persist of rare gates with more than one destination.

The spell energy is based on the distance between the gates, and is sacrificed rather than spent. Table 7 shows distances and costs, for ease of reference and sense of scale. Though there is no sanity cost to create the gate, it costs 1 to use it.

Create Gefallene

Spell Energy: 1 per two *Gefallenen*

Sanity Cost: 2

Gleaned from the forbidden texts of Irem, the caster etches a series of complex geometric patterns into the skin of a cadaver; this process takes many hours and is carried out far from the battlefield. The spell may be cast over a group of corpses, all of which must have the ritual inscriptions on their bodies. Once completed, *die Gefallenen* (p.204) rise from the dead.

Curse of Darkness

Spell Energy: 2

Sanity Cost: 1

Opposed By: creature's highest skill

This spell forces a being or creature from another plane or dimension to go back to where it came from. The incantation requires a group to surround the person who is taking the lead in casting the spell. All those involved must know the spell, and all must chant it for two to three minutes. The target must either be within sight of the group or be known by name and within a couple of miles.

This spell is a magical attack in nature that bypasses all immunities or resiliences (p.193), and on a tie or better it inflicts stress equal to the number of shifts plus the number of chanters aiding the primary caster. Consequences can include *Drawn Back to the Unknown* or *Weakened by Ritual*, and being taken out means the creature is immediately banished to its home plane, but is not slain.

Additional energy can be put into the spell, with each point increasing the caster's roll against the creature by 1. This must be spent before the roll. (Invocations can also affect the roll, as normal.)

Curse of the Putrid Husk

Spell Energy: 4

Sanity Cost: 3/2/1

Opposed By: Will

The caster targets someone that he can see. If the spell succeeds, the target suffers from the illusion that their skin is visibly rotting and corrupting, gaining the aspect *Putrid Illusion* with no free invocation. This is a sanity trigger for the target rated at Good (or higher, at the GM's discretion). If the target fails the sanity test by 3 or more, he passes out. If he is still conscious, after every action taken the target must overcome a Physique challenge of Great or faint. He awakens several minutes later, with the aspect no longer in place and appearing just as healthy and well as before the spell was cast; otherwise, the spell lasts around twenty minutes.

The spell takes an hour to cast, and the target must be known to the caster; something personal of the target must be used as a focus for the spell.

Curse of the Stone

Spell Energy: 6

Sanity Cost: 2/1/1

Opposed By: Will

The caster afflicts a target he can see with *Horrible Hallucinations*, triggering a Good (or higher) sanity test. The target is distracted and misled by the illusionary phantoms and terrible sights afflicting him. He suffers a -4 penalty to all actions. This effect lasts one exchange for each of the caster's shifts in success.

The spell needs an ensorcelled stone tablet, which either the caster or target must hold when the spell is cast.

Death Spell

Spell Energy: 20

Sanity Cost: 4/3/1

Opposed By: Will

This terrible spell causes the target to spontaneously combust, who must be within 10 yards of the caster. If successful, the victim is *Doomed to Die a Fiery Death*, and will die no matter what by the end of this scene (barring any other magic). On each exchange, the victim must defend against flames (with offensive scale) that come from within and cannot be extinguished; the target begins at Average, and increases by 1 every exchange thereafter. If the target is taken out or concedes, he dies—though with conceding, the target has enough agency to achieve one last act beforehand.

PCs & Spells of Instant Death

Spells like *death spell* exist because they're part of the rich canon that is the Cthulhu Mythos. However, when running a Fate game, keep in mind that including situations that can kill the characters without giving them a fighting chance (or at least healthy warning) goes against the system's expectations. Look to the advice in *Warzone Conflicts* and *Mythos Creatures* chapters on overwhelming odds and otherworldly threats. The same goes for spells that entirely rob characters of their agency, such as *dominate*, and spells that irrevocably debilitate characters, such as *wither limb*.

Deflect Harm

Spell Energy: 1
Sanity Cost: 1/0/0

The caster invokes the names of the Outer Gods and holds out his palm towards his attacker, gaining *Shielded by Eldritch Forces* with a free invocation. While active, the caster need not act to defend against a physical attack from that attacker; the defender's result is treated as Good (+3) + his Mythos rating.

The spell can be maintained over multiple exchanges, by paying 1 per additional exchange.

Detect Enchantment

Spell Energy: 3
Sanity Cost: 0

This spell permits the caster to, for the next hour, see the malevolent glimmer of curses, evil eyes, and other harmful enchantments that have been cast upon humans, animals, and crops.

The spell tears a rift in the prison that contains the Black Sun.

Dominate

Spell Energy: 1
Sanity Cost: 1/0/0
Opposed By: Will

This spell bends the will of the target (who must be within 10yds/9m) to that of the caster for a moment (one exchange). The target will do what the caster commands, though anything egregious (such as self-harm or attacking friends) requires the caster to succeed with style. A tie merely inflicts an *In My Head* boost. This spell takes one action to perform.

Dread Curse of Azathoth

Spell Energy: 4
Sanity Cost: 1
Opposed By: Will

This nasty spell drains a victim of its essence. It is an attack against the target's very spirit (against mental stress). The caster speaks the secret name of Azathoth, directing the last syllable at the target in a searing shout. Any consequences inflicted are not trivial to address, requiring lengthy downtime or magical restoration. The target also suffers a sanity test if the spell is successful.

Dread Equinox

Spell Energy: 100
Sanity Cost: 3 (though the casters will most certainly die)

The Dread Equinox, first mentioned in ancient lore by the Hyperborean sorcerer Eibon, is a spell of retribution, and one taught to only the most accomplished of Black Sun's sorcerers. Even then, it is to be used only in the direst of predicaments. The spell takes around a minute to complete and requires the participation of a number of other casters—with a minimum of seven, only one of whom must know the spell.

Once completed, the spell tears a split-second rift in the prison that contains the Black Sun itself, and channels its power through the caster's body, unleashing a wave of unthinkable destructive force. This wave creates a massive blast of thermal energy radiating outwards from the caster, obliterating everything within a large zone (diameter of 10yds/90m), before being sucked back through the rift in an implosive cataclysm. All that remains in its wake is scarred and blasted desolation. Everything within the affected area is destroyed—even stone and metal is reduced to twisted and melted slag. The only defence against this spell is to prevent the completion of the casting ritual, though even the sorcerers of Black Sun are not insane enough to attempt this incantation as anything other than a final, desperate retaliation.

Black Sun believes that the formula detailed by Eibon for this spell can lead them to discovering the means to release the Black Sun in its entirety.

Dream Vision

Spell Energy: 2
Sanity Cost: 0

This spell causes the caster or touched target to experience a portentous dream about the future. The spell may be a sanity trigger, depending on the contents of the dream (GM's call).

Eibon's Wheel of Mist

Spell Energy: 1
Sanity Cost: 1/0/0

A small bronze disk etched with a symbol resembling a three-legged swastika is needed to invoke this spell. The caster lays the disc on the ground before standing on it, then intones the words of the spell; if cast correctly, a 5ft (1.5m) diameter wheel of spinning blue mist is created. Once invoked, the spell lasts for 15 or so minutes. The base casting difficulty covers a wheel 3ft (0.9m) high. Every 3ft beyond that increases the difficulty by 1.

Those who shelter within this whirling cylinder are hidden from Mythos creatures summoned by—or in the name of—Nyarlathotep. These creatures behave as if the mist (and those obscured by it) are not present. The

creatures will not move through the wheel's position, even by accident; if the wheel blocks a creature's path, it will stop or go backwards without knowing why. The wheel does not affect Nyarlathotep himself, just his minions.

If those crammed into the wheel accidentally stick a foot or head outside the wheel's diameter, then the spell is ruined and ceases to work. The spell does not affect creatures that are called up by a deity other than Nyarlathotep, nor does it affect any of Nyarlathotep's lackeys who were present before the casting; they are able to move into and through the mist without issue. If anything passes through the position of the wheel, such as a sword blade or a bullet (from outside or in), then the spell is ruined and the effect lost.

Elder Sign

Spell Energy: sacrifice 1
Sanity Cost: 0

This spell creates a pentacle-like design which, when placed against gates or openings, forbids passage by the Great Old Ones and their inhuman minions. This design is often carved into stone or wood, forged in steel, or formed into a leaden seal. Just creating the design has no effect; it must then be charged with the spell.

Wearing an Elder Sign around the neck is less effective than might be expected. The Sign only protects the few scant inches against which it rests, but the rest of the wearer's body would still be vulnerable.

Enchant Sacrificial Dagger

Spell Energy: sacrifice 3
Sanity Cost: 0

This spell is performed over a flame-shaped dagger and requires the sacrifice of a living, sentient being with a strong sense of spirit (holds at least 12 spell energy). The weapon becomes an *Enchanted Sacrificial Dagger*. After that, the dagger stores the spell energy of all those sacrificed to it, not counting any that could be gained from consequences. That spell energy may be used in a spell or moved to another vessel, such as a caster or other receptacle.

Fist of Yog Sothoth

Spell Energy: minimum 2
Sanity Cost: 1
Opposed By: Physique

This spell hits the target with a blow of varying intensity, depending on the wishes of the caster. This is an assault that cannot be dodged, but can be overcome by taking the brunt of the blow—in other words, Physique (though Armour ratings may apply, as this is still physical). The Weapon rating

of this attack is equal to the spell energy spent, up to a maximum of 4. For each large zone away that the target is, the Weapon rating reduces by 1. If the target is so far away that the Weapon rating would be 0 or less, the spell is not able to reach.

If the target is not able to overcome the spell, then he is *Knocked Down* (with a free invocation) by the blast, possibly into a nearby zone. If the spell succeeds with style, the target is also *Knocked Unconscious* for an exchange.

This spell can also be used for other purposes that a blast of force can apply to, such as breaking through barriers. Treat as using Mythos in place of Physique, increased by 1 for every additional point of spell energy spent (up to 4 spell energy).

Flesh Ward

Spell Energy: minimum 1
Sanity Cost: 1/1/0

This spell grants the caster protection from physical attack. For several minutes, the caster's Armour rating increases by the amount of spell energy spent against non-magical attacks, up to a maximum of 4. When an attack succeeds against the caster, the amount of stress it protects from is depleted from this effect. Count this Armour benefit before others.

For example, if a caster spends 3 spell energy casting *flesh ward* and is also wearing a flak jacket worth Armour:1 in a given situation, then that is effectively Armour:4 for those situations and Armour:3 otherwise. If an attack does a 2-stress hit, that comes off the *flesh ward's* Armour rating



first, rendering it worth Armour:2 when the flak jacket is useful and Armour:1 otherwise.

Glass from Leng

Spell Energy: 0
Sanity Cost: 0

This spell creates a magical lens which shows the possessor random visions of other places; often these contain beings from the Cthulhu Mythos, which can be sanity blasting. Unfortunately, these beings can also see through the lens to the user's side...

Healing

Spell Energy: 10
Sanity Cost: 1/0/0

By spending a few minutes chanting and touching a target, the caster can heal a moderate and all mild consequences that are normal and physical in nature. This entirely bypasses normal addressing of a consequence. For mild and moderate physical consequences that are magical or otherwise beyond mortal medicine, this healing counts as addressing the consequence; recovery is normal from there.

Healing a severe consequence requires spending 30 spell energy.

Heal Animal

Spell Energy: 3
Sanity Cost: 1/1/0

This spell permanently grants an animal the caster can see with *Filled with Vigour*, and removes any aspects relating to its poor health or crippling ailment.

Identify Spirit

Spell Energy: 9
Sanity Cost: 1

This spell creates a magical powder that temporarily unmask any alien entity possessing a target's body or mind. Anyone can use the powder by sprinkling it over the target and uttering the words of power. The powder reveals the possessing entity as a life-size shadow superimposed over the host for 1 exchange. It only reveals possessing creatures, and has no effect upon those who are hiding their true form with illusion or body-warping magic.

To create the powder requires glass ground from a mirror that is at least one hundred years old, a handful of gold dust, and two other special ingredients (GM's call). The caster meditates for a day and a night in a lightless place then, once

his mind is clear, he combines the ingredients and adds the blood of a mammal, uttering a short incantation. If the spell is successful, the mixture bursts into flame, leaving behind a fine grey-blue powder once it has burnt down. This powder keeps indefinitely.

Implant Fear

Spell Energy: 9
Sanity Cost: 1
Opposed By: Will

This spell fills the target with a *Mind-numbing Fear* (with a free invocation), which also breaks their concentration and prevents them from working. The aspect lasts for a few seconds (until the target can recover from stress if the spell succeeds with style).

Implant Suggestion

Spell Energy: varies
Sanity Cost: varies
Opposed By: Will

The caster speaks a compulsion and uses magic to force the victim's obedience. This spell is only effective against creatures with some human blood in them, such as deep one hybrids and servitors of Nyarlathotep; and, of course, humans. The target must be able to hear and understand the caster.

The form of compulsion determines the spell's energy and sanity cost. Something quick and unthreatening ("drop your gun" or "hand over your money and leave") costs 4 spell energy and inflicts 1/1/0 sanity loss. Something risky or involved ("set fire to a building" or "travel to Singapore") costs 8 spell energy and inflicts 2/2/1 sanity loss. Something outright dangerous or suicidal ("kill your friend" or "kidnap Churchill") costs 12 spell energy and 3/3/2 sanity loss.

If affected, the target gains *Influenced by Magic* (no free invocation) until the suggestion is fulfilled or some other magical effect is able to undo that. For a lengthy compulsion with multiple steps, such as travelling to Singapore or kidnapping Churchill, the GM may have that character attempt to overcome the suggestion again. Doing so removes the aspect.

Naturally, being compelled is a sanity test, possibly even multiple tests if forced into a lengthy compulsion.

Lame Animal

Spell Energy: 3
Sanity Cost: 1/1/0

This spell permanently afflicts an animal the caster can see with *Lamed*, and removes any aspects relating to its good health.

Leech Essence

Spell Energy: 0

Sanity Cost: 1

This spell allows the caster to temporarily drain the very life essence from any individuals wearing *SS-Ehrenringe* (p.179) within his line of sight. To invoke the spell, the caster must make a single cut upon his own body for each target and then recite the ritual for a few moments (three exchanges).

Upon completing the ritual, everyone afflicted is drained of 3 spell energy, with that spell energy flowing into the caster. Those with only 3 spell energy gain the *Exhausted* aspect (p.156) until they regain 1 spell energy; those with less give the amount they have to the caster, and are *Exhausted*. This spell energy is lost after the caster sleeps, if not spent on spells beforehand.

Those not wearing rings are unaffected by the spell.

Mesmerize

Spell Energy: 0

Sanity Cost: 1

Opposed By: Will

The caster can command any beings that have human blood. A victim of this spell is *Mesmerised* (no free invocation) for a moment—two exchanges, four if succeeded by style—and will attack friends and even commit suicide. However, the target is somewhat slower or inhibited by this, and skills for any physical actions during this time cap at Fair (+2).

The spell cannot be cast by someone with a Mythos rank of Fair (+2) or lower.

Mindblast

Spell Energy: 7

Sanity Cost: 1/1/0

Opposed By: Will

This spell causes the target (whom the caster must see and must be nearby) to suffer *Temporary Insanity* for the next hour—the GM may have the aspect specified to a particular derangement; see p.150 for more information. The aspect has as many free invocations as the caster has shifts of success.

Nightmare

Spell Energy: 6

Sanity Cost: 1/0/0

Opposed By: Will

This spell causes the target to experience a horrible nightmare and wake screaming. It affects a single sleeping individual, and the caster must know the victim's name. The target can be anywhere; there is no limit to the spell's range.



That target is afflicted with *Horrible and Hazy Nightmares* (with a free invocation), which interrupts any benefits of sleep (such as regaining Will drain or sanity boxes).

The victim cannot fully remember what happens during the dream unless someone helps overcome the aspect with Empathy. The dream's content is chosen by the GM, not the caster, and will be closely related to the life and habits of the caster.

Powder of Ibn-Ghazi

Spell Energy: 1 per dose

Sanity Cost: 0

The spell makes magically invisible things visible by creating a very special powder. This powder must be formulated very carefully and precisely, and requires three special ingredients. To work, the powder can either be blown from a tube or thrown onto or over the target. The dusted object remains visible for only approximately ten heartbeats. The powder can reveal magical lines that radiate from a place prepared

for the calling of a Mythos deity, the aura around a Gate, or a normally invisible creature. Creating and using the powder itself is not a sanity trigger, but what it reveals might be.

Prinn's Crux Ansata

Spell Energy: sacrifice 3

Sanity Cost: 1

This spell creates an ankh that can permanently or temporarily banish individual Mythos creatures from the earthly plane. The ankh must be made out of an unalloyed metal such as copper, gold, silver or lead; the creator then spends a dozen days crafting the artefact, during which time he performs rites and sacrifices at specific points in the item's creation. The spell only covers creating the artefact, not using it (see below).

Anyone can use the Crux Ansata to banish Mythos creatures back to their home dimension, allowing the wielder to use his Mythos skill to make non-physical attacks against non-terrestrial beings. Such attacks bypass stress. The creator has a boost of *Invested My Power* once per conflict with such creatures, usable only for banishing. Being taken out means that the creature is immediately banished to its home plane, but is not slain.

Raise Night Fog

Spell Energy: 2

Sanity Cost: 1/0/0

This spell takes two minutes to cast and can only be used at night, creating a *Thick Fog* in the area (with a free invocation). The fog is susceptible to the weather and a brisk wind will quickly disperse it. The caster needs a bowl of river water to be able to complete the spell.

The bowl is etched with runes and filled with special herbs and a dram of the caster's blood.

Reach

Spell Energy: 3

Sanity Cost: 2/2/1

For several moments (three exchanges), this spell allows the caster to reach through walls, car doors, and other non-living materials in order to either manipulate objects on the other side or to attack. This spell cannot be used to bypass personal armour, but it can be used to attack the crew inside a tank, for instance.

Resurrection

Spell Energy: 2

Sanity Cost: 2/1/1

This misleadingly named spell reduces a complete corpse to a bluish-grey powder—basically, rapidly rendering it down into its essential salts and compounds. Reciting the spell a second time over the ash returns the former corpse to a whole and freakishly alive state. Hundreds or even thousands of years can have passed between castings, and the resurrected will have no knowledge of events that have taken place during the intervening time.

Unfortunately, if the spell is recited successfully again over the resurrected they are instantly returned to ash once more!

Send Dreams

Spell Energy: 4

Sanity Cost: 1/1/0

Opposed By: Will

This spell subjects a sleeping target within 20 miles (32km) of the caster to dreams specified by the caster. The dreams can depict anything, but usually contain visions of Mythos entities in order to do psychological damage. However, the caster cannot send images of creatures he himself has not seen, and the caster cannot implant suggestions or hypnotise his target.

The caster must use a bowl made from the alien alloy "the copper from above". The bowl is etched with runes and filled with special herbs and a dram of the caster's blood; the herbs are set on a fire, releasing a strange, green smoke over which the caster must recite the spell's incantation.

Sense Life

Spell Energy: 1

Sanity Cost: 1/0/0

This spell allows the caster, for the next hour, to detect the general nature of life in a particular area, roughly the size of an average house. It can distinguish species (such as a dog, or a person), but not recognise specific individuals.

Shrivelling

Spell Energy: minimum 2

Sanity Cost: 2/1/1

Opposed By: Physique

This powerful attack spell is *Weapon:2* against a single target (completely disregarding armour and similar) causing the victim to wither and desiccate. Possible consequences



include *Sickened* (mild) or *Withered* (moderate or severe). For every additional spell point spent, increase the Weapon rating by 1 (maximum 4).

Snare Dreamer

Spell Energy: 6
Sanity Cost: 1/0/0
Opposed By: Physique

This spell allows the caster to attract a particular soul, as long as it is currently out of its body (such as when dreaming). The caster and the victim must be within 5 miles (8km) of one another. Once the soul is drawn into the presence of the caster it is subject to other spells, such as *bind dreamer*. If the victim escapes, he wanders off to participate in more dreams.

The victim sees the caster and the location, though he may not recognise either, merely remembering it as a particularly vivid dream on waking.

Summon/Bind Creature

Spell Energy: minimum 1
Sanity Cost: 1/1/0 + witnessing creature

Various Mythos creatures can be summoned and bound using different forms of this spell. Specific costs and conditions are described for the most common examples. The creature can be given instructions at each summoning; these can be of no more than a dozen words and should not be too complicated. Once the creature has completed its task, it leaves this world and returns to wherever it came from.

Separate Bindings

It is possible to bind unbound creatures if they are encountered. This generally means that the creature has come to Earth of its own volition and is not here at the command of a master. The caster must know the relevant summon/bind spell, and cast it with a target of the creature's effective Will +2. Success means that the creature is now bound to the caster. While the spell is being cast, any attacks on the creature will cause the spell to automatically fail, and a failed spell cannot be recast on the same creature.

Summoning a creature is not guaranteed. The caster must make a Mythos roll and get Monstrous (+12) or higher. For every additional spell point spent, the difficulty is reduced by 1 rank, to a minimum of Fair (+2). The GM may have succeeding with style allow a somewhat more complicated task to be performed, and can choose to have success at a cost occur in lieu of a failure.

BYAKHEE

This spell can only be cast at night when Aldebaran is above the horizon (October to March are the best months, as discussed in the description for *call/dismiss Hastur*, p.163). The summoned byakhee flaps down out of the sky still covered in the ice of space.

DARK YOUNG

This spell must be cast in the woods during the dark of the moon, and a creature must be sacrificed using ritualistic

knife cuts to despatch it. If the spell is cast successfully, then a dark young stalks out of the shadowed woods.

DIMENSIONAL SHAMBLER

This spell can be cast day or night (though one written source claims that shamblers are easily confused in bright sunlight) and requires a dagger made of a pure metal. A single dimensional shambler gradually appears out of thin air when summoned.

FIRE VAMPIRE

This spell can only be cast at night when the star Fomalhaut is above the horizon (September to November in northern latitudes) and requires a bonfire or other large source of flame. If it is successfully cast, then the fire vampire swoops down from the sky.

HUNTING HORROR

This spell can only be cast at night and in the open. The horror appears head first through a rent in reality when called. The spell requires a blood sacrifice, but the caster need not do the killing himself; the horror consumes the sacrifice itself when it arrives. If no sacrifice is provided, then the horror attacks the caster and attempts to fly off with him.

NIGHTGAUNT

To summon a nightgaunt, a stone emblazoned with an Elder Sign must be present; the spell can only be cast on

moonless nights. If successful, a blank-faced horror swoops out of the darkness.

Summon Bloodborn

Spell Energy: 2

Sanity Cost: 1/1/0 + witnessing creature

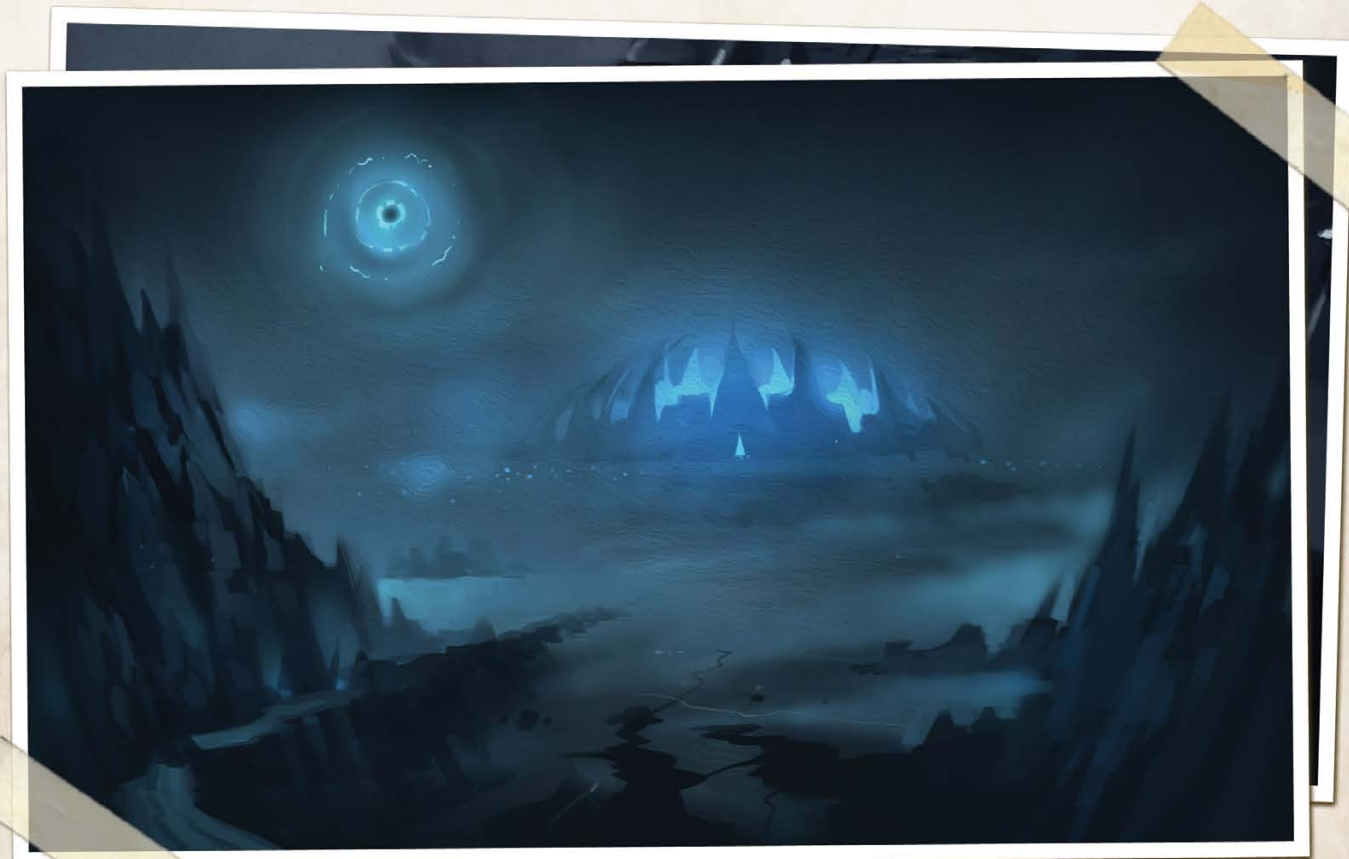
Deployed by Black Sun as a terror weapon, and particularly effective against enemy infantry formations, this spell requires only a few drops of blood as a focus. The caster must shed blood (though not necessarily his or her own) upon the ground while completing the incantation. A bloodborn (see p.195) immediately bursts from the congealing liquid and launches itself at the nearest available target, striking with its razor-sharp limbs. These creatures attack indiscriminately, though they will not attack an individual wearing the *SS-Totenkopfring*—which is enchanted to provide protection against the horrors summoned by Black Sun.

Summon Halja

Spell Energy: minimum 1

Sanity Cost: 1/1/0 + witnessing creature

To summon the halja, blood must be spilled upon a surface of ice at least 2ft (60cm) in diameter, from which the halja's vicious storm manifests. After three exchanges of chanting,



at least half a dozen halja appear within the storm and, as long as the ritual chant is maintained, the halja's storm remains and the creatures will attack all those within a small zone. Breaking the chant or destroying the frozen focus of the spell will dispel the storm and the halja within.

Summon Hound of Tindalos

Spell Energy: minimum 1
Sanity Cost: 1/1/0 + witnessing creature

This is an extremely foolish spell to cast and attracts the attention of a hound. There is no way to bargain with these creatures, whose only motive is to move through the time stream sating their hunger.

Use the rules in *summon/bind creature* (p.173) for rolling to see if a hound is summoned.

Summon Plague

Spell Energy: 14
Sanity Cost: 3/2/1 + witnessing creatures

This spell can only be cast in the Dreamlands, and causes a swarm of plague-infested rats or insects to swarm over an area, biting and stinging everything they encounter and spreading plague. The caster needs bits of rotting mammal flesh and human faeces to cast the spell and, once it is successfully cast, there is little that can be done to stop it from running its course, although magical protection and prevention may well exist... somewhere. A sample swarm, created using the rules from Chapter 12: Horrors and Monstrosities, is provided as an example.

The plague summoned may be banished by casting the spell in reverse. Unlike the other summon spells, this is automatic.

Aspect: • *Plague-Infested Swarm*

Skills: *Fair (+2) Small and Swift*
Average (+1) Savage Parasite
Mediocre (+0) Everything Else

Abilities: **Inhuman Mind.**

Immunity to attacks that naturally focus on one creature.

Plague Bites and Stings. **Weapon:0** attack against everyone exposed in the zone, or **Weapon:2** when focused on an exposed individual. Possible consequences include *Panicked* (mild, representing being scared of becoming infected) or *Infected* (moderate or severe).

Swarm. As the plague swarm is a host of numerous creatures, if it is taken out, some of it scatters away (and stays away for at least the

rest of the scene), but could be a threat later unless the attack that took it out effectively assaults the whole of the swarm.

Stress: ☐

Unravelled Fetters

Spell Energy: sacrifice 2
Sanity Cost: 0

A reversal of the *bind enemy* spell. Once the spell is cast, it gives the target a second attempt to undo the binding, using the caster's original Mythos result as the difficulty. If the bound target succeeds, the effigy created as part of the *bind enemy* spell is destroyed and the target is freed.

The caster can spend (not sacrifice) additional spell energy as part of casting the spell to increase the creature's roll by 1 for every 2 additional spell energy spent.

Vanish

Spell Energy: 3
Sanity Cost: 1/1/0

This spell causes the caster to disappear from where they are, instantly reappearing beside a specially prepared box containing some part of the caster's body, such as teeth, nails, or hair.

Preparing the box takes a day of ritual and the caster sacrificing 1 spell energy; if the box is ever destroyed, opened, or emptied, it must be remade to cast the spell again. More than one box can be prepared at the same time, and they can be placed several hundred miles apart.

Wandering Soul

Spell Energy: 0
Sanity Cost: 1/1/0

This spell sends the sleeping caster's soul to some other location in order to spy on his enemies. The caster wakes twelve hours later, **Totally Exhausted** until he can get eight hours further sleep (the sleep during the spell gives no restorative benefit). The dream-like vision reveals information that would be readily observable if the caster physically visited the location for himself, but objects cannot be interfered with, nor can closed doors, draws, or boxes be opened.

Those with an appropriate aspect may be able to observe the wandering soul (GM's call). They may even be able to identify it, as it always has the appearance of the caster, which cannot be disguised by other forms of magic. Others may have feeling of being watched. Those asleep can also see the face of the scrying soul and may be able to recognize their watcher.

Warding

Spell Energy: 1 per stone

Sanity Cost: 0

The caster arranges prepared white stones no more than 1yd (0.9m) apart around an area he wishes to ward. The air over the stones now shimmers as if with heat, and if the stones are ever moved or disturbed in some way the caster will know instantly, even if he is asleep.

Wither Limb

Spell Energy: 6

Sanity Cost: 1

Opposed By: Physique

The caster targets someone nearby (in the same zone) and chooses a given limb; success with style means that the target permanently gains an aspect based on that arm or leg becoming lamed and withered. Success means that the target can choose to instead take that as a severe

consequence, if that slot is available. Tying means the effect is weak and short-lived: inflict a boost such as **Numb Arm** or **Pained Leg**. (Naturally, the target will also deal with a sanity test based on being targeted by such vile and indefensible forces.)

Wrack

Spell Energy: 2

Sanity Cost: 1/0/0

Opposed By: Will

This spell temporarily debilitates a single target. Extreme, tormenting pain courses through the target's body; his skin blisters and oozes; and his eyes bleed, causing temporary blindness—treat as **Magical Debilitation**, for around a minute, with a free boost generated on every exchange.

The apparent physical corruption fades quickly enough, changing to **Unsightly**; within 24 hours only faint blemishes still remain. Of course, the psychological damage from being assaulted by this spell can be much longer lasting.

Come, bride, and gaze upon your frozen tears
 Cry to the north wind of your sufferings
 Chill the hearts of man
 And steal the warmth of those who dare disturb you



CHAPTER 11

Artefacts and Tomes

"It's just a book. No harm ever came from reading a book."
- Evelyn Carnahan, *The Mummy*

There is more to the Mythos than monsters and strange weapons—there are also mysterious artefacts and dangerous volumes of arcane lore, a selection of which are described in this chapter.

ARTEFACTS

The artefacts below take the same principle as mentioned in Using Equipment Stunts for the Unnatural on p.119: more than just creating aspects, many of these items alter the rules of them game in their presence. They draw on the classic take of sinister or unreal items that are hallmarks of the Cthulhu Mythos, and show a way to do with in *Fate* (especially as in other systems, many of these effects do incremental damage, which is not an element of *Fate*).

Die Blutfahne

There are many flags bearing the NSDAP's symbol, the swastika, but none as important to the Party as this one. Originally belonging to the Fifth *Sturm* of the SA, it is carried at the forefront of the march from the *Bürgerbräukeller* towards the *Feldherrnhalle* during the so-called Beer Hall Putsch (p.16). It never reaches its destination, as the route is blocked in the *Odeonplatz* by the Munich police. A gunfight erupts, with four policemen and sixteen Party members killed, the blood of the Nazis soaking into the flag as they lie dying on top of it. Smuggled away from the scene, the flag is presented to Adolf Hitler after his release from Landsberg prison. Re-hung on a new, specially carved staff, it is present at every NSDAP meeting and march thereafter. During the annual ceremonies at Nuremberg, Hitler uses it to "bless"

the flag of every military unit under his command. When not in use, it resides in the *Braunes Haus*, Brienner Strasse, Munich, the NSDAP political headquarters.

Whether the *Blutfahne* has any genuine mystical powers is open to debate, but for those who have sworn allegiance to Hitler, it is a powerful symbol.

In the presence of the *Blutfahne*, members of the German military have the *Devoutly Loyal* aspect. While true, actions of a social nature (like *Provoke* or *Rapport*) against them are modified: senior German officers roll a +2, and obvious enemies of the *Reich* roll at -2.

To reward continued use, the staff begins to deliver strange, eerie visions.

Elder Thing Staff

This 5ft-long (1.5m) staff features a five-sided stem of some unknown material, and a five-sided, star-shaped tip resembling a tropical fruit, with five segments peeling back away from an embedded dried-up, spherical husk inside. If examined, this "fruit" appears to be organic and growing out of the staff itself.

Once held, the dormant staff begins to return to life and begins to affect the holder. To reward continued use, the staff immediately begins to deliver strange, eerie visions to the bearer of an ancient elder thing city, high on a warm plateau. The GM should describe an enticing scene to the character—for example, referring to something just around the corner, a nearby intriguing sound, etc.—and pose the question: "Would you like to carry on?" If they answer in the affirmative, the GM should mark time, and for every time

the player answers "yes", the staff has an additional effect once the visions cease. As this all happens in the blink of an eye it is unlikely that, without prior knowledge of the artefact, other characters will be able to warn the hapless character of what is happening to him.

Once the Elder Thing Staff has replenished itself, it will no longer provide the visions or drain any more energy from its bearer. However from now on, if held facing outwards in front of the characters, it will absorb the damage from ranged attacks such as arrows, bullets, explosives, grenades, and energy weapons in a wide 45-degree arc to either side of the person carrying it. Each attack will do its damage to the staff instead of the intended target, and when the staff takes its last point of damage it goes back into hibernation. Any surplus damage from that attack is then suffered by the bearer.

Rules: As soon as the staff is picked up, the carrier marks off a physical stress box or a consequence slot, which he is not necessarily aware of while in the dream. Armour and other effects cannot mitigate this stress. For every time the character answers "yes", he marks off another stress box or consequence slot. Consequences should relate to *Feeling Weak, Drained of Some Life Essence*, etc. The staff gains a number of stress pool based on the stress rating of the box or consequence taken: a 1-stress box gives the staff 1 stress, a 2-stress box or mild consequence gives it 2 stress, etc.

With a Fair (+2) Survival roll, the bearer will sense that they are getting weaker the longer they are in this dream state and can take appropriate action. Once the staff has 7 stress pooled within it, it protects the bearer as described: it negates any such attacks, at the cost of that amount of stress from its pool. If it doesn't have enough stress pooled to fully negate an attack, it negates up to the stress pools. Once it runs out of stress pooled, it becomes dormant again.

Mi-Go Bio Cloak

This device meshes with the arm of the user. It makes the wearer invisible to other mi-go, elder things, Yithians, deep ones, insects from Shaggai, and serpent people (treat as *Invisible to Mi-Gos and Others* with a free invocation), but for some reason, not humans. Other senses, such as touch and smell, are unaffected by the cloak. This effect lasts for around a minute, after which the device starts to inflict 1-stress physical hits (cannot be mitigated by armour) for every few seconds (an exchange) that the user wishes to remain invisible—though each time, this refills the free invocation if it has been used. Ripping the device off of the arm inflicts a 2-stress hit.

Mi-Go Matter Transplacer

This metallic 1ft-long (30cm) rod covered in exposed metal wires must be clutched tightly around one end. The other end then projects a large force-like hand out to a distance of about 30-50ft (9-15m). The strength of the pressure applied to the rod allows a grasping action with the "hand", enabling

the user to pick up very large objects and move them around. In order to make the rod usable by a human, it must first be re-wired. Jury-rigged, the Matter Transplacer is *Unreliable* (possibly compelled to not work). However, even when configured correctly, it still requires considerable effort for a human to maintain the mental effort necessary to manipulate the "hand" and, as such, anyone attempting to use the Matter Transplacer takes a 1-stress physical hit (cannot be mitigated by armour) for every 110lbs (50kg) moved per turn (a 2-stress hit if 220lbs, a 3-stress hit if 330lbs, and so on).

Winning two victories in a Mechanics contest versus Superb (+5) is required to rewire the Transplacer. Using the Transplacer requires a Great (+4) Mechanics roll to keep it in working order each time; failing means it needs to be repaired again after use.

Pyramid of Leng

These jet-black pyramids, standing 6ft (1.8m) along each side and 5ft (1.5m) in height, originate from the obsidian bedrock of the Valley of the Black Sun (p.69). Engraved with complex geometric patterns and sigils that shift before the eye, the pyramids give the impression that their lines should not form a true pyramid, causing great discomfort to those attempting to decipher their carvings.

The formulae for creating these edifices are given to Reinhardt Weissler by Nyarlathotep himself to assist in his quest to release the Black Sun from its prison within the Dreamlands. Their purpose is to break down the barriers between the worlds, with the ultimate aim of bringing the dreaming and waking worlds together.

Due to its unnatural formation, a Pyramid of Leng can only be created in the Dreamlands. Black Sun has formed a number of these Pyramids and placed them within the grounds of Wewelsburg Castle to aid their sorcerers in their work, and in preparation for the eventual harmonisation of the site with its dreaming duplicate (p.75).

The Pyramids are extremely heavy and impervious to most damage, with only High Explosives having enough destructive power to wipe them out. Black Sun is very protective of these artefacts due to the great effort required to move them from the Dreamlands into the waking world.

Reading the runes is a sanity trigger with a Terror rating of Average (+1). Creating a Pyramid of Leng requires 75 spell energy to be spent while engraving takes place and the correct ritual chant recited. Once activated and brought into the waking world, a Pyramid halves the spell energy required to cast any spell (round the total needed up), provided that spell is cast within 100ft (30m) of the structure.

Shaggai Sword

This cruel sword inflicts pain on the user but far more so on its target. It is Weapon:3, and when it inflicts stress, the sword also inflicts a 1-stress hit on its wielder.

Totenkopfring

Officially named *SS-Ehrenringe* ("SS Honour Rings"), but better known as *Totenkopfring* ("Skull Rings") for their macabre design, these silver rings are individually inscribed for each wearer. Designed by Karl Maria Wiligut, although frequently worn as a symbol of rank and pride, their original purpose is to prevent those passing through the Wewelsburg gate to the Dreamlands from suffering the crippling physical sickness that afflicts most travellers. They also have the benefit of providing protection against *die Gefallenen*, which are rendered blind to the wearer's presence, ensuring Black Sun forces are not set upon by their own undead creations. In addition, the rings shield their wearers from the bloodborn (p.195).

The rings also serve a secret purpose added by Weissler and known only to his Priors and Canons. When the correct incantation (*leech essence*) is invoked, a sorcerer can drain any individual wearing an *SS-Ehrenring* within his line of sight (see p.171 for further details). Unwittingly, the SS have become a vast magical reserve for Black Sun's ultimate rites.

All members of Black Sun are presented with their rings upon initiation, while SS recipients are given theirs

after three years of loyal service. Closely guarded, every effort is made to ensure the rings of fallen SS members are returned to Wewelsburg, though in the carnage of battle a few may be lost.

Tainted Crystal of the Elder Things

Its purpose bent to an alien will, whilst it looks like an ancient storage device, the Tainted Crystal is, in fact, designed to suck spell energy from an entity, at a rate of 2 per round. The subject must be in physical contact with the crystal for it to initiate this assault, and he is completely unable to act while it is draining him. Once emptied, or if a character is without spell energy, it drains the target's life force (see Life Drain on p.159) until the person or creature is knocked unconscious (as a consequence) or the crystal is shattered (an attack that must succeed against an Fantastic (+6) defence). If the person or crystal is forcibly removed, the person loses 1 sanity box per exchange from terrible hallucinations until he is at least 100ft (30m) away from the crystal.



Yithian Mind Stamp

This device looks like a large, shaped pebble with various raised ridges on each side. Once gripped in the palm of the hand the Mind Stamp turns itself on. It has been pre-loaded with the desires, thoughts, and knowledge of three human minds from many centuries ago. A random mind will take over the holder of the Mind Stamp for a few seconds to a minute, and the bearer's mind can only be freed from the temporary imprisonment by forcible removal of the pebble from his hand.

An affected person will resist efforts to remove the pebble, and this is likely to cause injury to his hand whilst doing so. Any attempts to remove the Mind Stamp from a person's hand causes a 2-stress physical hit (cannot be mitigated by armour) as a result of their struggle to maintain a grip on it. The pre-loaded minds are likely to be insane from hundreds or thousands of years of being trapped inside the Mind Stamp, but they are still capable of using the holder's speech to communicate. It is possible that the imprisoned consciousnesses know something very relevant to the characters' current predicament, and if they can be calmed down or reasoned with, they can reveal useful information.

MYTHOS TOMES

Copious arcane and dangerous secrets of the Cthulhu Mythos are hidden away in rare and impenetrable tomes, many of which were originally written hundreds of years ago and have since been translated, added to, excised, and rewritten. These books are often extremely fragile and are sought by numerous cults throughout the world. Just owning one of these tomes can cause the owner to be hunted and pursued across the globe as insane worshippers try to get possession of that all-important manuscript.

Reading Mythos Tomes

The most effective way that people gain and increase their knowledge of the Mythos is through reading Mythos tomes. These books contain vast and nigh-incomprehensible information about a host of subjects, and those of any quality contain numerous spells, which can be studied independently.

There are three overall ways to use a tome: skim it for relevant clues, study it in depth, and learn a spell from it. In all cases, characters have to be able to read the language proficiently enough to benefit in any way—passing literacy is not enough, as these books generally involve complex topics and baroque explanations.

Skimming a tome is effectively taking time to gain some insight into the current situation, which is a form of creating an advantage. Each tome lists a difficulty for skimming it, based on how large the book is and how complex its text, though the GM may fluctuate this based on if he thinks a

given topic is easier or harder for a given book. The baseline assumption on time is that skimming a tome takes a couple of hours, but that is also a dial for the GM. Skimming a tome is a potential sanity trigger (p.144).

The skill to roll could directly be Mythos, but could also be an appropriate Academics, Sciences, or Lore (including relevant specialisations). The Investigate skill may also work in some situations. As per p.154, ranks in Mythos would help for these skills. Passive discovery (see Chapter 6 in the *Fate Investigator's Guide*) can also apply here.

In some cases, this research won't take the form of an aspect or boost, but just information. In general, if the information you get from a tome increases the characters' ability to take action, it's an aspect. If it instead *gives permission* to do an action they couldn't before, then it's just information (treat as an overcome action, though success with style might give a boost or full aspect). GMs, handle this on a case-by-case basis, and as a tool to enrich discovery and play without overloading the pool of invocable aspects, or when some bit of information seems difficult or unwieldy to form into an aspect.

Skimming is a great place to use success at a cost, possibly also creating an aspect like **Flawed Research**, **Tired from Researching**, or **Poor Translation**, or by having the characters need to take just too long to study, only to be interrupted by goons charging into their library. Even normal failure can be devastating, as these situations are always races against time, and wasting two hours on research means that something else has certainly happened in the meantime that characters need to react to.

Studying in depth is a long-form activity that takes around a dozen weeks to do. By spending that time going over the tome, that's justification for increasing a character's Mythos skill by 1 rank, or gaining it at Average (+1) in the first place. (As an optional rule, this could be more that justification; it could grant a skill rank in Mythos without spending a skill point gained in advancement.) All of the restrictions on sanity and will for gaining or increasing Mythos naturally apply. See the Mythos skill on p.154.

The time spend studying need not be consecutive. While studying, characters do not recover sanity boxes. Every four weeks of study causes a sanity box to be checked, as the tome slowly erodes the mind. (Note: unlike in other Cthulhu Mythos games, including other editions of *Achting! Cthulhu*, there is no roll to determine if you have studied successfully. This edition assumes that if you are going to subject yourself to such horror, the information is going to force its way into your head.)

Each tome has a maximum Mythos rating. Characters who already have their Mythos skill at that rank or higher cannot get enough out of studying this tome in depth to raise their skill rating. However, it is still possible to skim it, learn spells from it, or even add a specialisation of some sort. In the case of skimming, the tome is not likely to cause a sanity test for you if you have already spent time studying that particular tome.

Learning spells from a tome is covered in the Mythos spells section on p.158. Time spent learning a spell can also count towards studying in depth. The spells are listed in each entry, though in some cases the title of the spell in the tome is different from one in the rulebook—those are denoted via parentheses.

A few of the most notorious and relevant books of the Cthulhu Mythos are detailed below.

Books of Eibon

There are three versions of this book.

LIBER IVONIS—in Latin, translated by Caius Phillipus Faber, 9th Century AD. Although the original work is ascribed to the Hyperborean wizard Eibon, the earliest verified edition is this Latin variant. The work has never been printed, but six bound manuscript versions have been recorded as passing through various library collections.

Language: Latin.

Skim Difficulty: Good (+3)

Maximum Mythos Benefit: Good (+3)

Spells: *call/dismiss Azathoth, call/dismiss Rlim Shaikorth, chant of Thoth, contact formless spawn of Zhothaquah (Tsathoggua), contact deity Kthulhut (Cthulhu), contact deity Yok Zothoth (Yog-Sothoth), contact deity Zhothaquah (Tsathoggua), create gate, deflect harm, Eibon's wheel of mist, enchant sacrificial dagger, raise night fog, wither limb*, plus any other spells the GM wishes.

LIVRE D'IVON—in French, translated by Gaspard du Nord, 13th Century AD. Currently there are only thirteen handwritten, bound copies of this manuscript known to exist, all in varying degrees of completeness.

Language: French

Skim Difficulty: Good (+3)

Maximum Mythos Benefit: Good (+3)

Spells: as per *Liber Ivonis*.

BOOK OF EIBON—in English, translator unknown, 15th Century AD. This particular edition of Eibon's work is comprised of an incomplete and highly flawed translation. There are eighteen copies on record, all transcribed by different authors.

Language: English

Skim Difficulty: Good (+3)

Maximum Mythos Benefit: Good (+3)

Spells: as per *Liber Ivonis*, except *call/dismiss Rlim Shaikorth, chant of Thoth*, and *deflect harm* are absent.

Cultes Des Ghoules

CULTES DES GHOULES—in French, by Francois-Honore Balfour, Comte d'Eriette, c.1702. Pub. France 1703. Quarto. Immediately denounced by the Church upon publication, the

A Note About Game Scope

For the most part, characters in Section M and other organisations fighting on the frontlines against the forces of chaos won't typically have the time to spend researching a tome. Aside from skimming, these rules are to give GMs and players a sense of how much effort it takes to study the Mythos in depth. That said, it could factor into some PCs' backstories, or even significant downtime activities.

book catalogues the history and practices of a sizeable French cult who counted amongst its members necromancers, necrophages, and necrophiliacs. Of the fourteen copies known to still be in existence, the most recent was rediscovered in 1916.

Language: French

Skim Difficulty: Good (+3)

Maximum Mythos Benefit: Good (+3)

Spells: *black binding, call/dismiss Nyogtha, call/dismiss Shub-Niggurath, chant of Thoth, contact ghoul, resurrection, shrivelling, summon/bind byakheee, summon/bind dark young*.

Cult of the Idisi

Written by a Saxon scholar around the time of his brethren's defeat and conversion to Christianity by the mighty Charlemagne, the original *Cult of the Idisi* describes the pagan practices of an all-female sect of Shub-Niggurath worshippers in the region of northwestern Germany around Bremen and the River Weser. The unknown historian painstakingly describes their battle tactics and dark rituals, as well as their eventual extinction at the hands of the first Holy Roman Emperor. Little is known of the book after it is placed in the Benedictine monastery at Fulda, the base from which the Catholic Church organises its conversion of the native pagans to Christianity.

With the original apparently lost to history, a later copy of the book is discovered in Bremen in the early 1930s, although its exact provenance is unclear. Just what a medieval manuscript, probably created in the scriptorium attached to Bremen Cathedral, is doing buried under the floor of a cooperage in the Böttcherstrasse is anyone's guess. Ludwig Roselius, businessman, coffee magnate, and supporter of the *Völkisch* movement, gives this *Hanseatic Codex* to Hermann Wirth, of whose work he is a great admirer. After Wirth's selective translation, which he titles *Commentaries on the Northern Veneration of the Great Mother*, the book is transferred to the Great Library at Wewelsburg.

CULT OF THE IDISI—in Latin, author unknown, pub. c.780-785. The whereabouts of the original manuscript are currently a mystery, but copies may still be hidden in Germany's ancient monasteries.



Language: Latin

Skim Difficulty: Fair (+2)

Maximum Mythos Benefit: Average (+1)

Spells: mortal shackles (*bind enemy*), dark mother's bounty (*bless crops*), dark mother's curse (*blight crops*), presence of the dark mother (*call Shub-Niggurath*), closing of the eyes (*cause blindness*), bringer of sickness (*cause disease*), fleshly puppet (*compel flesh*), bend bone (*lame animal*), bond bone (*heal animal*), song of the forest's children (*summon/bind dark young*).

HANSEATIC CODEX—in Latin, author unknown, pub. c.1185-1190. Obviously a later copy of the Saxon original, this version of the book lacks much of the bloodthirsty detail of its predecessor and many of the spells. Wirth's own translation is lacking all spells, and readers should treat it as per *Culte des Femmes Guerrières du Nord* below.

Language: Latin

Skim Difficulty: Fair (+2)

Maximum Mythos Benefit: Good (+3)

Spells: mortal shackles (*bind enemy*), presence of the great mother (*call Shub-Niggurath*), fleshly puppet (*compel flesh*), song of the forest's children (*summon/bind dark young*).

CULTE DES FEMMES GUERRIÈRES DU NORD (CULT OF THE NORTHERN WARRIOR WOMEN)—in French, by Hajo Duerre, pub. 1834. 19th Century version of the *Cult of the Idisi* discovered in Paris by Édouard Saby. Written for the popular French occult market, the book contains many lurid details of the warrior maidens of the North, several

of them made up by the author, although Duerre obviously had access to a more complete version of the book based on the various sly hints this manuscript contains.

Language: French

Skim Difficulty: Average (+1); is about Lore (Occult) rather than Mythos

Maximum Mythos Benefit: None

Spells: None

Note: Generally not a sanity trigger

MERSEBURG INCANTATIONS—in Old High German, author unknown, pub. c.9th-10th Century. Discovered in 1841 in the Merseburg Cathedral library in a manuscript taken from the Abbey at Fulda, Germany. Translations by the Brothers Grimm are available, but lack the power of the two charms noted in the original.

Language: German

Skim Difficulty: Average (+1)

Maximum Mythos Benefit: Average (+1)

Spells: bond beast's bones (*heal animal*), unravelled fetters.

De Vermis Mysteriis

DE VERMIS MYSTERIIS—in Latin, by Ludwig Prinn, 1542. A black-letter folio is known to have been printed in Cologne, Germany, in the same year, with both books being suppressed by the Church upon publication due to their descriptions of the Arab world, both mundane and supernatural. There are only fifteen copies known to have survived into the 20th Century.

Language: Latin

Skim Difficulty: Good (+3)

Maximum Mythos Benefit: Great (+4)

Spells: *black binding*, *chant of Thoth*, *contact Yig*, invoke demon (*summon/bind byakhee*), invoke child of the goat (*summon/bind dark young*), *Prinn's crux ansata*, plus any other spells of the GM's choosing.

The Germania

A long lost tome, whose words are mostly available to the modern audience through its first printed version, produced in Nuremberg, Germany in 1473. Written by the famous Roman historian Gaius Cornelius Tacitus, who never actually visited the lands of which he speaks, it details the social structure, laws, and customs of the Germanic peoples who had given so much trouble to Rome, as well as discussing the individual tribes that made up the *Germanen*. Lost but not destroyed at the fall of the Roman Empire, the book is rediscovered in 860 in a monastery in Fulda, Germany, and several copies are made, omitting the most blasphemous and dangerous passages.

Having once more disappeared, quite probably on the orders of the Abbot of Fulda due to its disturbing content, another version of the book is discovered at the Abbey of Hersfeld, close to Fulda, in 1451. At some point over the next four years this version, known as the *Codex Hersfeldensis*, is taken to Rome for further study. It is not seen or heard of again until 1902 (possibly, in part), when the *Aesinas Codex* is discovered in Jesi, Italy, by Prof. Cesare Annibaldi in the library of Count Aurelio Balleani. Some believe that this version of the *Germania* is a fragment of the famed earlier *Codex*, although others think it is actually yet another copy and was never part of the Hersfeld original.

Fascinated by the book since 1924, when he reads it on a long train journey, Heinrich Himmler sees the *Germania* as a cornerstone of his revisionist Aryan history, referring to it as the German Bible. Determined to track down an "original", he sets Rudolph Till, professor at Munich University and member of the *Ahnenerbe*, the task of finding one. In 1936 Till tracks down the Baldeschi-Balleani copy of the *Codex*, and Himmler badgers Hitler into requesting it from Benito Mussolini as a personal gift. The current Count refuses to hand it over, and only allows a photo-facsimile to be made two years later after repeated visits from the *Ahnenerbe*. The Count, well aware of Himmler's desire for the item, carefully hides the *Codex* in his *palazzo* in Jesi, safe from prying eyes.

DE ORIGINE ET SITU GERMANORUM—"Concerning the Origin and Situation of the Germans", in *Latin*, by *Gaius Cornelius Tacitus*, pub. 98AD. Largely cribbed from other works, including Pliny the Elder's far more explicit and spell-laden *Bella Germaniae* (c.60-70AD), Tacitus' study of the Germanic tribes consists of forty-six very short

"chapters". As well as the fairly standard minutiae of life in Northern Europe, the book also contains rather disturbing material on the nature of the tribes' religious practices. The exact whereabouts of this particular version of the book is currently unknown, if indeed it still exists.

Language: Latin

Skim Difficulty: Fair (+2)

Maximum Mythos Benefit: Average (+1)

Spells: storm and stress (*alter weather*), augur, speak with darkness (*call Nyogtha*), speak with the dark mother (*call Shub-Niggurath*), fever's pall (*cause disease*), crushing darkness (*clutch of Nyogtha*), speak with black toads (*contact formless spawn*), speak with messenger (*contact Nyarlathotep*), speak with toad-father (*contact Tsathoggua*), curse of the stone, the mother's touch (*healing*), night and fog (*raise night fog*), speak with winged hunter (*summon hunting horror*).

CODEX AESINAS—in *Latin*, copied by *Stefano Guarnieri* c.1541-45. Owned by the Counts Baldeschi-Balleani of Jesi, Italy, since 1547. The object of Himmler's attention since 1936, this version of the book has lost much of the arcane knowledge of the original over the centuries. Himmler's photo facsimile of the book is used to produce *Palaeographical*

Fascinated by the book since 1924,
Himmler sees it as a cornerstone of his
revisionist Aryan history.

Studies of Tacitus' Agricola and Germania Along With a Photocopy of the Codex Aesinas with Rudolph Till, in 1943. Any remaining Mythos sections have been carefully edited out of this particular German reprint on the orders of Reinhardt Weissler, and readers suffer only the effects listed for *The Complete Works of Tacitus*, as described below.

Language: Latin

Skim Difficulty: Fair (+2)

Maximum Mythos Benefit: Average (+1)

Spells: *augur*, fever's pall (*cause disease*), crushing darkness (*clutch of Nyogtha*), speak with black toads (*contact formless spawn*), curse of the stone, night and fog (*raise night fog*), speak with winged hunter (*summon hunting horror*).

THE COMPLETE WORKS OF TACITUS—in *English*, *Moses Hadas* (ed.), based on the 1876 translation by *Alfred Church and William Brodribb*, pub. 1942. Random House's Modern Library collection of Tacitus' works, including the *Germania*. Other than offering an insight into how Himmler has distorted the Roman history of the Germanic tribes to suit his own purposes, there is little of an occult nature to be learnt from this version of the book.

Language: English

Skim Difficulty: Average (+1); is about Lore (Occult) rather than Mythos

Maximum Mythos Benefit: None

Spells: None

Note: Not a sanity trigger

Monstres and Their Kynde

MONSTRES AND THEIR KYNDE—in English, author unknown, 16th Century AD. There is only a single folio version of this handwritten manuscript still in existence, but that disappeared from the British Museum in 1898. Although rumours of other versions often surface, none has been verified. From the British Museum's catalogue records, the book is known to contain a plethora of topics cribbed from other, greater, works such as the *Necronomicon* and the *Book of Eibon*, amongst others. Many of the Mythos' most formidable entities are described therein, including Cthulhu and Yog-Sothoth.

Language: English

Skim Difficulty: Good (+3)

Maximum Mythos Benefit: Good (+3)

Spells: command faceless one (*summon/bind nightgaunt*), command ice demon (*summon/bind byakhee*), command night beast (*summon/bind hunting horror*), command star walker (*summon/bind dimensional shambler*), enchant sacrificial dagger.

Nameless Cults

There are three versions of this book known to still be extant.

UNAUSPRECHLICHEN KULTEN—in German, by Friedrich Wilhelm von Junzt, 1839, possibly printed in Hamburg. Quarto. Frequently referred to as the Black Book, this tome discusses the author's connections to a variety of cults and secret societies. Six copies of this particular edition are known to be held by highly respected libraries in Europe and America, although other editions are also rumoured to exist. The original edition can easily be identified thanks to Gunther Hasse's horrific engravings.

Language: German

Skim Difficulty: Superb (+5)

Maximum Mythos Benefit: Superb (+5)

Spells: approach brother (*contact ghoul*), beckon great one (*contact Father Dagon*), call aether devil (*contact mi-go*), call forth the sun (*call/dismiss Azathoth*), call forth the horned man (*call/dismiss Nyarlathotep*), call forth that which should not be (*call/dismiss Nyogtha*), call forth the woodland goddess (*call/dismiss Shub-Niggurath*), command airy travellers (*summon/bind byakhee*), command the trees (*summon/bind dark young*), contact children of the deep (*contact deep ones*), revivify (*resurrection*), plus any other spells the GM wishes.

NAMELESS CULTS—in English, translation by author unknown, pub. 1845. Octavo. This is an unauthorised and badly flawed translation published by Bridewell of England. A minimum of twenty copies are known to be held in various collections, both public and private.

Language: English

Skim Difficulty: Superb (+5)

Maximum Mythos Benefit: Great (+4)

Spells: as per *Unausprechlichen Kulten*, but most of the spells in this version of *Nameless Cults* are incomplete or faulty (see Flawed Spells on p.158).

NAMELESS CULTS—in English, author unknown, pub. 1909. This edition is a sanitised version of the faulty Bridewell text, published by Golden Goblin Press, New York, and contains only descriptions of the spells and not the complete rituals of the earlier editions. This volume occasionally crops up in used bookshops, if you are prepared to look hard enough.

Language: English

Skim Difficulty: Great (+4)

Maximum Mythos Benefit: Good (+3)

Spells: none.

The Necronomicon

This terrible and iconic book is available in five versions.

AL-AZIF—in Arabic, by Abdul al-Hazrad c. 730 AD. The original form of this tome is unknown, but numerous manuscript versions are known to have passed between early medieval scholars before it was reported as lost in the 12th Century. An immense collection of esoteric and blasphemous knowledge, the book touches on nearly every aspect of the Mythos, and is a valuable source of information on a wide variety of subjects, including charts and star maps.

Language: Arabic

Skim Difficulty: Superb (+5)

Maximum Mythos Benefit: Superb (+5)

Spells: *call/dismiss Azathoth*, *call/dismiss Cthugha*, *call/dismiss Hastur*, *call/dismiss Nyogtha*, *call/dismiss Shub-Niggurath*, *call/dismiss Yog-Sothoth*, *chant of Thoth*, *contact ghoul*, *contact Nyarlathotep*, *contact sand dweller*, *dominate*, *dread curse of Azathoth*, *elder sign*, *powder of Ibn-Ghazi*, *resurrection*, *shrivelling*, *summon/bind byakhee*, *summon/bind fire vampire*.

NECRONOMICON—in Greek, translated by Theodoras Philetas, c.950 AD. It is unclear what the fate of earlier manuscript versions has been, although they must have existed at some point due to the presence of an Italian folio edition. Suppressed by the Church, this manuscript lacks any drawings, maps, or charts; the last accurately identified copy was burned in Salem in 1692.

Language: Greek

Skim Difficulty: Superb (+5)

Maximum Mythos Benefit: Superb (+5)

Spells: as *Al-Azif*.

NECRONOMICON—in Latin, by Olaus Wormius, 1228 AD. In its first incarnation, the book was circulated in manuscript form prior to being printed in Germany in the late

15th Century as a black-letter folio. The Spanish edition of the early 17th Century is almost identical to the German version. At this moment in time, only one copy of the German printing exists; the Spanish edition has survived far better, although there are still only four copies extant.

Language: Latin

Skim Difficulty: Superb (+5)

Maximum Mythos Benefit: Superb (+5)

Spells: as *Al-Azif*.

NECRONOMICON—in English, translation by Dr. John Dee, 1586. Although an accurate translation of the Greek version, certain of the more unsavoury passages have been omitted. Dee's work on the *Necronomicon* has never been printed and exists only in bound manuscript form. There are currently believed to be three almost complete copies in existence.

Language: English

Skim Difficulty: Superb (+5)

Maximum Mythos Benefit: Great (+4)

Spells: call forth the angel Yazrael (*call/dismiss Yog-Sothoth*), call forth the lord of the pit (*call/dismiss Nyogtha*), chant of *Thoth*, consult dark servant (*contact ghoul*), consult ye spirit of the earth (*contact Nyarlathotep*), *dominate*, *elder sign*, *powder of Ibn-Ghazi*.

SUSSEX MAUSCRIPT—in English, translated by Baron Frederic, 1597. Octavo. This edition represents a muddled and incomplete translation of the Latin *Necronomicon*, originally printed in Sussex, England. The book is more properly known as the *Cultus Maleficarum*.

Language: English

Skim Difficulty: Great (+4)

Maximum Mythos Benefit: Good (+3)

Spells: as per *Al-Azif*, but some of the spells are possibly dangerously flawed (see *Flawed Spells* on p.158).

Pnakotic Manuscripts

PNAKOTIC MANUSCRIPTS—in English, unknown author, 15th Century AD. In the form of a bound manuscript, five versions of this book are known to be housed in European and American collections. The apparent precursor volume, the *Pnakotica*, was written in classical Greek. Some claim that the book traces its origins to the pre-human cri-noids who allegedly seeded life on Earth.

Language: English

Skim Difficulty: Great (+4)

Maximum Mythos Benefit: Great (+4)

Spell: contact winged thing (*contact elder thing*).

True Magick

TRUE MAGICK—in English, by Theophilus Wenn, 17th Century AD. Described as an encyclopaedia of the Devil's Lore, this tome exists only as a small and crumbling hand-bound manuscript.

Language: English

Skim Difficulty: Good (+3)

Maximum Mythos Benefit: Fair (+2)

Spells: call forth the winged one (*summon/bind byakhee*), speak with the dark one (*call/dismiss Nyogtha*), plus other spells of the GM's choosing.

I'D RATHER HAVE A GOOD, OLD-FASHIONED GUN OVER A MOULDY,
OLD BOOK ANY DAY, NO MATTER WHAT YOU SAY'S IN THERE.

AND YOU CAN QUOTE ME ON THAT.

-SGT. CARTER



CHAPTER 12

Horrors and Monstrosities

*"It is evil things we shall be fighting against."
- Neville Chamberlain*

Rutherford checked the cylinder of his Webley for the umpteenth time. Still loaded, just like it had been five minutes ago when he last checked. The creak of hinges snapped him from his thoughts as Jardine's bulk filled the doorway.

"Somebody's definitely out there, Verne. Not sure how many, but I heard them scratching around near the east wall."

Nodding in agreement, the older man clicked the revolver closed and, pulling the collar of his coat up around his ears, followed his colleague out into the darkness. The boys in the Met had a report of somebody sniffing around Brompton Cemetery, and it being so close to Chelsea Barracks they'd passed the report on to MI5 to investigate.

Well, it wasn't just a skittish ARP Warden jumping at shadows. Several of the larger tombs had been disturbed, though Rutherford couldn't think for the life of him how whatever it was had made those gouges in the stone—they almost looked like claw marks. Probably the bloody black market using the tombs as somewhere to store their stash like they did down in Streatham, but he had to check. What with France going belly up and the constant fear of German agents ready to cause mayhem when the invasion finally came, Rutherford had to investigate every report that came in. Though as he heard the scraping and scratching from the gloom of the cemetery, a chill ran down his spine, and he sincerely wished he didn't.

The strange shadow in a dark place, the creak of a floorboard in an empty house, the unspeakable horror waiting to pounce when least expected—it is not only human evil that your characters will have to face in the course of their adventures. Below are the details of some gods, creatures, and abominations that you might come across in your Secret War campaigns.

WHAT IS THE CTHULHU MYTHOS?

The Cthulhu Mythos was originally created by the celebrated horror writer Howard Philips Lovecraft (1890-1937). His short stories and novellas initially met with little success, but other authors (most notably August Derleth, who coined the term "Cthulhu Mythos") put their own spin on Lovecraft's vision. Since his death, Lovecraft has come to be recognised as one of the most influential authors of the 20th Century, and his ideas can be seen in a myriad of movies, novels, comics, and even music.

Lovecraft's fiction posited that millennia ago, before even the time of the dinosaurs, the Earth was either a home to, or was invaded by, successive waves of inhuman, unspeakable gods and their minions. As the conditions on Earth changed, these gods were either forced from the planet or fell into some sort of stupor. Today the gods desire nothing more than to return, and those who now lie in a state of torpor below the earth or the ocean await a time "when the stars are right" to awaken and lay waste to all about them.

Many depraved and terrible cults worship the gods of the Cthulhu Mythos, often in isolated and forgotten corners of the world. Their ceremonies often involve human sacrifice, and worse. In return, they are usually ignored but are very occasionally rewarded with supernatural powers. There are also a few more sophisticated cults which are able to hide their depravity beneath a mask of civility. These cults are often the most dangerous to deal with, as you never know when you are conversing with a cultist who may be disguised as a city official, a policeman, or even a member of the clergy.

There are many fictional places mentioned in Lovecraft's tales: the Plateau of Leng, Hyperborea, the terrible

towns of Innsmouth and Dunwich, and the famous Arkham University. One place, however, deserves special mention here because it is so important to the plans of the Black Sun: the Dreamlands.

The Dreamlands is an alternate dimension where things can be created by force of will. It is entered via a form of astral projection—where the traveller's real body lies in a coma—or through eldritch gates. Nothing modern can be created in the

There are also a few more sophisticated cults which are able to hide their depravity beneath a mask of civility.

Dreamlands, so explorers must arm themselves with sword, spear, and bow, and those who spend a significant amount of time there discover that time flows at a different rate to that on Earth. Many fantastic places and beings exist in the Dreamlands, but just as many are also the stuff of nightmares.

This is an extremely brief overview of the Cthulhu Mythos. If you want to know more, we recommend reading H. P. Lovecraft's collected stories, and there are many websites with information on the Mythos that can offer further support and ideas. For other potential resources, see p.238 and Chapter 15.

GODS OF THE CTHULHU MYTHOS

In this section you will find the descriptions of nearly twenty of the most prominent and active gods of the Cthulhu Mythos. No stats are given for them; they are not fêted to be killed by mere mortals, but are there to be thwarted and avoided. Hopefully we have given you enough information to grasp their place in the Mythos and also their desires and probable schemes. This is in no way an exhaustive list of the gods of the Cthulhu Mythos and more will be detailed in later *Achtung! Cthulhu* supplements, including *Achtung! Cthulhu: Terrors of the Secret War*.

Aphoom Zhah

Aphoom Zhah is a being of cold, flickering, grey light, existing somewhere below the North Pole. It has a temperature of absolute zero and any contact, or even proximity to it, is deadly. This god has no functioning human cults and is believed to be behind the destruction of the lands of Hyperborea.

Atlach Nacha

Atlach Nacha resembles a huge, bloated spider and dwells somewhere far beneath the earth—possibly Greenland (which was once Hyperborea) or South America. The

Encounters with Gods

As we have already mentioned, the Mythos deities are so vast as to not have statistics, in the same way that mountains and planets don't have statistics. However, it is possible to play out a dramatic encounter as the culmination of a story!

Rules for dealing with gods and Great Old Ones come from the Warzone Conflicts chapter. Deities are the most immense examples of having overwhelming scale (see Scale, p.193), and dealing with them is very much a one-sided conflict (see Airstrikes, Artillery, & Other One-Sided Conflicts, p.136). What that conflict looks like depends on the characters' goals: achieving a number of victories to exchange a momentary encounter, working to cast a spell that would banish or otherwise suppress the deity (see the *call/dismiss deity* spell on p.162), or stand their ground to protect others who are casting such spells or otherwise fighting back.

However you play it out, don't treat the gods as having a stress track or consequence slots. Keep it one-sided, with characters trying to score victories in a contest before being taken out in a conflict.

creature reportedly spends her time attempting to spin a web bridge across an unguessably deep chasm; some believe that the completion of her work will trigger the end of the world.

Atlach Nacha has no cults devoted to her worship, but has been known to reward sorcerers with spells, usually at the cost of transforming them into a form she finds more pleasing. She is, however, believed to be worshipped by all the world's spiders.

Azathoth

Azathoth is the blind, gibbering god who exists beyond normal space and time at the centre of the universe. Nominally the ruler of the Outer Gods, it cares little for the actions of others and has spent eternity writhing its amorphous body to the monotonous beating of drums and piping of flutes played by the lesser gods which dance mindlessly around it.

Little is to be gained by worshipping Azathoth; the god does not know his worshippers even exist (nor, for that matter, does it care). It has been summoned to earth by accident more than once, and each time its mere presence has laid waste to the land for miles around. Only the most insane would worship this god, but there is a small witch-cult in the English village of Goatswood dedicated to Azathoth.

Cthugha

Cthugha resembles an enormous burning, twisting mass, and can be found near the star of Fomalhaut. Cthugha has few cults, but was worshipped in antiquity by groups as diverse as the Church of Melkarth in ancient Rome and The Bringers of Fire, who date back to Hyperborea or Atlantis.

Interest in Cthugha is waxing during the war as people seek to protect themselves from—or get revenge for—the horror of the Blitz and the firebombing of German cities, most notably Dresden.

Cthulhu

The eponymous and most infamous of the gods of the Cthulhu Mythos, Cthulhu presently slumbers in the lost city of R'lyeh, deep below the Pacific Ocean. Occasionally (when the stars are right) R'lyeh is raised above the waves, and Cthulhu awakens from his repose and sets about exploring the world. Thankfully, none of these historic periods of wakefulness have lasted long enough to cause too much destruction.

Cthulhu has the most widespread cult on earth. It seems that in his sleep he is able to psychically reach out and influence those whose grasp on sanity is fragile enough to be receptive to his influence. Cthulhu's cults tend to be found in the most degenerate, depraved, and isolated places on the Earth, but almost all Mythos cultists give respect and worship to the god, and his visage is the most common amongst their idols and graven images. Every cultist knows that Cthulhu will eventually awaken from his deathless sleep and consume the unworthy.

Dagon & Hydra

Father Dagon and Mother Hydra are deep ones (see p.202) who have grown to monstrous size, and are millions of years old. They lead the deep ones in their worship of Cthulhu and, unlike him, are able to operate anywhere they wish in the world. Though not technically gods, the two are worshipped by both deep ones and their human associates. The Esoteric Order of Dagon is one of the most organized and dangerous of their cults.

Daoloth

Daoloth is an incredibly complex geometric being who exists outside of our Universe. The centre of his cult is currently on Yuggoth (the Mythos name for Pluto), but some sorcerers have managed to summon him both into our world and the Dreamlands, for he gives those who worship him glimpses into the past and the future, as well as the ability to travel to other dimensions. Even glimpsing this impossible god sends the viewer irretrievably insane. Those who seek to summon him do so in complete darkness.

Unbeknownst to *Nachtwölfe* and their scientists, Daoloth is beginning to exert his influence on the group through the

rare and precious blue crystals they have been using to create their warped technology (see p.88 for further details).

Elder Gods

The Elder Gods are those gods who have proved to be somewhat sympathetic—or at least not hostile—to the human race. They have been worshipped under many names across history, including Isis, Bast, Nodens, and Yad Thaddad.

The truth is that mankind cannot expect these gods to step in when the chips are really down. They are locked into their own power struggles and are merely using the human race as pawns in their everlasting games.

Glaaki

Glaaki is a loathsome, three-eyed, mollusc god which lurks at the bottom of a lake in the Severn Valley, England, from where it summons new cultists by sending them hypnotic dreams. It is currently very weak, but as it feeds off its cultists' life force it is slowly gaining strength and will eventually rise up and claim its dominion. The cult of Glaaki is particularly horrifying, as most of its members are undead. They spend much of their time kidnapping people and forcibly initiating them into the cult, so their life force will add to the god's strength.

Hastur

Hastur dwells out near the star Aldebaran in the constellation of Taurus; he is also able to manifest himself in Lake Hali near the ancient and ruined city of Carcosa. Those who have seen him and survived describe a massive, octopod monstrosity.

Hastur is served by The Brothers of the Yellow Sign and the cannibalistic Tcho-Tcho people of Southeast Asia. His worshippers are sometimes gifted with the ability to travel through space and may be served in turn by byakhee (see p.196).

Ithaqua

Ithaqua is the god of the frozen wastes. He manifests as either an enormous frozen corpse, a giant shaggy humanoid with antlers and hooves, or even as a terrible sentient storm intent on freezing solid every living thing it encounters. The god has little in the way of an organized cult, but many shaman in the Arctic and Antarctic regions make sacrifices and offerings to appease him and keep him at bay.

Nyogtha

Nyogtha is a minor deity worshipped by a few covens of witches and ghouls. The god haunts the deepest caverns below the earth, appearing as a shifting, multi-tentacled blob of living darkness when summoned to the surface.

Nyarlatotep

Nyarlatotep is the messenger of the Outer Gods, and the only one to have a true and understandable personality. Nyarlatotep is a trickster who revels in causing madness and confusion, rather than death and destruction. He is said to have 999 different forms, but only a fraction of these have been described; the Black Pharaoh is an Egyptian male; the Bloody Tongue is a massive clawed monster, with a single blood-red tentacle in place of a head; the Bloated Woman is a monstrous female whose form writhes with tentacles; and the Beast takes the form of the Egyptian Sphinx. These are but a few of the many and varied forms the god assumes.

Countless (well, at least 999) cults worship Nyarlatotep world-wide, each one praising a different form. The Brotherhood of the Black Pharaoh is based in Cairo and London; the Cult of the Bloody Tongue operates in Kenya and New York; and the Order of the Bloated Woman is strongest amongst the flesh pots of Shanghai. Other, more civilized, cultists also make a point of venerating Nyarlatotep figuring, probably correctly, that they will encounter one of his manifestations sooner or later. The cultists of Nyarlatotep are some of the most dangerous on Earth, because they have access to vast resources and countless minions.

Although not worshipped by Reinhardt Weissler and his Black Sun cronies directly, it is Nyarlatotep who sets the insane magician on his path of destruction and obscene experimentation (see p.70 for further details).

The cultists of Nyarlatotep are some of the most dangerous on earth because they have access to countless minions.

Rlim Shaikorth

Rlim Shaikorth is a great, frozen worm who descended to earth millennia ago, and now dwells in an icy citadel on the iceberg Yikilth. Floating somewhere in the waters around Greenland, when Yikilth gets too close to land it causes great freezes so bitterly cold that they can turn people and animals into grisly, frozen statues. Rlim Shaikorth is no longer worshipped by humans, but was once revered by the wizards of Hyperborea.

Shub-Niggurath

Shub-Niggurath is the personification of fecundity and is also referred to as the Black Goat With a Thousand Young. She manifests as a boiling mass of tentacles, growths, and strange, sprouting limbs. Some of these break off from their "mother" and skitter, crawl, or ooze away, forming independent, nightmarish creatures. Shub-Niggurath's milk

also seems to have a warping effect on those who drink it; some devotees of the Black Goat look barely human, such are the deformities and mutations caused by their blasphemous worship.

Shub-Niggurath has many worshippers and scores of small cults scattered across the globe. Nearly all of them take the form of druidic nature cults who perform foul rituals in her name and are rewarded with her milk and her dark young (see p.201) as avatars of her colossal power. One such fledgling cult is that of the Idisen Handmaidens in Bremen, Germany (p.59).

Shudde M'ell

Shudde M'ell is the largest of all the Chthonians (see p.197), but it is unclear whether he is the progenitor of the race or simply the largest of their kind. He lurks deep in the earth and is believed, by some, to be the source of all earthquakes. As can be imagined, not many feel a need to worship this inhuman beast, but he has a few small cults in areas plagued by frequent tremors, such as Japan and Turkey.

Tsathoggua

Tsathoggua dwells in the black lightless cavern of N'kai in the subterranean kingdom of K'n-yan somewhere below Oklahoma. It has furry, fat body with the head of toad and bat-like ears. It is worshipped by the ancient serpent people (see p.214), and a few human sorcerers. If it is pleased by their worship and sacrifices, it may reward them with one of its formless spawn (see p.206) as a servant and bodyguard.

Tulzscha

One of the many gods who attends Azathoth (see p.187) in his mindless and eternal dancing. When summoned to the earth, it appears as a pillar of sickening green flame and is unable to move away from the spot where it is brought forth. Worshipped by a handful of the insane, Tulzscha bestows unknowable gifts upon those who summon it. The god has formed a strange alliance with those of the *Waldgericht* of Westphalia, Germany (see p.58 for further details).

Y'gononac

Y'gononac is a huge, headless brute whose hands have mouth-like orifices in them. It is a relatively minor god, but is eager to attract more worshippers so it may escape from its subterranean prison near the English Severn Valley. Its cultists are degenerate, murderous maniacs who get little more than the pleasure of killing out of their acts of worship. The biggest cult of Y'gononac is The Sons of the Hands that Feed, and even they are a (thankfully) small group.

Yig

Yig takes many forms, appearing as a large, muscled, scaly man; a man with a snake head; and even as a man with no legs but the tail of a snake. He is primarily revered by the sand dwellers (p.213) and those serpent people who have not forsaken him for the toad god Tsathoggua (see p.189), but is also worshipped by the tribes of the Great Plains as well as isolated tribes in South America and the sub-Saharan continent. One of the gifts he gives to his favoured peoples is immunity from snake venom.

Yog-Sothoth

Yog-Sothoth exists in the spaces between the planes of the universe, and manifests as a mass of weirdly glowing globes, which flow into and through one another before bursting apart and reforming. Yog-Sothoth is particularly venerated by sorcerers and wizards and grants them the power to travel between the dimensions. The increased reported sightings of the unexplained Foo Fighters by allied pilots could be the work of Yog-Sothoth cultists.

However, his greatest threat to reality at the present time is in the form of the Black Sun, which hangs over the Valley of that name in the Dreamlands. His disciple, Reinhardt Weissler, sees it as his life's mission to free Yog-Sothoth from his imprisonment and let him loose upon the world to rain down untold terror and destruction (p.71).

MYTHOS CREATURE RULES

No game of eldritch and alien horror is complete without beings that stalk the shadows and lurk in the spaces between reality and imagination. Most of these creatures are totally inimical to human life; sometimes just their very presence can cause injury and mental instability to all around them, and they are so alien that it is impossible for sane humans to interact with them on any understandable level. Some, however, share enough recognisably human traits that it is possible to comprehend their thoughts and motives. Some have even been known to ally themselves with humans—not just cultists—when their goals coincide. Characters must learn never to trust these creatures, though; their minds are fundamentally alien and they have no real grasp of honour, loyalty, or gratitude.

The Pieces & Parts of Creatures

Creatures of the Mythos look quite a bit like other NPCs (see *Creating the Opposition* on p.213 of *Fate Core System*), but take a bit of a different shape. Here is an overview of how the alien nature of these creatures alters the basic framework.

ASPECTS

Because of the otherness of these creatures, they have one aspect, or two at the most. These can only represent the creature's alien or inhuman nature, so there will (naturally) never be an aspect relating to a social or personal dynamic.

SKILLS

To emphasise the otherness, these creatures do not draw from the normal skill list. Instead, they have two to four skills named as general descriptors representing the sorts of actions they do, such as "Hunt the Living", "Use Alien Technology", or "Wield Horrific Magic". After all, who would be scared if a monster came at them after the GM says it uses "Fight!"

These **creature skills**, as they are called throughout the chapter, are broad concepts. When a creature does an action, the GM chooses whichever skill sounds right for that action and rolls it, treating the results just as any other overcome, create an advantage, attack, or defend action. (This is akin to skill modes in *Fate System Toolkit* and approaches in *Fate Accelerated*. You don't need to read those books to use this idea, but they may give you some help in making your own creature skills.)

GMs should *tell the players the names of these skills as they are used!* That helps to emphasise their inhuman natures. If a name starts to seem dull, reword it or even change its meaning as play continues to heighten the unpredictable essence that is Lovecraftian horror.

Because of how creature skills work, they all have one pseudo-skill called "Everything Else," which covers situations that one of their skills doesn't seem to cover.

Independent Races & Servitor Races

Creatures in the Mythos are typically divided into two conceptual types: independent races and servitor races. An independent race is one that holds no particular allegiance to any particular god, though they certainly respect and may even worship them. Independent races do not necessarily have contact with one another and pursue their own schemes and plans. By contrast, the servitor races were all created—or spawned—by a specific god, and exist only to serve the god or its agents.

Though there is no mechanical difference between an independent race and a servitor race, for reference each of their headings mentions the type they are. You will see some of this nature reflected in their aspects, though that is a function of independent races being driven by their natures or agendas and servitor races being driven by their creators' desires and machinations.

ABILITIES

Creatures have different ways that skills and situations affect them, which are covered as creature abilities—effective stunts specific to Mythos entities and some insane NPCs. Those common to many creatures are listed in the Creature Abilities section on p.192, and many creatures have other or variant abilities. Note that these abilities sometimes play fast and loose with *Fate* rules, due to these creatures' wholly alien nature! GMs, interpret them broadly, in the spirit of horror rather than strict adherence.

SPELLS

Some creatures know Mythos spells, which are detailed in their write-ups. Those that don't have spells omit this entry. If the entry states that the creature knows spells but doesn't specify which, the GM should only define the spells when they become important to the story. Assume that creatures able to cast spells always have enough spell energy to do what you need them to in the story and only run out when it is dramatically appropriate to do so. The rules for spell energy on p.156 are, then, purely regarding what human beings are able to bring to bear.

LIABILITIES

Creatures with this entry have situations where some facet of it limits its actions. If the characters are exploiting a liability (intentionally or by happenstance), treat the creature's skills in those situations as being 2 lower.

WEAKNESSES

More problematic than liabilities, many powerful creatures have some sort of weakness that is particularly detrimental to them. Characters who are able to exploit a weakness are treated as having scale—usually offensive scale only, though let the situation guide the rule. Some creatures will list specific effects the weakness has in lieu of scale, notably if the weakness would destroy it outright.

Why Liabilities and Weaknesses aren't Aspects: Normally in *Fate*, these sorts of things would be just treated as aspects on the NPC. However, given how powerful and grand most of the monsters in the Mythos are, liabilities and weaknesses do not require fate points to invoke them. You do not necessarily need to discover it like you would an aspect; they come into play even if you don't know about them. However, because they are situational, in some instances you will still need to create some sort of advantage to justify being able to exploit the liability or weakness—so there will be an aspect in play that you can invoke for benefit.

EQUIPMENT

Some creatures who are closer to human in nature may fight with weapons rather than inherent "implements". Typical items are listed with the creature, and include their base Weapon ratings for ease of reference.

STRESS & CONSEQUENCES

Unlike with normal characters, stress boxes and consequence slots are not determined by skills, but are stated in



Discovering Liabilities & Weaknesses

Some creature liabilities and weaknesses will be secrets to the characters, just as some aspects normally are. Great! For those, don't name the skills when you use them, just say what the creature does. Characters can attempt to discover those skills the same way they would to discover secret aspects (see p.79 of *Fate Core System*).

Survival would work for gauging skills that involve how a creature is moving about, Lore covers skills tied to legends and stories, and so on. And, of course, the Mythos skill can be used to understand the nature of horrific beings. These are overcome actions with difficulties ranging from Average to Great or even higher, depending on how secretive the GM sees the creature as being regarding that weakness or even in holding back on its true strength.

the creature's write-up. Simple creatures have a small stress track and usually just one mild consequence slot. More formidable creatures have stress tracks and consequence slots based on their class of creature, as detailed on p.190.

OTHER EFFECTS

Often in these stories, creatures can do a host of other effects. Those listed in this entry don't necessarily impact on conflicts or affect PCs directly, but are still worth mentioning so that the GM can use them in the narrative.

A NOTE OF TERROR & SANITY

Creatures do not have a terror or other sanity statistic, as they would in *Call of Cthulhu*. The rules for sanity (starting on p.143) cover all encounters with the unnatural, and the GM has flexibility to adjust those numbers as needed.

Creatures as Opposition

Because the classic *Fate* breakdown of NPCs (pp.213-221 in *Fate Core System*) doesn't quite apply with unnatural creatures—for instance, technically most of them are nameless NPCs, but are more powerful than *Fate's* normal nameless NPCs. This chapter uses some very different ideas on presenting opposition, especially the weirder and more inhuman the opposition becomes.

The creatures in the chapter have two aspects, usually three creature skills, some special attacks and abilities as appropriate, and a single stress track. A few listings in this chapter refer to human cultists, which for simplicity's sake are written up as creatures. GMs, you are encouraged to use this tactic for other NPCs you need to make up on the fly.

CREATURE MOBS

The *Fate* rules for mobs (p.216 in *Fate Core System*) work great for a horde of lesser creatures. Given that these sorts of creatures could have stress tracks that are more complicated than even good nameless NPCs, keep each stress track separate to keep from getting confused when tracking harm.

Creature Abilities

Creature abilities work much like stunts. The following are the ones most common among different creatures. Many creatures have other abilities listed with their entries.

Sometimes these refer to normal skills (such as Athletics or Physique) to communicate the sort of actions the stunt allows or modifies. Naturally, use the skill equivalent for the specific creature.

AREA ATTACK

This action affects everyone in a given zone or other area. Those affected need to oppose separately against the creature's single action roll—which may be an attack or creating an advantage. (Compare to Simultaneous Attacks, which is about having multiple, individual ways of assaulting characters.)

AQUATIC

Some creatures have no problem moving or breathing when in water. If they have a problem moving or breathing on land, that will be listed here.

"All things must; man is the only creature that wills."

- Friedrich Schiller

ATTACKS

Most creatures have one or more forms of attack that are particularly devastating to the PCs, such as ones with a Weapon rating, those that convey an advantage when successful rather than or in addition to stress, attacks that also inflict skill drain (see p.65 of the *Fate Investigator's Guide*), and so on. Each attack is listed individually by name. Extensions of this ability include: area attacks, psychic assaults, simultaneous attacks, etc.

A few attacks are listed without additional rules, thus using the normal skill and scale situation, but do list some possible consequences that could be dealt. To help GMs with ideas, these possible consequences are broken up into samples for mild, moderate, and severe.

In the Warzone Conflicts chapter, the advice given about adjudicating ranged weapons in conflicts with zones leaves it up to the GM and players to figure out. However, creatures in this chapter have weapon ranges listed in zones, due to their alien natures and the assumption that most conflicts

will take place in uncomfortably close situations. These zones should be seen as average suggestions; revise them as creatures and situations vary.

ETHEREAL

The creature is incorporeal, which means that normal physical actions cannot affect it. Most of the time, such creatures are able to still physically attack—characters can defend against such attacks as normal if said defence involves getting out of the way or enduring pain rather than blocking a blow. Likewise, material borders cannot block the creature from moving between zones. If not specified, the creature is always ethereal; any conditions or situations that cause it to become corporeal are listed in the ability.

FLIGHT

The creature can fly under its own power. It uses Athletics for manoeuvring and dodging. When possible, it uses Physique for grappling and lifting a creature into the air, typically contested by the target's Physique or Fight.

IMPOSING PRESENCE

The GM starts scenes with an additional fate point when this creature is present, and these additional fate points accumulate. (The GM might also decide that a large number of lesser creatures count as being worth an extra fate point, as if the entire group counted as one creature with this ability.)

INHUMAN MIND

The creature has a completely alien mind, or has no true mind at all. Actions involving social skills—Empathy, Provoke, Rapport, and so on—have no effect on it. However, it may be able to terrorise mortals, akin to a Provoke action, if it understands the minds of mortals.

INSANE/NEARLY INHUMAN MIND

Unlike Inhuman Mind above, this represents that a creature has some semblance of human thought processes and emotional responses, just not the breadth that normal humans do. If a character has some reasonable justification for doing so, he can attempt actions that are social in nature (such as Empathy, Provoke, and Rapport) at no penalty. Without that, characters who have the necessary skill in that moment at least at Average (+1) may still attempt the action, but rolling Mediocre (+0) instead of their normal skill rank. Human-hybrids and far-gone cultists often have this ability.

INVISIBILITY

In addition to any aspects such abilities convey, any that allow a creature to be invisible require characters to be able to perceive it to take any direct action. Characters who are aware that they are being assaulted can attempt to defend with Survival (in order to notice some sign that the creature is there, such as hearing a noise) or Physique (to take the

Abilities that Kill Instantly

Many creatures have some ability that would, in a strict and harsh story, instantly kill a character. Because this is **Fate**, and characters are only subject to such cruelties once taken out, the rules for said abilities do not work on characters before they are taken out. For instance, a dimensional shambler (p.205) could, in a story, take a character away to another dimension while still alive, but in **Fate** can only do that for a character who has been sufficiently beaten down.

Note that this restriction only exists for player characters. NPCs are *always* fair game...

blow), depending on the situation. Otherwise, characters fighting against an invisible creature are in for a quick death if they don't find a way to escape or gain some advantage.

INVULNERABLE

The creature has a form of defence or immunity that renders some form of attack completely moot, specified in the creature's entry. Such attacks automatically fail, though aren't considered to be a success with style on the creature's defence. The same is true with overcome actions or creating an advantage that involves using such means against the creature.

PSYCHIC ASSAULT

Some creatures can assault the mind and will. These are mental attacks, defended against with Will. Typical consequences are listed with the creature. Note that unless the creature takes out a character, the character still has free will—consequences relating to controlling it are about how it has a hook into the character, an exploit it can use or that the GM can compel. Against human NPCs, these creatures' powers should be treated as absolute or severe.

RESILIENCE

The creature has a form of defence that renders some form of attack less powerful, specified in the creature's entry. When it rolls a defence action against such attacks, its defence increases by 1 or more, specified in the creature write-up. If there is a way to overcome or disable the resilience, that is also noted.

SCALE

Some creatures are so immense that they have scale on mortals (see p.135 in the Warzone Conflicts chapter). If the scale is situational, the situations where it has scale are detailed, as well as whether it is just offensive or defensive. Individual attacks may have their own scale listed, independent of

Making Creatures More Threatening

Often, GMs will run into situations where a creature's formidability needs to increase for the benefit of the story's tension. There are a few good ways to do that, with some notes on how you could accidentally create an unstoppable monster.

- If you want something more dangerous, you can increase its Weapon rating (or give it Weapon:1) or have it also create an advantage upon a successful attack, like **Poisoned**. This doesn't increase the likelihood that the creature will succeed at attacks, but will make attacks more powerful when they connect.
- If you need to make it even more dangerous, increase the skills of its offensive actions by +1. Separate the skills for defensive actions, so it's not easier to defend just because it is better at attacking. This is like increasing its Weapon rating, as far as its stress output is concerned, but will also make it more likely to connect in the first place—so don't mix with an increased Weapon rating.
- If you need something that's a little harder to take down, increase the values of its stress boxes, as if it had an Armour rating (see p.86 in the *Fate Investigator's Guide*). That won't affect the likelihood that it will avoid an attack, nor will it affect the maximum number of hits it will take to cause consequences, but it will blunt the effects of bigger attacks that the characters make.
- If you need something that will last longer in a fight, increase the number of stress boxes it has by one or two. Increasing the number of stress boxes details the maximum number of successful attacks needed before a creature is forced to take consequences, if all those attacks end up being small in stress output.
- Alternatively, you could add a mild or even moderate consequence slot to the creature. That's slightly less powerful than stress boxes, in that consequences can then be used by the characters, but does provide for some interesting play beyond simply checking off more stress boxes.
- If you want something especially deadly because of its ability to avoid harm, increase its skills in defensive situations (see the second note above). This is much stronger than increasing an Armour rating, because successfully defending will not cause a stress box to be checked. Thus, be wary of combining this with the other defensive options.
- Of course, these techniques can be applied in reverse to create a less threatening version of a creature—one that is young, wounded, or otherwise different.

the general sense of scale the creature has. Scale listed is always relative to people; GMs adjudicate other situations as necessary.

SIMULTANEOUS ATTACKS

Some creatures have ways of making multiple independent actions at once—notably those with tentacles (see p.194). Essentially, that creature's action for that moment is "assault with all of my tentacles/limbs/etc.". Roll for each action separately, which may be attacks, grapples (see p.197), creating other advantages, or any combination. If two or more of these attacks gang up on one character, that qualifies as teamwork (p.174 of *Fate Core System*). Note that this is not the same as an area attack (see p.192).

SPECIAL SENSES

Creatures with some sort of significant sensory advantage do not receive any bonus to Survival-esque situational awareness rolls, but do gain the benefits from their senses via story logic. For instance, a creature that can see perfectly in the dark denies others the option to invoke a situation aspect like **Darkness**, and it may do actions based on such extra-sensory knowledge.

TELEPORTATION

Creatures capable of teleportation at will generally have defensive scale against those who cannot match its movements; those who can teleport on occasion or with effort do not change scale. If the teleportation range allows it to effectively move as fast as a vehicle, then it also had speed scale. This can also be used to create an advantage like **Surprised** as part of reappearing—using whichever creature skill best represents guile or hunting, opposed by a character's Survival skill.

TENTACLES

Creatures with multiple tentacles (or similar independent appendages) can make independent, separate actions against characters—essentially, that creature's action for that moment is "assault with all of my tentacles". Roll for each action separately, which may be attacks, grapples (see p.197), creating other advantages, or any combination. If two or more tentacles gang up on one character, that qualifies as teamwork (p.174 of *Fate Core System*). Tentacles typically can reach into adjacent zones; if no amount is listed with the ability, the creature has approximately half a dozen tentacles. Tentacle attacks may have other, specific effects written up in the creature's entry.

UNUSUAL MOVEMENT

Some creatures have unusual forms of movement, which are listed with the creature along with special rules such movement conveys (if any). Teleportation (p.194) and flight (p.193) are specific, common forms of unusual movement.

Altering These Creatures

With the way **Fate** works, it's very easy to change how a given creature works, and you should do that from time to time! After all, it should not be possible to just catalogue these creatures as well-researched definites. Change the aspects, reword or rearrange the skills, tweak the stunts and stress track. Keep the characters (and the players) on their toes, and truly show how freakish and unpredictable the vast, unknown world is.

MYTHOS CREATURES

Bloodborn (Servitor Race)

The bloodborn are spirits of the Dreamlands and dwell within the twisted woods of the Valley of the Black Sun, where they feed upon anyone foolish enough to explore the dark undergrowth. Although physically fragile and easily killed, their strength lies in the manner of their reproduction, which also gives them their name. Their eggs, which require blood to gestate, are contained in blade-like ridges along their appendages. As they exsanguinate a victim, the eggs mix with the rich, vital blood and grow with alarming speed into new bloodborn. Incredibly swift, bloodborn are able to quickly overcome an enemy through sheer force of numbers, as each wound they inflict has the potential to produce ever more members of their horde.

Black Sun soon realises the potential military application of these parasitic creatures and has developed rituals to call them to the waking world. When summoned, only a single bloodborn appears, but it immediately launches itself at lightning speed towards the nearest enemy. As blood is spilled by its razor-sharp wings and limbs, more bloodborn appear to wreak chaos on the battlefield. While the bloodborns' summoner is able to direct their attacks, their desire to breed is never sated so caution must be taken to ensure they can be killed once their task is complete, to avoid an uncontrolled plague that can quickly devastate a region. The Black Sun's *Totenkopfringe* (p.179) protect against these creatures, and they will not attack a person who is wearing one.

The only way to prevent these creatures multiplying is to destroy them all before more can appear. This is difficult due to their speed, but not impossible as their bodies are fragile and susceptible to normal weapons, particularly fire.

Standing only three to six inches (7.5-15cm) tall, these insect-like humanoid creatures possess viciously sharp wings and bony ridges along their arms and legs which they use to slash and slice at their victims in order to spill the blood their procreative lust desires.

Adjudicating Creature Skills

The way the creature skills are worded, they are open to your interpretation, both entertaining and horrific. Much of the time, the skill to use will be obvious by its name: the Byakhee's "Hunting and Devouring its Prey" skill would be used for attacking as Fight, grappling as Physique, chasing as Athletics. Likewise, its "Unearthly Agility and Grace" skill would be used as defence, as creating advantages based on its manoeuvrability, and so on.

But that is just one interpretation! The creatures of the Mythos are alien, so no one interpretation is wholly correct. Use your judgement as best suits the situation. In particular, make sure you don't skirt around a creature's weakest skills—those exist to give characters a hope in Hell of not just dying the moment one of these monsters turns up.



I wonder if DDT would be any use against these little monstrosities?

-R.D.

Aspects: • *Vile Spirits of the Dreamlands*
• *Swarm of Small Creatures*

Skills: *Good* (+3) Small and Swift
Fair (+2) Savage Parasite
Mediocre (+0) Everything Else

Abilities: **Bloodborn.** When a bloodborn swarm's attack succeeds at wounding a living creature (inflicting a consequence) and that being's blood splashes on it, it begins to procreate. On the next round, a new bloodborn swarm is

created, adding it to the current mob. It only creates one on a round, regardless of how many creatures it wounded. This can represent the swarm just growing in size or splitting off into a different swarm entirely. (When treating multiple swarms as a mob, only create one new bloodborn swarm per round.) Killing a swarm with fire will prevent any procreation.

Inhuman Mind.

Immunity to attacks that naturally focus on one creature.

Razor Limbs and Wings. Bloodborn razor limbs and wings are Weapon:1 against living things, clothing, etc.

Swarm. As a bloodborn swarm is a host of numerous creatures, if it is taken out, some of it scatters away (and stays away for at least the rest of the scene), but could be a threat later unless the attack that took it out effectively assaults the whole of the swarm.

Liabilities: Frail form, mindless creature driven by pure impulse.

Weakness: Fire.

Stress: ☒

Scale: An extremely large swarm the size of many people could possibly have scale.

Notes: This write-up is for a swarm of bloodborn taking up around the same amount of space that a person would.

Creatures & Conceding Versus Being Taken Out

Mindless creatures are not likely to concede of their own accord—such concessions happen either because they are effectively unable to engage in conflict, or because whatever force is controlling them summons them for another purpose. So when a mindless creature concedes, it should serve to reinforce a momentary victory (like escaping them) or reveal that there is more at work that the characters realise.

Intelligent creatures, on the other hand, concede for reasons we cannot fathom. The most alien are quite unlikely to concede because they are losing—the idea that a human could beat one of them is inconceivable. Those creatures concede because it furthers their plots, or because some goal was fulfilled during the conflict that the characters don't realise even happened. Those closer to human may concede for understandable reasons, but even then there are agendas at work that cannot be fathomed, so there is no need to fully illustrate the reasons behind choosing to concede a conflict.

Being taken out is another point of note. Lesser beings might just be killed, but for the more powerful Mythos creatures, humans often only have the hope of driving it away. As such, when a creature is taken out, its fate is in the hands of the GM, not the players. The GM can describe the creature as being killed (or otherwise destroyed), being driven away, or some worse fate that he allows the players to come up with. In any case, being taken out means that the creature is no longer in this story at all—and that's the difference between this and conceding, where the creature can come back to haunt the characters (figuratively or literally).

Byakhee (Servitor Race)

Byakhee are large, winged, decaying humanoid creatures which also incorporate elements of insect, vermin, and carrion crow in their form. They primarily serve the god Hastur, but are often used as steeds by many Mythos cultists.

Aspects: • *Spacefaring Servants of Hastur*
• *Large But Fast for its Size*

Skills: *Great (+4) Hunting and Devouring its Prey*
Good (+3) Unearthly Agility and Grace,
Powerful as it is Horrific
Fair (+2) Everything Else

Abilities: **Bleeding Bite.** When a byakhee's attack inflicts a consequence, it grapples its target as it locks onto its prey and sucks its blood. While grappling, any further attacks it does to the creature bypasses stress. Consequences should relate to the draining of its blood. A creature cannot concede the conflict while locked in the byakhee's bite, but can attempt a Physique overcome action to break free. (And grappling a creature does not at all prevent it from attacking anyone else foolish enough to be near it.)

Claws. A byakhee's claws are Weapon:2.

Imposing Presence.

Inhuman Mind.

Stress: ☒ ☒

Consequences: 2 Mild, 1 Moderate

Grappling in Fate

Grappling in **Fate** is a simple matter of creating an advantage with Physique, usually defended against by Physique, Athletics, Fight, or another skill based on the narration. But because grappling in roleplaying games is a thorny issue, here are the guidelines on how it works with Fate.

If you succeed and place the aspect as normal, then you've got a good hold on the other person. That could mean a number of things, depending on the situation.

- Your target cannot take certain actions until someone breaks the grapple. GMs, it's your call as to when being grappled is a big enough deal to disallow an action.
- You automatically get to act as active opposition for anything your target tries to do, or add a teamwork bonus to any other source of opposition.
- Invoking your aspect on that target is a no-brainer, requiring no extra justification.
- While grappled, your target cannot make actions or defences around movement, such as with Athletics. This is against any attacks, not just yours. Physique is the default defence skill in this situation, though such attacks may also be unavoidable (see p.138 in Warzone Conflicts).

You may also be just as limited if you want to keep holding onto this person! The players and GM need to work together about what that means in any given situation, of course.

Tying and getting a boost means you have a tentative hold at best, or didn't quite get a hold but did force the other person into a disadvantageous position.

The grappled person can fight to get out of the grapple with a Physique overcome action (or possibly some other skill—like Provoke or Rapport to talk his way out of the situation). That's rolled against the grappler's Physique. If you or someone else inflicts enough stress to the grappler to cause a consequence, that's also worth a free immediate overcome action to get out of the grapple.

Having said all that, what is really important is that when a *monster* grapples you (or impales you, or uses some other fiendish ability to trap you), you are in for a world of hurt. Monsters can do a lot more while grappling a weak mortal than people can, and often have tentacles to spare. Good luck!

Chthonians (Independent Race)

Chthonians are a race of enormous, worm-like, squid creatures which live in the depths of the earth. Although native to our planet, they bear no resemblance to anything either living or in the fossil record, and can be found anywhere on Earth, as long as you are willing to dig deep enough.

Chthonians communicate telepathically with one another over vast distances. Full grown chthonians are extremely protective of their young. They are also able to sense the minds of other beings and can communicate with, and even telepathically control, them.

Full grown chthonians are one of the most fearsome of the Mythos creatures and can cause devastating earthquakes if they are riled. Fortunately, this is rare. They prefer to influence events on the surface through mind-controlled agents and pawns.

YOUNG CHTHONIAN

Aspects: • *Massive Creature of the Deep*
• *Not Yet Matured*

Skills: *Great (+4)* Crush and Drain Others
Good (+3) Ignore Pathetic Mortals, Reach into the Minds of Lessers
Fair (+2) Everything Else

Abilities: **Burrow.** Chthonians are able to burrow through the earth like a knife through butter.

Crushing Attack. Typical consequences involve **Pinned Down** (mild) or **Crushed Limb** (moderate or severe). This can be an area attack.



Immunity to heat and fire.

Imposing Presence.

Inhuman Mind.

Scale. Chthonians have scale due to their sheer mass.

Psychic Assault. Typical consequences include *Inhuman Whispers in my Mind* (mild and moderate) and *Compulsions Difficult to Resist* (severe).

Tentacles. A chthonian's tentacles can reach at least two zones away. If a chthonian inflicts a consequence with a tentacle attack, the character is impaled; treat as grappled. While impaled, further attacks are unavoidable (p.138) and also inflict Physique skill drain. Its tentacles are too large to effectively use teamwork, and other tentacles cannot target someone already engaged with one.

Weakness: Water—bypasses stress and has offensive scale.

Stress: ☐ ☐

Consequences: 2 Mild, 1 Moderate

Other A chthonian can, from anywhere on the planet, telepathically control a human it knows. **Effects:** While controlled, the target has the aspect *Compelled by a Chthonian*, which means it is bound and unable to leave a given locale. The closer the chthonian gets to its target, the tighter the binding—eventually the focus cannot leave a chair or small circle of floor.

ADULT CHTHONIAN

Aspects: • *Incomprehensibly Massive Creature of the Deep*
• *Terrible and Forceful Mind*

Skills: *Fantastic* (+6) Reach into the Minds of Lessers
Superb (+5) Crush and Drain Others, Ignore Pathetic Mortals
Fair (+2) Everything Else

Abilities: **Burrow.** Chthonians are able to burrow through the earth like a knife through butter.

Crushing Attack. Typical consequences involve *Pinned Down* (mild) or *Crushed Limb* (moderate or severe). This can be an area attack.

Earthquake. Chthonians can create the advantage *Earthquake* without rolling. This is also an area attack that affects a vast surrounding area. It damages structures, and those in

the scene will need to oppose its advantage roll or also have an advantage personally created on them (such as *Lost My Footing*).

Immunity to heat and fire.

Imposing Presence.

Inhuman Mind.

Psychic Assault. Typical consequences include *Inhuman Whispers in my Mind* (mild and moderate) and *Compulsions Difficult to Resist* (severe).

Overwhelming Scale. Among the largest of creatures on the planet, fully-grown chthonians are too massive to behold. (Against vehicles, this may just be normal scale.)

Tentacles. A chthonian's tentacles can reach at least several zones away. If a chthonian inflicts a consequence with a tentacle attack, the character is impaled; treat as grappled. While impaled, further attacks are unavoidable (p.138) and also inflict Physique skill drain. Its tentacles are too large to effectively use teamwork, and other tentacles cannot target someone already engaged with one.

Spells: Chthonians may know spells provided to them by Shudde Me'll, Yig, or Cthulhu.

Weakness: Water—bypasses stress and has offensive scale.

Stress: ☐ ☐ ☐ ☐

Consequences: 2 Mild, 2 Moderate

They appear and disappear like ghosts, their wailing cries enough to freeze a person to their very core.

Cold Ones (Servitor Race)

Semi-corporeal, humanoid shades composed of whirling ice crystals and snow, these polar apparitions (also known as Ylidheem) are lesser servitors of the Great Old Ones Aphoom Zhah and Rlim Shaikorth, and are conjectured to be related to those other terrifying creatures of the snow and ice, the halja (p.208). Found only in areas of the bitterest cold, they appear and disappear like ghosts, their wailing and shrieking cries enough to freeze a person to their very core. However, unlike ghosts, they are only partially insubstantial and cannot pass through solid objects, instead seeping through even the tiniest nooks and crannies.

When attacking, a cold one materialises near to or even around its victim, freezing him with its touch. The resulting tissue damage is akin to a deep frostbite.

Aspects: • *Shade of Ice and Snow*
• *Lesser Servitor*

Skills: *Great (+4) Cold Wielded Like Sharp Knives*
Good (+3) Bring Out Fear, Quick as the Arctic Wind
Fair (+2) Everything Else

Abilities: **Ethereal.** A cold one can move through porous material, but slowly; it takes an entire action to cover a few feet or so of material.

Flight.

Icy Aura. A cold one projects the aspect **Icy Aura** in its zone. Anyone who stays within the area on its turn must overcome its cold presence—a **Physique** action against *Great* (or higher, if its *Cold Wielded Like Sharp Knives* skill is raised)—or have the **Freezing** aspect placed on them. For characters who already have it, the action gives the aspect a free invocation.

Imposing Presence.

Inhuman Mind.

Psychic Assault. A cold one's terrifying wail is primal, and conveys aspects like **Unsettled** (mild or moderate) or **Anxious and Constantly On-Edge** (severe).

Stress: ☐☐

Consequences: 1 Mild, 1 Moderate



Aspects: • *Ethereal Entity of Light*
• *Alien Hunger*

Skills: *Fantastic (+6) Entrance Weak-Minded Mortals*
Superb (+5) Feed off the World, Pure Freedom of Light
Good (+3) Everything Else

Abilities: **Disintegration.** A colour out of space can disintegrate with a touch, causing consequences like **Intense Burn** (mild or moderate) or **Missing a Limb** (severe or extreme). If this attack takes a creature out, it is completely disintegrated.

Ethereal. A colour out of space can solidify parts of itself to grab people or objects, but even then it is immune to actions that deal physical stress.

Feed. A colour out of space can drain its prey. If this attack causes a consequence, it is healed of that same level of consequence or lower. If this attack takes out a character, he dies, leaving a desiccated, grey-skinned corpse.

Flight.

Imposing Presence.

Inhuman Mind.

Psychic Assault. A colour out of space can hypnotise mortals with its dancing lights. This is creating an advantage, not an attack, that conveys **Stunned**, **Entranced**, or a similar aspect relating to being transfixed.

Scale: A colour out of space has offensive and speed scale. (As a non-physical creature, defensive scale is irrelevant.)

Colour out of Space (Independent Race)

A colour out of space is a sentient creature which manifests as a patch of coloured light. It is one of the most alien and unfathomable creatures in the Cthulhu Mythos, and comes from the depths of space where the natural laws are like nothing known on Earth.

An adult colour creates embryos: small, seemingly empty spheres. Soon these embryos become jelly-like larvae which start to feed on the life force of everything around them. As one grows, the local vegetation sprouts unhealthy but large branches which twist and turn at night. The fruit in the area tastes bitter, and even humans start to glow with a ghostly light.

Once a larva has fed sufficiently it transforms into a young colour, which ventures from its lair to feed directly, sapping the life force from everything in the local area. Once it has finished this final feeding it has become full grown and leaves the planet.

Liabilities: Strong magnetic fields can trap a colour out of space, preventing it from escaping. Bright light imposes the normal liability penalty, and it must flee if possible.

Other Effects: The mere presence of a colour out of space continually drives those within a few dozen acres of the creature. After a day or two, residents are *Fatigued*. If it persists long enough, residents may become incapacitated, but do not die from its presence alone.

Stress: ☐☐

Consequences: 1 Mild, 1 Moderate

Cultists (Servitors)

Only the most desperate and insane devote themselves to the worship of the cthulhoid deities. Some are driven by a need for vengeance on a world which has belittled and persecuted them; others do so out of a desire for either material or personal power. A few are brought up to revere the family or clan gods. These last are some of the most dangerous of all cultists, for they have a true faith, never knowing any different. Some cultists are particularly skilled in combat and stealth and become the cult's assassins, fanatics who kill without mercy or question.

Note that even though cultists are human, they are detailed in the same manner as the creatures in this chapter. Use that as inspiration for quickly making NPCs in your *Achtung! Cthulhu* games, even for NPCs that are not insane!

TYPICAL CULTIST

Aspects: • *Insane Cultist*

[Make a specific aspect relating to the cult's goals or the cultist's nature]

Skills: *Fair (+1)* Forbidden Knowledge (including the Mythos)
Average (+1) Devious Nature, Ever-Alert
Mediocre (+0) Everything Else

Abilities: **Nearly Inhuman Mind.** Cultists are typically insane, though some, not entirely far-gone, cultists might not be.

Equipment: *Dagger* (Weapon:X), *revolver* (Weapon:X)

Stress: ☐☐

Consequences: 1 Mild

CULT ASSASSIN

Aspects: • *Insane Assassin*

[Make a specific aspect relating to the cult's goals or the cultist's nature]

Skills: *Good (+2)* Art of Murder
Fair (+1) Blend Among People, Forbidden Knowledge (including the Mythos)
Average (+1) Everything Else

Abilities: **Nearly Inhuman Mind.** Cultists are typically insane, though some, not entirely far-gone, cultists might not be.

Spells: Assassins may know such spells as: *consume likeness, cloud memory, deflect harm, dominate, fist of Yog-Sothoth, flesh ward, and shrivelling.*

Equipment: *Sacrificial sword* (Weapon:X), *revolver* (Weapon:X), *Lee-Enfield No.4 Mk.1 with sniper scope* (Weapon:X)

Stress: ☐☐

Consequences: 1 Mild

CULT LEADERS

Cult leaders are the most insane and ruthless of all cultists. They are intelligent and driven, and may have several summoning and binding spells in their arsenal; they can also call upon fanatical mortal minions, and may have even lived for several hundred years.

Aspects: • *Insane Cult Leader*

[Make a specific aspect relating to the cult's goals or the cultist's nature]

Skills: *Great (+3)* Will and Charisma, Forbidden Knowledge (including the Mythos)
Good (+2) Murderous Intent, Ever-Alert
Average (+1) Everything Else

Abilities: **Nearly Inhuman Mind.** Cult leaders are fully insane, and some may even be so far-gone as to have the Inhuman Mind ability instead.

Spells: A Cult Leader may know some of the following spells: *body warping of Gorgoroth, contact (specific god), deflect harm, dominate, elder sign, enchant sacrificial dagger, fist of Yog-Sothoth, flesh ward, implant fear, mindblast, shrivelling, summon/bind byakhee, summon/bind dimensional shambler, summon/bind hound of Tindalos, summon/bind hunting horror, and summon/bind nightgaunt.*

Equipment: *Enchanted sacrificial dagger* (Weapon:X), *revolver* (Weapon:X), *Sten submachine gun* (Weapon:X)

Stress: ☐☐ (additional ☐☐ for mental stress)

Consequences: 1 Mild, 1 Moderate

Cultist of the Old Ones (Servitor Race)

These high priests of the True Religions have made the ultimate step towards the coming of their ancient masters. Once human, their path to exaltation has irrevocably altered their forms. Now, their outward appearance reflects the taint within their souls. Cultists are essentially boneless with an internal structure made of cartilage and flexible flesh, enabling them to slip and slide their way through very small spaces. They have a singular, lidless eye that sits atop a mass of writhing, prehensile tentacles. Their limbs are dexterous and strong, able to constrict with shocking force, and coated with a glue-like mucus which makes grappling with them dangerous indeed.

Cultists of the Old Ones are greatly revered by the humans they command, who treat them as objects of worship alongside their dark gods. These twisted beings are frequently used to carry out those of the cult's tasks which must not fail.

Aspects: • *Once-Human Blessed Abominations*
• *Leader Among Cultists*

Skills: *Great (+4)* Infused with Knowledge and Unnatural Insight
Good (+3) Alien Body, Powerful and Commanding
Average (+1) Everything Else

Abilities: **Imposing Presence.**

Inhuman Mind.

Movement. A cultist of the Old One can squeeze through any small space, thus only solid barriers between zones can stop it. Crossing a barrier in this way takes an action.

Resilience to blunt force trauma. Increase defences against such attacks by 2.

Psychic Assault. A cultist of the Old One can dominate a human's mind. It can only focus on one human at a time. For PCs, such a consequence could be *Difficult to Resist its Pull* (any consequence).

Tentacles. Its tentacles are Weapon:1.

Spells: A cultist of the Old Ones may know some of the following spells: *body warping of Gorgoroth*, *contact* (specific god), *deflect harm*, *dominate*, *elder sign*, *enchant sacrificial dagger*, *fist of Yog-Sothoth*, *flesh ward*, *implant fear*, *mindblast*, *shrivelling*, *summon/bind byakhee*, *summon/bind dimensional shambler*, *summon/bind hound of Tindalos*, *summon/bind hunting horror*, *summon/bind nightgaunt*.

Stress: ☐ ☐

Consequences: 1 Mild, 1 Moderate

Dark Young of Shub-Niggurath (Servitor Race)

These great beasts are often mistaken for enormous trees (at least in silhouette), but are in fact a mass of ropy tendrils and tentacles which stand on great, cloven hooves. Dark young are only found in areas where their mother is worshipped, and often act as her proxies in accepting sacrifices.

Aspects: • *Terrible Child of an Even More Terrible Deity*
• *Filled with Arcane Knowledge and Purpose*

Skills: *Fantastic (+6)* Unimaginable Might and Power
Superb (+5) Clever as it is Monstrous, Resolve of the Body and Mind
Good (+3) Everything Else

Abilities: **Imposing Presence.**

Immunity to heat, explosives, corrosion, and poison.

Inhuman Mind.

Resilience to bullets and similar meagre attacks; defences are 2 higher.

Scale due to sheer size.

Tentacles.



Spells: A dark young of Shub-Niggurath may know spells dealing with Shub-Niggurath and her minions.

Stress: ☐☐

Consequences: 1 Mild, 1 Moderate

Deep Ones (Servitor Race)

Deep ones are an amphibious race that dwells deep below the oceans of the world, worshipping Cthulhu, Father Dagon, and Mother Hydra. They have several communities off the coast of various countries, including Cornwall, England, and along the American Eastern Seaboard.

One particularly nasty tactic they employ is to kidnap humans and force them to mate with them. The offspring

“They were mostly shiny and slippery, but the ridges of their backs were scaly.”

— The Shadow Over Innsmouth

are human/deep one hybrids who are able to mingle in cities and towns for several years before their baser natures take over and they reveal themselves. The town of Innsmouth in Maine, New England was completely overrun with deep ones in the 1930s and had to be burnt to the ground.

During the Battle of the Atlantic and the war in the Pacific, deep ones are able to scavenge Allied and Axis weaponry from sunken ships. However, these weapons are purely trophies and they rarely use them.

TYPICAL DEEP ONE

Aspects: *Amphibious Devotee of the Great Old Ones*
Vicious Scavengers of Both Things and People

Skills: *Good (+3) Dominate with Strength and Size*
Fair (+2) Avoid Surprise and Harm, Wound

with Cruelty
Mediocre (+0) Everything Else

Abilities: *Aquatic.*

Claws. Treat as Weapon:1.

Nearly Inhuman Mind.

Equipment: *Hunting spear (Weapon:1), throwing net (+1 to grappling actions).*

Stress: ☐☐

Consequences: 1 Mild

DEEP ONE HYBRID

Aspects: • *Unsettling Hybrid of Man and the Sea*
• *Deep Anger*

Skills: *Fair (+2) Inflict Pain and Suffering*
Average (+1) Move with Purpose, Terrify Humans
Mediocre (+0) Everything Else

Abilities: *Nearly Inhuman Mind.*

Equipment: *Dagger (Weapon:X), revolver (Weapon:X), shotgun (Weapon:X).*

Stress: ☐☐

Consequences: 1 Mild

DEEP ONE CHAMPION OR CHIEF

Aspects: • *Paragon of the Deep*
• *Powerful in Mind and Body*

Skills: *Great (+3) Brute Strength*
Good (+2) Inhuman Intelligence, Savage Warrior Training
Mediocre (+0) Everything Else

Abilities: *Aquatic.*



Claws. Treat as Weapon:1.

Nearly Inhuman Mind.

Spells: *breath of the deep, contact Cthulhu, contact Dagon or Mother Hydra.*

Equipment: *Hunting spear (Weapon:1), throwing net (+1 to grappling actions).*

Stress: ☐☐

Consequences: 1 Mild, 1 Moderate

Dholes

Possibly related to chthonians, dholes are vast burrowing monstrosities from a far distant planet. Given the destruction they have wrought on other worlds, their appearances on Earth can be judged to have been mercifully brief. Subterranean by nature, they dislike sunlight although they show no signs of sensitivity to it.

Aspects:

- **Monstrosity from a Far Distant Planet**
- **Burrowing Archons of Hunger and Destruction**

Skills: *Great (+4) Consume and Crush All Within Its Path*
Good (+3) Ignore Pathetic Mortals
Fair (+2) Everything Else

Abilities: **Burrow.** Dholes are able to burrow through the earth without a problem.

Crushing Attack. Typical consequences involve **Pinned Down** (mild) or **Crushed Limb** (moderate or severe). This can be an area attack. Being taken out can also mean death from being consumed whole.

Imposing Presence.

Inhuman Mind.

Mucilaginous Glop. A dhole can spit glop at a character up to a zone away, creating the **Engulfed** advantage contested against a character's ability to dodge or otherwise avoid. While engulfed, the glop continues to attack the character through restricting his ability to breathe along with its caustic nature; treat the glop's attack result as *Great (+4)*. Succeeding with style allows the character to also become freed.

Scale. Dholes have scale due to their sheer mass. Especially massive dholes may have overwhelming scale (and those that do treat their mucilaginous glop as area attacks up to three zones away).



Weakness: Sunlight—it does not harm a dhole, but it *may* allow for an opportunity to escape.

Stress: ☐☐

Consequences: 2 Mild, 1 Moderate

Die Draugar (Created Servitors)

Created by *Nachtwölfe* through the combination of formulae and compounds recovered from the Dutch East Indies and North Africa, interwoven with some of the more controversial work of the American scientist Dr. Herbert West, *der Draugar* can best be described as a biological weapon (typically delivered as a gas via artillery or dropped munitions) which causes the uncontrolled reanimation of dead tissue.

Living flesh that comes into contact with this abomination rapidly becomes necrotic, and limbs affected in this manner must be amputated to prevent further spread. *Die Draugar* possess no intelligence but are able to sense living matter and attempt to add it to their overall mass. Unlike Black Sun's creations, *die Draugar* cannot be controlled or commanded in any form and is only used in enemy-controlled territory for fear of it attacking friendly forces. With no central nervous system or brain, *die Draugar* are extremely difficult to destroy—pieces hacked from the main body will continue to attack, with fire-based weapons being the only effective deterrents against its mindless acquisition of new tissue.

With the D-Day landings in Normandy, the SS have proposed launching the weapon against Allied field hospitals behind the front lines to act as both an effective shock weapon and to break the morale of troops witnessing the horrific destruction reaped by these abominations.

In contrast to the zombie-like *Gefallenen* of Black Sun, *die Draugar* do not maintain their original form but are

Die Gefallenen



composed of tissue, muscle, cartilage, and bone fused together in a vile, writhing mass that pulls itself across the ground using appendages formed from its overall seething bulk.

- Aspects:**
- **Abhorrent Writhing Menace,**
 - **Ever-Hungry Creature Born of Unlife**
- Skills:** Great (+4) Batter and Consume the Living
Good (+3) Care Nothing for Mortal Attacks, Sense and Hunt its Prey
Average (+1) Everything Else
- Abilities:** **Absorb Corpse.** *Der Draugr* can take an action to absorb a corpse, which is successful if not contested. When *der Draugr* absorbs a corpse, it can either: regain all of its stress boxes, remove one consequence it has, or gain a free invocation on one of its aspects.
- Bone Whip.** Weapon:1, reaches a zone away.
- Claws.** Weapon:1.
- Imposing Presence.**
- Inhuman Mind.**
- Necrotic Touch.** Consequences *die Draugar* inflict take the form of necrotic infection: **Festering Wound** (mild or moderate) or **Necrotic Infection** (moderate or severe). The difficulty for recovering from such consequences (p.164 of **Fate Core System**) increases by 2.
- Spawn.** If a character is taken out while affected by a consequence from *der Draugr*'s necrotic touch, at the GM's call it may rise as a new *der Draugr*.

Stress: ☐☐

Consequences: 2 Mild, 1 Moderate

If only the dead would
stay that way...

—Capt. Harris

Die Gefallenen ("The Fallen") (Created Servitors)

Die Gefallenen are the reanimated corpses of fallen soldiers, instilled with a cruel parody of the spark of life through Black Sun's unholy magic. Later in the war, Black Sun begins to use the bodies of enemy troops for their rituals, creating squads of *die Gefallenen* to release against enemy positions in the hope that they will be allowed to approach under the mistaken belief that they are friendly forces. Possessing only the most basic intelligence, *die Gefallenen* are animalistic and savage creatures capable of understanding only the simplest of commands from their creators and, left to their own devices, they will attack without distinction.

Die Gefallenen do not require sustenance of any kind, nor do they appear to have any desire or instinct other than to attack anything living they encounter. This indiscriminate aggression makes them a particularly effective shock weapon, one that Black Sun deploys in increasing numbers as the war

Although given a semblance of life,
the process of decay cannot be halted.

progresses. The *Totenkopfringe* issued to Black Sun and SS members are enchanted to protect their wearers from these creatures, which appear to be unable to detect their presence while the rings are worn.

The physical appearance of *der Gefallene* is dependent on the state of the cadaver at the time of the ceremony, and the sorcerers of Black Sun opt for the freshest corpses in order to extend the useful lifespan of these vile beings. Although they have been given a new semblance of life, the process of decay cannot be halted, and so over time *die Gefallenen* do eventually rot away.

The ritual required to create these horrors demands a series of geometric patterns to be etched into the skin of the subject corpse, giving an overall warped effect akin to "tribal"-style tattoos.

- Aspects:**
- **Reanimated Humans**
 - **Animal Intellect and Depravity**

Skills: *Fair* (+2) Hateful Impulse to Kill
Average (+1) Survival Bullets and Beatings,
Terrorise with Mere Presence
Mediocre (+0) Everything Else

Abilities: **Inhuman Mind.**

Stress: ☐

Consequences: 1 Mild

Dimensional Shambler (Independent Race)

Little is known about these creatures other than the fact that they are able to travel between the dimensions at will. They often serve as the ultimate assassin, literally grabbing a target and transporting him to a dimension where he cannot hope to survive and abandoning him there!

Dimensional shamblers are some sort of brutish, unholy union of ape and insect with loose hanging skin. They attack by grappling a foe with their long, heavily muscled arms and then slowly fade out of existence, taking their victim with them. It takes two actions for the shambler to leave this plane of reality, during which time the victim can be rescued. However, once he vanishes, he is never seen again.

Aspects: • *Interdimensional Terror*
• *Brutish Union of Ape and Insect*

Skills: *Good* (+3) Powerful and Vicious
Fair (+2) Interdimensionally Clever, Shrug Off
Puny Assaults
Mediocre (+0) Everything Else

Abilities: **Dimensional Shift.** A dimensional shambler can shift between unknown dimensions. This allows it to teleport anywhere in the same or adjacent zone as easily as any movement. If it takes out a character, the shambler effectively kills him by taking him and vanishing to another dimension, leaving him to die there. (If the shambler is taken out in a conflict, instead of dying, it disappears to its home dimension.)

Inhuman Mind.

Resilience to minor trauma. Increase defences against attacks that would be affected by the shambler's thick hide by 1.

Teleport. A dimensional shambler can blink in and out of this dimension, moving within moments to a nearby zone, and reappear.

Stress: ☐☐

Consequences: 2 Mild, 1 Moderate

Elder Thing (Independent Race)

Elder things are strange, winged, barrel-like creatures that came to Earth millennia ago and built great alien cities which are now hidden below the Antarctic ice. It is possible that their experiments accidentally sowed the seeds for all terrestrial life. It is known that they created shoggoths as a slave race, but their hubris ultimately led to their downfall as their handiwork overthrew them and destroyed their cities.

Elder things are extremely war-like and have waged battles against the mi-go, shoggoths, and several other Mythos races. In the present day they are almost unknown on Earth, though a few deep sea settlements may still exist in the frozen Atlantic.

Aspects: • *Ancient Architect of War*
• *Master of the Arcane*

Skills: *Great* (+4) Unknowable Minds
Good (+3) Slaughter the Chattel, Survive and Endure
Average (+1) Everything Else

Abilities: **Aquatic.**

Dark Sight. An elder thing sees all perfectly.

Flight.

Imposing Presence.

Inhuman Mind.

Tentacles.

Spells: Many elder things know a few spells.

Stress: ☐☐☐

Consequences: 2 Mild, 1 Moderate

Fire Vampires (Servitor Race)

Fire vampires are worshippers and servitors of Cthugha, and dwell on the star Fomalhaut. They only appear on Earth when summoned, or when they accompany their god. They take the form of fiery will-o-the-wisps.

Aspects: • *Ever-Burning Servants of Cthugha*
• *Small and Quick with Purpose*

Skills: *Great* (+4) Destroy All It Touches
Good (+3) Alien Sense of Perception,
Dance with a Firefly's Grace
Average (+1) Everything Else

Abilities: **Burning Touch.** Treat as Weapon:2, with consequences revolving around being *Lit on Fire* (mild) or *Scorched* (moderate or severe).

Flight.

Immunity to mundane forms of harm (barring its weaknesses; see below).

Inhuman Mind.

Resilience to any ranged attacks (those from another zone) that might possibly harm it, increasing defences by 1.

Vampiric Drain. If a fire vampire slays a living creature, it drains the life from it, gaining the situation aspect **Empowered by Lifeforce** with a free invocation. Subsequent kills add to its free invocations. While it has this aspect, it gains a moderate consequence slot. The aspect (and consequence slot) fades away after an hour or so.

Weakness: Water, sand, and other extinguishers. These merely allow attacks to happen, and do not otherwise convey a Weapon rating or scale.

Stress: ☐

Consequences: 1 Mild

Flying Polyps (Independent Race)

These great interdimensional creatures invaded our planet 750 million years ago. They built huge cities of basalt and granite, but were eventually driven underground by other war-like alien races. Today, the polyps remain underground in vast caverns which can only be reached through secret entrances in lost, ancient ruins. They mercilessly slay any who stumble upon them.

Polyps appear as giant, semi-corporeal, tentacled slugs, and their presence is always accompanied by a nauseating, high-pitched piping sound. They are able to fade in and out of existence, and can even turn invisible. Polyps can control the winds, creating blasting cones with the power to strip flesh from bones, as well as swirling vortices which lock a foe in place.

Aspects:

- *Semi-Corporeal Genius of Old*
- *Large and Unrelenting Once Disturbed*

Skills: *Fantastic* (+6) Force to Rend Flesh from Bone
Superb (+5) Insight Older than Time, Imposing Presence and Screams
Good (+3) Everything Else

Abilities: **Flight.**

Flying Tentacles. A flying polyp can throw its tentacles like arrows at characters in the same and nearby zones. These

tentacle-missiles are semi-corporeal, meaning characters do not benefit from Armour ratings when hit, and situational aspects like **Cover** cannot be invoked.

Focused Windstorm. A flying polyp can generate a blast of wind that, when focused on one point, is strong enough to flay skin. Any character nearby and exposed to the polyp can be targeted, and if there are multiple characters in close proximity, they are all targeted by this attack. This attack has Weapon:2 (in addition to the effects of scale).

Imposing Presence.

Invisibility. At the beginning of a polyp's turn, roll a Fate die. If it's ☒, the polyp gains the situational aspect of **Invisible** with one free invocation (or gaining a free invocation if it already had the aspect). If the die comes up ☑, the polyp loses the aspect if it had it. If the die comes up ☐, then there's no change.

Inhuman Mind.

Out of Phase. After a character commits to an attack or other physical action directly against a flying polyp, roll a single Fate die. If it comes up [-], the action fails as the polyp is out of phase at that moment.

Scale. A flying polyp's sheer size gives it offensive and defensive scale.

Tentacles.

Wind Vortex. A flying polyp can create a vortex of wind as an action, as an area effect that inflicts the advantage **Bombarded by Wind**. Characters oppose the flying polyp's Force to Rend Flesh from Bone with their Physique.

Spells: A flying polyp knows up to eight spells.

Stress: ☑☑☑

Consequences: 2 Mild, 1 Moderate

Formless Spawn (Servitor Race)

Formless spawn are closely associated with the god Tsathogua and its worshippers. They are amorphous lumps of black slime which constantly change form, creating weapons and tools as needed. One second they may be a lumpen toad-like thing, and then grow dozens of legs to scuttle along, only to become a liquid form and ooze away through a gap.

- Aspects:** • *Protean Lump of Slime*
• *Allies of Tsothoggua*
- Skills:** *Great (+4)* Unrestricted Movement
Good (+3) Alien Mind, Destructive Nature
Average (+1) Everything Else
- Abilities:** **Bludgeon.** If a formless spawn has the *Massive Size* aspect (see Malleable Size), it can make a bludgeoning slam; treat as Weapon:2.

Envelope Whole. If a formless spawn has the *Massive Size* aspect, it can envelope a character completely. Treat this as a grapple. On the character's turn, he must defend (using Physique) against an attack that takes the form of the spawn crushing him and depriving him of air. Succeeding with style means that the character has lucked his way out of the creature's death grip. A formless spawn can only envelope one character at a time.

Immunity to all non-enchanted weapons, though they can be harmed with heat, fire, and chemicals.

Imposing Presence.

Inhuman Mind.

Malleable Size. A formless spawn can change its size at will, from something the size of a small animal to a towering megalith and everything in between. The skill ranks above are for one at human-size. If it shrinks significantly smaller, it gains *Small Size* as an aspect (without a free invocation), its Unrestricted Movement increases by 2 from normal, and its Destructive Nature decreases by 2. If it grows to incredible size, it gains *Massive Size* as an aspect (without a free invocation), its Unrestricted Movement decreases by 2 from normal, and its Destructive Nature increase by 2 from normal.

Seep. If a formless spawn has the *Small Size* aspect, it can seep into cracks in the ground and other spaces effortlessly, giving it vast freedom of movement.

Tentacles.

Spells: Formless spawn known *contact Tsothoggua* at the very least.

Stress: ☐☐

Consequences: 2 Mild, 1 Moderate

Ghasts (Independent Race)

Ghasts are brutish, tall, scabrous humanoids who are extremely allergic to sunlight. Originally these creatures lived only in the Dreamlands, but now there are some living in deep, dark caverns way below the surface of the Earth. Ghasts can be tamed, and some have been used as mounts by particularly depraved cultists.

- Aspects:** • *Large Creatures Once of the Dreamlands*
• *Otherworldly Mounts*

Skills: *Great (+4)* Keen Hunting Senses
Good (+3) Swiftmess and Grace, Vicious in Combat
Average (+1) Everything Else

Abilities: **Bite.** Treat as Weapon:1.

Heightened Sense of Smell. A ghaast effortlessly tracks even in the dead of night.

Inhuman Mind.

Stress: ☐☐

Consequences: 1 Mild

Ghouls (Independent Race)

Ghouls are loathsome, rubbery-skinned humanoids with cloven hooves and vaguely canine features. They dwell in tunnels below the cities of the world and feed on the dead interred in graveyards. Some ghaoul clans have connections with sorcerers and witches and occasionally do their bidding.

- Aspects:** • *Wretched Eaters of the Dead*
• *At Home in the Dark and Dank*

Skills: *Fair (+2)* Claw and Slaughter
Average (+1) Invoke Fear, Move About Unseen
Mediocre (+0) Everything Else

Abilities: **Burrow.** A ghaoul can claw and move quickly through the earth.

Claws. Treat as Weapon:1.

Inhuman Mind.

Resilience to firearms and other projectiles due to their unusual biology; increase defences against such attacks by 1.

Stress: ☐☐

Consequences: 1 Mild

I DON'T NEED A LECTURE ON THE THING'S LIFE HISTORY,
I JUST NEED YOU TO TELL ME WHERE TO HIT IT.

— SGT. CARTER

Great Race of Yith

A strange combination of alien intelligence and earthly body, the cone-shaped creatures of the Great Race came to be a powerful faction in earth's prehistory soon after their arrival, alongside the mi-go and Cthulhu's followers and family. Ruling from the mighty city of Pnakotus (somewhere in modern Australia), their great civilisation lasted from approximately four hundred million years ago until fifty million years ago, and covered large areas of the southern hemisphere before it was destroyed by their ancient enemies, the flying polyps.

Yithians are cerebral creatures who greatly prize intelligence. They reproduce using spores, although offspring are rare given their incredibly long life-spans.

The Great Race's major conquest is of time. A Yithian can send its mind backwards and forwards through time and space to swap consciousnesses with an interesting victim. Once exchanged, the minds remain in their respective new bodies until the Yithian decides to return home again. The Great Race have used this technique to flee from extinction on numerous occasions, but also to better study history.

Aspects: • *Unfathomable Intelligences Across Time*
• *Cone-Shaped Creatures of Prehistory*

Skills: *Fantastic (+6) Living Repository of Knowledge and Intelligence*



Great (+4) Violence and War, Senses Not Quite in Time
Mediocre (+0) Everything Else

Abilities: **Electric Gun.** Treat a Yithian's camera-shaped electric guns as *Weapon:3*, with reach up to two zones away. Consequences from it could include ***Stunned and Shocked*** (mild), ***Vicious Burns*** (moderate), or ***Electrocuted*** (severe). If a character is able to take the gun, they can use it at *Mediocre (+0)* unless they have a solid justification as to why they can use their normal Shoot skill rating. The weapon will undoubtedly run out of ammo at an unpredictable and inconvenient time, and be impossible to recharge without a Yithian's knowledge. (At the GM's call, the Mythos skill may allow some semblance of recharging.)

Imposing Presence.

Inhuman Mind.

Pincers. A Yithian is loathe to use its pincers when it could use its electricity gun from a distance. If it must, the pincers are *Weapon:1* against unarmoured targets.

Other Effects: The *Great Race of Yith* routinely swap minds with someone living in a time they wish to study. For anything up to five years, the Yithians will force that person to write down all that they know, while the Yithian inhabiting that person's body will study the period itself. Friends and colleagues will surely notice the difference in behaviour. At the end of this period, the *Great Race* wipe the mind of the person, though some memories of the experience often remain.

Stress: ☐☐

Consequences: 2 Mild, 1 Moderate

Halja (Servitor Race)

Vicious spirits of ice and wind, the halja appear to be related to Ithaqua and are held in reverence by certain arctic European tribes as "brides of the wind walker". The arrival of the halja is preceded by a sudden and ferocious blizzard of hail and snow, slicing at exposed skin with jagged shards of ice. The shrieking screams of the halja soon herald their arrival.

Incorporeal when in motion, the halja only coalesce into their physical forms at the moment they strike, and even then only half-glimpsed fragments become visible: a leering face, or a viciously taloned hand tearing at their victims before disappearing back into the storm. Their incorporeal state makes the halja incredibly difficult to retaliate against.

Black Sun first encounters tales of the halja during the 1936 expedition to Karelia in Finland, where they are permitted to record the rituals and practices of the shaman witch Miron-Aku. Recordings of the ritual to summon the halja are taken back to Germany, where Weissler's sorcerers develop their own incantations to draw the creatures down from Ithaqua's realm.

Black Sun successfully use the summoning ritual in Germany's Norwegian campaign and, bolstered by their success, have taken steps to expand its use to warmer climes. The 1938 US patent for mobile refrigeration units has proven of great interest to Black Sun and they plan to field these vehicles in future campaigns.

Those who have survived an encounter with the halja (and there are few) describe them as having vaguely female forms, though fashioned of ice, with elongated fangs and clawed hands.

Aspects: • *Vicious Spirit of Ice and Wind*
• *Wrathful Hunters of Nebulous Form*

Skills: *Great (+4) Swift as the Wind*
Good (+3) Iron-Hard Hide, Slice Flesh and Bone
Average (+1) Everything Else

Abilities: **Ethereal.** A halja can become incorporeal at will. In this state, non-enchanted weapons cannot harm it, though it also can't physically interact either. That said, it can quickly go from corporeal to incorporeal for just long enough to attack someone at a -1 penalty to its attack roll.

Imposing Presence.

Inhuman Mind.

Talons. Treat as Weapon:2.

Stress: ☐☐

Consequences: 2 Mild, 1 Moderate

Hounds of Tindalos (Independent Race)

Tindalos is a twisted, nightmarish city which exists outside of time and space. It is home to many horrible, sanity-blasting denizens, but the ones which interact with humanity the most are the city's dreaded hounds. These terrible creatures have a fascination with humans which almost always ends in the death of the human involved. "Hound" is a name which only reflects their unerring ability to track their prey and does not describe their appearance; in fact, so far no-one is known to have survived an encounter with a hound in order to be able to tell anyone what it actually looks like.



Once a hound of Tindalos becomes aware of a human (often through an ill-used contact spell or time travel device), the creature starts to stalk the victim through both time and space. Hounds are creatures of angles, whereas terrestrial life forms are creatures of curves. A hound is able to use the angles found in structures and geology to slowly stalk its prey, often emerging from the join where two walls meet to strike from behind. Once someone has attracted the attention of a hound, their only hope is to find shelter in a spherical sanctuary, but even then the hound will just patiently wait for them to leave their haven before pouncing.

Terrifyingly, evidence has recently been found of greater hounds who are able to take advantage of the miniscule imperfections in even the most perfectly spherical construct. If one of these is on a victim's trail, then he has no hope!

Aspects: • *Unshakable Hunter Outside of Time*
• *Odour of Death and Decay*

Skills: *Fantastic (+6) Otherworldly Perception and Movement*
Superb (+5) Indomitable Will, Murder Transgressors
Good (+3) Everything Else

Abilities: **Flight.**

Immune to all non-enchanted weapons.

Imposing Presence.

Inhuman Mind.

Paw. A hound's paw is Weapon:2, and is covered with a blue ichor. Against a normal person, if the Hound succeeds or ties on an attack with its paw, the victim takes **Nauseated** as a boost in addition to the action's normal effects. The boost persists and can continue to be freely invoked until the victim wipes or washes away the ichor.

Regeneration. A hound also slowly heals from damage. When taking an action, remove the check from one stress box (regardless of the action taken).

Step Through. A hound can teleport away and reappear through any angle within the same zone. When it does so, it is gone for a round of action. A hound will certainly use this to create *Surprised* advantages when reappearing.

Tongue. This is Weapon:1. If it inflicts a consequence against a person, that person suffers from Physique drain.

Twist Time. This is an area effect that causes those in the same and surrounding zones to suffer *Disoriented* as time is twisted around. This is an advantage opposed by Physique.

Vast Sight. A hound can see up to ten miles away, though it is wholly blind to anything within a spherical space.

Spells: A hound of Tindalos knows up to eight spells.

Stress: □ □ □

Consequences: 2 Mild, 1 Moderate

Hunting Horror (Servitor Race)

A hunting horror is an enormous, black, ropery, worm-like serpent which flies on bat or umbrella-like wings. They are often summoned by sorcerers to hunt down, kill, or capture enemies. They are dispelled back to the Dreamlands by daylight, and a sufficiently bright light might char them to ash.

Aspects: • *Hunter from the Dreamlands*
• *Massive Alien Body*

Skills: *Fantastic* (+6) Hunt and Slaughter
Superb (+5) Ignore Mortals' Pathetic Actions, Unrepressed Strength
Good (+3) Everything Else

Abilities: **Bite.** Weapon with scale.

Flight.

Imposing Presence.

Inhuman Mind.

Resilience to bullets and other projectiles.

Scale. A hunting horror's size gives it scale.

Tail. A hunting horror's tail counts as a tentacle, which it can use to pin down a character to be savaged with its bite.

Weakness: A hunting horror is banished back to the Dreamlands by daylight. Every round it stays in daylight causes a consequence, such as *Weakened by Light* or *Tenuous Hold on This Dimension*. Taken out can mean either that it is banished or charred to ash. It can flee to the Dreamlands of its own accord, though it cannot freely return.

Stress: □ □

Consequences: 2 Mild, 1 Moderate

Ludendorff's Golem (Created Servitor)

Created as a wedding gift for General Erich Ludendorff by his astronomer and occultist brother, Hans, Ludendorff's golem is a strange hybrid creature of cloth and clay. Hans, under the direction of Hungarian-Jewish esoteric master Ignác Trebitsch-Lincoln, constructed the golem sometime around 1926 based on Jewish rituals that are now banned by the Third Reich. Although made of the traditional clay, unusually for a golem the creature has an embroidered fabric face, and the rest of the body is also covered in a soft, flesh-coloured cloth, making the golem look uncomfortably like a gigantic doll.

The control word "Emet" (truth) is embroidered onto the forehead rather than written, making it distinctly more difficult to deactivate the golem by using the traditional method of shortening the command to "Met" (death). Residing with the General until his death in 1937, the golem is mostly kept inactive by command. After the General's funeral, where a

Although made of the traditional clay, the creature has an embroidered fabric face and the rest of the body is covered in a soft, flesh-coloured cloth.

huge, heavily bundled, shambling figure can be seen at the back of the cortege, the golem disappears. Its current whereabouts, like the reasons for Hans to give his anti-Semitic brother a Jewish magical object, remain a mystery.

The size of a very large, heavily-built man, the facial features of Ludendorff's golem are strangely softened and indistinct. This, coupled with the creature's shuffling gait, clearly identify it as being something other than human. The creature is, on the whole, peaceful unless attacked. Given that Hans Ludendorff somehow managed to pass control of the creature to his brother, there may well be a way for someone else to gain control of it, at the GM's discretion.

Aspects: • *Construct of Clay and Ritual*
• *No Will But Its Masters*



Skills: *Great (+4)* Unflinching and Uncaring Drive, Immense Brawn
Mediocre (+0) Everything Else

Abilities: **Crushing Arms.** If the golem is able to grapple a character, it can crush the character as an *Weapon:1* attack, defended against with *Physique*.

Fist. Its fists are *Weapon:1*, but do not inflict stress on ties.

Inhuman Mind. The golem has no mind to speak of.

Weakness: Removal of the first letter on the Golem's forehead will incapacitate it, and may even destroy it. Precisely how you remove an embroidered letter is up to the characters to figure out. Exactly what happens should the whole word be removed is left to the GM.

Stress: ☐ ☐ ☐

Consequences: 1 Mild

Manneskin (Independent Race)

A creature of moonlight and darkness, the manneskin once haunted the realms of the northern European forests, luring the unwary into its clutches by mimicking whatever it thought would work best: prey animals, people, etc. Careful only ever to suggest the bait's presence by shadow, movement, and sound, the manneskin has found new hunting grounds in the bombed-out remains of towns and cities, where it has learnt to use the sounds of children playing in the broken ruins late at night to tempt the curious and concerned into making a fatal mistake.

A manneskin attack begins with the ring of children's laughter. Those drawn in by the ruse will see fleeting shadows indicating that the child is running away from them, deeper into the building. If followed, the effect is reinforced by further noises (footsteps, sliding debris, more laughter) and glimpses of movement, seen just out of the corner of the eye. The idea is to bring the victim close to the manneskin's lair, where it will engulf them, suffocating them before feeding saprophytically on their decaying bodies in a manner not too dissimilar from certain species of fungi. It exudes its own digestive juices onto the victim to speed up the process, absorbing the liquefied nutrients back in through its skin. This takes time, so the manneskin prefers buildings that have dark, cool, underground rooms and vaults where it can hide from the daylight and prying eyes while it finishes its meal.

Manneskin only ever attack on clear nights when there is a moon in the sky. Without the presence of the moon, it is unable to generate the distraction techniques it requires to hunt. Whilst they may be distantly related to the formless spawn, they have no known links with Tsathoggua.

For those unfortunate enough to see a manneskin close up, it appears as a darkly shimmering, amorphous blob that can change shape in an instant. It uses pseudopod-like extensions, which it buds at will as need dictates, to create its illusions and to ensnare its prey.

Aspects:

- *Creature of Moonlight and Darkness*
- *Eerie, Haunting Predator*

Skills: *Great (+4)* Manipulation of Human Impulses
Good (+3) Assault Prey, Hunt and Be Unseen
Average (+1) Everything Else

Abilities: **Acid Spit.** *Weapon:1* ranged attack that can reach an adjacent zone.

Engulf. If a manneskin is able to grapple a character (creating the *Engulfed* advantage), the character is fully engulfed. While so, the

mannekin continues to attack the character through restricting his ability to breathe along with its acidic body; treat the attack result as *Good* (+3) with *Weapon:1*. Succeeding with style allows the character to become free.

Immunity. Non-enchanted, non-fiery weapons.

Imposing Presence.

Inhuman Mind.

Lure. A mannekin can lure its prey; treat as a psychic assault. (Against PCs, use aspects like *Disoriented* or *Somewhat Entranced*—until taken out, those characters still retain their agency and will.)

Pseudopod. Treat as tentacles.

Seep. A mannekin can move through porous materials, with minor difficulty.

Weakness: Fire has offensive scale against a mannekin. Additionally, it will only hunt on the nights of a full moon.

Stress: ☐☐

Consequences: 1 Mild, 1 Moderate

Mi-Go, Fungi from Yuggoth (Independent Race)

These strange creatures are about the size of a human being and seem to be closer to crustaceans than any other sort of earthly creature; in fact, they are more fungi than animal. They have membranous wings and several sets of articulate limbs which are equally adapted for locomotion and manipulation. Where their head should be is a brain-like structure covered in antennae. This changes colour in complex patterns and is thought to be how the mi-go communicate with one another. They can speak human languages, but do so in strange, buzzing, insect-like voices.

Mi-go are originally from the planet Yuggoth (Pluto), but have established several mining colonies in the most remote mountains of Earth, seeking the rarest of ores. They sometimes employ human agents to make their time on Earth simpler, and as such often maintain connections with various cults. The mi-go are capable of interstellar flight, but can only manoeuvre clumsily in an atmosphere. Ordinary photographic plates cannot capture the image of a mi-go, but a skilled chemist could prepare an emulsion which will work. After death, a mi-go dissolves within a few hours.

The fungi have an array of advanced alien technologies at their disposal, including brain cylinders, into which they place living human brains fitted with speaking, listening, and seeing devices; these cylinders protect the living brain even

from the rigours of space travel. They also possess electric guns, small devices which fire blue sparks and stun their foes.

The mi-go have learnt the hard way that their bodies can prove fragile (especially at a time of global war). They have remedied this by augmenting some of their best warrior caste with fused weapons and a thick, armoured chassis. These mi-go can be terrifying engines of destruction.

TYPICAL MI-GO

Aspects: • *Scientists from a Distant World*
• *Unearthly Forms of Fungi*

Skills: *Great* (+4) Manipulate Humans
Good (+3) Alien Senses, Neutralise Threats
Average (+1) Everything Else (including flight)

Abilities: *Claws*. *Weapon:1*.

Electric Gun. A mi-go's electric gun is *Weapon:2* with reach up to two zones away. The weapon is designed primarily to incapacitate, and can instead be used to create the advantage *Overwhelmed Nervous System*. If a character is able to take the gun, they can use it at *Mediocre* (+0) unless they have a solid justification as to why they can use their normal *Shoot* skill rating. The weapon will undoubtedly run out of ammo at an unpredictable and inconvenient time, and be impossible to recharge without a mi-go's knowledge. (At the GM's call, the *Mythos* skill may allow some semblance of recharging.)

Flight. A mi-go is not especially adept at flying, and uses the *Everything Else* skill for such moments.

Imposing Presence.

Inhuman Mind.

Resilience against weapons of blunt force trauma due to its unusual biology.

Stress: ☐☐

Consequences: 1 Mild, 1 Moderate

AUGMENTED MI-GO

Recognising that their fragile forms are not suited to the vicissitudes of warfare, the mi-go have often adopted the strategy of puppeteering unwilling victims to achieve their goals. However, this process has proven too slow for some factions of mi-go, leading them to apply their science in other ways. The augment is, at its simplest, a mi-go fused with a mechanical prosthesis, creating a formidable creature with one intent, and one only—combat. Armed with a variety of weapons and armoured with thick shells, augments stride confidently into conflicts that their unmodified brethren would seek to avoid.

Stalking the battlefields and cities of war-torn Europe on its four reinforced legs, the heavily armed and armoured augmented mi-go is an unnerving site.

Aspects: • *Scientists from a Distant World*
• *Armoured War Chassis*

Skills: *Superb* (+5) Resist and Neutralise Threats
Great (+4) Manipulate Humans
Good (+3) Alien Senses
Average (+1) Everything Else (including flight)

Abilities: **Disintegration Ray.** An augmented mi-go can project a disintegration ray (offensive scale, anywhere within two zones away), causing consequences like *Intense Burn* (mild or moderate) or *Missing a Limb* (severe or extreme). If this attack takes a creature out, it is completely disintegrated.

Electric Gun. This the same as a typical mi-go's electric gun (p.212).

Flight. A mi-go is not especially adept at flying, and uses the Everything Else skill for such moments.

Hydraulic Warclaws. Weapon:2.

Imposing Presence.

Inhuman Mind.

Stress: ☐☐☐☐☐

Consequences: 2 Mild, 1 Moderate

Nightgaunts (Servitor Race)

Nightgaunts are faceless, horned gargoyles with a thick, dark, whale-like hide. Creatures primarily of the Dreamlands, nightgaunts are sometimes summoned to the Earth to carry out a sorcerer's wishes or carry away a meddling character.

Aspects: • *Fearsome Predators of the Dreamlands*
• *Faceless and Terrifying*

Skills: *Great* (+4) Grapple and Wound
Good (+3) Fly with Terror, Unnatural Eyeless Senses
Mediocre (+0) Everything Else

Abilities: **Claws.** Weapon:1. It tends to subdue a grappled character through intimidation (as Intimidate, with aspect of *Cowed* or *Threatened*), as the threat of its claws slicing away is constantly in mind. Nightgaunts particularly seem to enjoy doing this.

Flight.

Inhuman Mind.

Unnatural Senses. Though they lack eyes, they are able to perceive the world all around them. Aspects like *Darkness* cannot be invoked against them.

Stress: ☐☐

Consequences: 1 Mild

Sand Dwellers (Servitor Race)

Sand dwellers are a nocturnal, aboriginal humanoid race who live in the more arid places on Earth, such as the Sahara, Australia, and the South Western deserts of the Americas. Dwellers predominantly worship Yig, and are a fierce people who practice both cannibalism and the ritual eating of their enemies.

Dwellers are thought to be an ancient offshoot of the hominid genus. They have rough, raspy skin, and enlarged ears and eyes which give them an almost koala-like appearance. A character should not be fooled though: sand dwellers are savage, fierce warriors.



Aspects: • *Species that Time Forgot*
• *Vicious and Spiteful*

Skills: *Fair (+2)* Fierce in Combat
Average (+1) Creeping and Using the Terrain,
Hardy and Weathered
Mediocre (+0) Everything Else

Abilities: **Claws.** Weapon:1.
Inhuman Mind.
Night-Adapted. At night, a sand dweller's
Creeping and Using the Terrain is *Fair (+2)*.

Liability: The sun blinds a sand dweller.

Equipment: *Club* (Weapon:0) or *Spear* (Weapon:1, could
be thrown a zone away).

Other Effects: Sand dwellers do not suffer from thirst.

Stress: ☐☐

Consequences: 1 Mild

Serpent People (Independent Race)

Serpent people have existed on Earth since before the time of the dinosaurs. In the Permian Age they raised great basalt cities where they worshipped Yig and fought terrible wars amongst themselves. Today, they have fallen into near extinction; a few lurk in the Dreamlands where they conduct

grotesque experiments on humans they have captured, and a few degenerate tribes cling to existence in the most remote corners of the Earth. Some believe the most powerful members of their race lie in a hibernating sleep, waiting for the time when they can awake and reclaim their world.

Serpent people are ophidian humanoids. They are extremely supple; their limbs appear almost boneless and this makes them particularly dangerous in combat. They also have a venomous bite which can kill in just a few minutes.

Aspects: • *The Race Before Primates*
• *Angry Exiles of the Dreamlands*

Skills: *Great (+4)* Reptilian Intelligence and Cunning
Good (+3) Inhuman Brutality, Preternatural
Quickness
Average (+1) Everything Else

Abilities: **Bite.** Weapon:1. Consequences from such
attacks can revolve around being poisoned.

Boneless and Agile. A serpent person has a +1
bonus when defending against ranged attacks
like firearms.

Illusionary Appearance. Serpent people know
a strange magical method of altering their
appearance, giving them the ability to walk
among humans. If someone has cause to sus-
pect a serpent person isn't who he seems to be,
it opposes the character's Empathy action with
Reptilian Intelligence and Cunning.

Inhuman Mind.

Spells: In addition to the spell from the Illusionary
Appearance ability, a serpent person can know
as many as 12 spells.

Stress: ☐☐

Consequences: 1 Mild, 1 Moderate

Servitor of Nyarlathotep (Servitor Race)

A servitor of Nyarlathotep begins its lifecycle as a space-
borne spore which is able to home in on the energy signals
caused by intelligent thought. Once a servitor locates a
host, it infects it, and slowly starts to take it over at a cellu-
lar level. During this period of gestation the host becomes
increasingly cold, suffers psychotic episodes, and starts to
exhibit enhanced strength. Once the incubation is com-
plete—a process which can take as little as a month—a
terrible transformation occurs.

The host's head is destroyed by a single blood-red tenta-
cle which bursts from its neck; the hands become covered in



scything blades, and the body swells and becomes covered in thick, calloused skin. The creature retains the memories of its host, but is fully in control and has no shred of humanity or compassion remaining.

A very few servitors are even tougher and stronger specimens. Known as overlords, these terrifying creatures appear to be able to control and direct their lesser brethren. They do not develop the clawed hands and unseeing, thrashing tentacle of “normal” servitors, and are decidedly more cunning. As well as their physical differences, overlords are also capable of producing clouds of spores which serve to daze and confuse their enemies and, in addition, can plant spores in other humans which will later transform them into yet more servitors of Nyarlathotep.

Servitors view the war with disdain; the petty grievances of humans are beneath them as they advance the schemes of their god. However, a small group of overlords have allied with Black Sun, sensing the potential for sowing discord and chaos amongst the society’s membership. Yet servitors can appear anywhere; for instance, there is a very powerful servitor overlord who has wrestled control of the Cult of the Bloody Tongue from the faction’s leaders in Kenya.

SERVITOR

All servitors that reach maturity undetected burst forth from their hosts as a mass of scything claws, spore filled pustules and the single, bloody proboscis that marks their master. Fortunately, the educated player character can identify the victim of a servitor infection before this fatal endpoint by observing the cold, psychotic changes in behaviour that take place as their humanity is worn away.

- Aspects:** • *Schemer in Service to Nyarlathotep*
• *Equally Cunning and Vile*
- Skills:** *Good (+3)* Cull the Insignificant
Fair (+2) Alien Intellect and Guile, Power and Speed
Average (+1) Everything Else
- Abilities:** **Claws.** Weapon:2. A servitor can sweep its claws furiously, attacking everyone it can reach—the skill roll for this attack is, however, 1 rank lower.

Imposing Presence.

Inhuman Mind.

Tentacle. A servitor has a single tentacle it can attack and grapple with.

Stress: ☐☐

Consequences: 1 Mild, 1 Moderate

SERVITOR OVERLORD

Unlike a servitor, the overlord does not grow claws, and the tentacle that replaces its human head retains its eyes, although they become reptilian in nature. Its tail is, however, far shorter than that of its otherwise less-developed relation and is, therefore, of much more limited use when it comes to attacking an adversary.

- Aspects:** • *Cunning Overlord of Nyarlathotep*
• *Dominating Strength and Presence*

Skills: *Great (+4)* Alien Intellect and Guile
Good (+3) Cull the Insignificant, Power and Speed
Fair (+2) Everything Else

Abilities: **Claws.** Weapon:2. An overlord can sweep its claws furiously, attacking everyone it can reach—the skill roll for this attack is, however, 1 rank lower.

Choking Cloud. Overlords can unleash a cloud of spores—an area effect that creates a **Choking on Spores** advantage against another who can breathe in the same zone, and possibly in nearby zones depending on the wind. Characters defend with Physique. If it succeeds with style against an NPC, it is instead **Under the Overlord’s Control** for the next hour or so.

Imposing Presence.

Inhuman Mind.

Overlord’s Presence. Lesser beings under an overlord’s thrall have the aspect **Empowered by the Overlord**, with a free invocation at the beginning of a conflict sequence. If the overlord is killed or otherwise loses control, the aspect goes away.

Tentacle. An overlord has a single tentacle it can attack and grapple with.

The petty grievances of humans are beneath them as they advance the schemes of their god.

Spells: An overlord of Nyarlathotep knows around a dozen spells, naturally including *contact Nyarlathotep*.

Other Effects: An overlord can force someone to join its kind by restraining a person, and then shoving its tentacle down the person’s throat to implant

a spore deep within. After some time, that person will become a servitor of Nyarlathotep, or possible an overlord.

Stress: ☐☐☐

Consequences: 1 Mild, 1 Moderate

Shantaks (Servitor Race)

Shantaks are huge, scaled creatures, larger than elephants, which are used as mounts by the Outer Gods' most favoured cultists. They have a horse-like appearance and sightings of them in antiquity are probably the source of many of the world's dragon legends.

Aspects: • *Massive Alien Mounts*
• *Fearsome and Mighty*

Skills: *Great (+4)* Utterly Strong and Vigorous
Good (+3) Alien Awareness, Claw and Kill the Weak
Average (+1) Everything Else

Abilities: **Claws.** Uses the shantak's offensive scale.

Flight.

Inhuman Mind.

Scale. A shantak is the size of a bull elephant, giving it offensive and defensive scale.

Stress: ☐☐☐

Consequences: 1 Mild

Shoggoths (Servitor Race)

Amongst the worst and most deadly of the Mythos creatures, shoggoths appear to be enormous amoebas, or a boiling sea of flesh which sprouts eyes, tentacles, and maws as needed.

Shoggoths were originally created to serve as a slave race by the elder things, but they proved surly and rebelled and overthrew their masters. Since then they have served deep ones and other races, and have even been found in the thrall of human cultists. However it is only a matter of time before they grow tired of servitude and attempt to slay all within reach.

Aspects: • *Formless Harbingers of Massacre*
• *Dangerous Even to Its Masters*

Skills: *Fantastic (+6)* Rend and Destroy All Around
Superb (+5) Ignore Meaningless Human Assaults, See and Sense All Around
Good (+4) Everything Else

Abilities: **Amphibious.**

Imposing Presence.

Inhuman Mind.

Regeneration. A shoggoth slowly heals from damage. When taking an action, remove the check from one stress box (regardless of the action taken).

Resilience against firearms, electrical attacks, fire; +2 to defence actions (in addition to defensive scale).

Seep. A shoggoth can move through porous materials, with minor difficulty.

Scale. A shoggoth's mindboggling stature gives it offensive and defensive scale.

Tentacles. A shoggoth can have as many tentacles as it likes, which can reach up to two or three zones away.

Stress: ☐☐☐

Consequences: 2 Mild, 1 Moderate

Sightings of them in antiquity
are probably the source of many of the
world's dragon legends.

Spectral Hunter (Created Servitor Race)

Spectral hunters are created via a particularly loathsome ritual using human volunteers. The subject is transformed into a large, rubbery, red-eyed, oil black humanoid with pincers for hands. These creatures are either placed as guards over an important place or item, or are given a target to hunt down and kill.

Spectral hunters have the ability to turn invisible at will, and while invisible they are immune to all non-enchanted weapons; this makes them extremely dangerous foes. However, they also have two major weaknesses: first, if they are caught in certain types of light—typically that projected through special lenses—they become visible and also lose their immunities to damage. Second: during creation they are magically tied to a certain ceremonial object; they are unable to travel more than a mile away from it, and if it is ever destroyed, they are slain.

Aspects: • *Monstrously Created From a Perverted Ritual*
• *Bounded to its Object*



Skills: Great (+4) Being Unseen and In Control
Good (+3) Laughing off Pathetic Assaults,
Savage Lesser Creatures
Average (+1) Everything Else

Abilities: Immunity to non-enchanted weapons while invisible.

Imposing Presence.

Inhuman Mind.

Invisibility. A spectral hunter can turn *Invisible* at will. (This advantage does not have a free invocation, as it is not created with an action.)

Pincher. Weapon:1.

Liabilities: A spectral hunter cannot travel more than a mile from its bonded item. In addition, a spectral hunter loses its Immunity and Invisibility abilities when caught in a beam of light projected through certain special lenses.

Weakness: If the spectral hunter's bonded item is destroyed, the spectral hunter is slain as well.

Stress: ☐☐

Consequences: 1 Mild, 1 Moderate

It's bad enough having to type the names of these things, although I don't doubt they could bag you an amazing score in that Criss-Crosswords game Professor Deadman has.

- Peggy



CHAPTER 13

Allies and Nemeses

*"I like a man who grins when he fights."
- Winston Churchill*

This chapter describes a variety of people that the characters could potentially interact with during the course of their adventures. The first part provides you with short biographies of many of the major historical players in the Secret War. Those associated with a particular group or secret society can be found in the relevant group sections in **The Other Secret War**, starting on p.43. Those not mentioned, such as Bernard Montgomery, Erwin Rommel, and Douglas MacArthur, will be dealt with in the relevant **Achtung! Cthulhu** supplements for the theatres of war they are most famously associated with.

The second part of this chapter provides statistics for the less luminary, everyday people that the characters are likely to encounter, those who keep the world running back home and who are helping the war effort in their own particular way, no matter what country they are from.

"Fame is morally neutral."

- Edward R. Murrow.

VERY IMPORTANT PEOPLE

Although you might not expect lowly adventurers to be hob-nobbing with the big boys, there is always the chance that they might make a cameo appearance, for example by being present at an important mission briefing, or inspecting troops or facilities. We haven't provided stats for these personalities: given who they are, they can pretty much do whatever you, as the GM, need them to.

The Americans

DWIGHT D. EISENHOWER

Dwight David Eisenhower (1890-1969). A graduate of West Point, Eisenhower serves on American soil during World War One, predominantly in a training and organisational role. After the Great War, he specialises in developing tank warfare methods until discouraged from doing so by the top brass, as well as training troops and studying military strategy and tactics. He is put in charge of the War Plans Division after the Japanese attack on Pearl Harbor, and is then sent to London to mastermind Operation Torch. Later he becomes the overall Commander of the Supreme Headquarters Allied Expeditionary Force (SHAEF). His worth as a tactician prevents him from serving in the frontline, and he never actually leads troops into combat himself. Friendly and honest, Eisenhower has the uncanny knack of enabling clashing personalities to work together, a quality that is essential for Allied success.

J. EDGAR HOOVER

John Edgar Hoover (1895-1972). Once in possession of a law degree, Hoover is assigned to the Justice Department's War Emergency Division and its Alien Enemy Bureau. After World War One, he joins the then Bureau of Investigation and begins compiling files on left-wing activists and making life difficult for anyone who crosses him. He is Director of the Bureau when it becomes the FBI in 1935, giving him even greater power. Through him, the Bureau's record keeping and training improves dramatically. Hoover's men are responsible for American counter-espionage efforts, and he resents British interference on American soil in this matter.

GEORGE PATTON

George Smith Patton, Jr. (1885-1945). An Olympic athlete and early member of the US Tank Corps, Patton sees service in World War One. After the war he, like his one-time assistant Eisenhower, develops new methods of armoured warfare. He leads the Seventh Army during the invasion of Sicily, but disgraces himself by slapping two shell-shocked soldiers under his command. Reassigned to the Third Army, he leads his troops into France, even though the German High Command thinks he is in England preparing a much larger invasion force for an attack on the Pas-de-Calais. His larger than life personality, political ineptitude, and ruthlessness leave public opinion divided.

FDR

Franklin Delano Roosevelt (1882-1945). Architect of America's New Deal, Roosevelt relishes a good fight. His own battle to recover from polio is indicative of his determination to overcome any obstacle with a mixture of optimism, cheerfulness, and down-right stubbornness. Married to the equally determined and spirited Eleanor, FDR manages the difficult task of supporting his political friends whilst maintaining a mask of neutrality until the Japanese bring America fully into the war. A shrewd political animal like his friend Churchill, he wisely allows his generals to dictate military strategy on the ground whilst inspiring his citizens to support the conflicts in Europe and the Pacific.

The British

WINSTON CHURCHILL

Winston Leonard Spencer-Churchill (1874-1965). The son of an English Lord and an American heiress, Churchill is an instantly recognisable figure with his bow-tie, cigar, and occasional Tommy gun. Educated at Harrow and Sandhurst, he serves as a cavalry officer in various campaigns across the world, at the same time acting as a roving war correspondent. His escape from a Boer prisoner of war camp firmly establishes him in the public eye, and he is elected as a Member of Parliament (MP) at the tender age of twenty-five. A prolific writer and painter, Churchill's indefatigable personality helps to bolster British morale at its darkest hour. Whilst not always the best military strategist, he is a master of the political arena.

DR. HUGH DALTON

Edward Hugh John Neale Dalton (1887-1962). The son of Queen Victoria's chaplain, Dalton is educated at Eton and Cambridge University before studying at the prestigious London School of Economics (LSE). After a stint in the armed forces during World War One, he returns to the LSE as a lecturer and gains his PhD. He becomes a Labour politician in the mid-20s, and Churchill asks him to join his coalition government in 1940 as Minister of Economic Warfare. Whilst in post, he sets up the Special Operations



Photo: Unknown — U.S. National Archives and Records Administration — Lieutenant Colonel Iyle Bernard, 30th Infantry Regiment and Lieutenant General George S. Patton — Public Domain Image.

Executive (SOE) and sits on the committee of the Political Warfare Executive (PWE). He is frequently at odds with Duff Cooper, Minister of Information, as to who is running Britain's propaganda show, up until Brendan Bracken takes over Cooper's job in 1941.

SIR HUGH DOWDING

Hugh Caswall Tremenheere Dowding (1882-1970). Having first served as an artilleryman, Dowding learns to fly and, on the eve of World War One, joins the fledgling Royal Flying Corps. After a blazing row with a senior officer over the treatment of pilots, he is sent back to Britain to sit out the rest of the war. He becomes a member of the Royal Air Force upon its establishment, moving up to become the head of Fighter Command and developing an integrated air defence plan. Even though due to retire, "Stuff" (as he is known by his men) stays in post to see the RAF through the Battle of Britain. He retires instead in 1942 under something of a cloud, and develops a deep interest in spiritualism, a subject on which he frequently writes and speaks.

LORD LOUIS MOUNTBATTEN

Louis Francis Albert Victor Nicholas George Mountbatten (1900-1979). Queen Victoria's great grandson graduates from the Royal Naval College and becomes a career naval officer, seeing service in both World Wars. Deeply interested in technology and gadgets, he also serves for a time as a wireless officer. His exploits onboard his ship, HMS Kelly, are the inspiration for Noel Coward's film *In Which We Serve*. Involved in planning many commando raids, including the disastrous assault on Dieppe, Mountbatten is also a strong supporter of the Pykrete ship initiative. Later in the war, Mountbatten is transferred to the Pacific theatre to oversee the recapture of Burma.

The French

ÉDOUARD DALADIER

Édouard Daladier (1884-1970). Daladier works his way up the French political ladder and serves three times as the Prime Minister of France, his last term ending just before the German invasion. Pro-natalist and anti-Communist, he is complicit in the capitulation to Adolf Hitler at Munich in 1938, all the while negotiating with America on the purchase of aircraft in readiness for war. He resigns over Finland's war with Russia, though he remains as Minister of Defence. He flees to Morocco after the German invasion, but is arrested by the Vichy government and tried for treason at the Riom Trial. He spends the rest of the war in a variety of French and German prisons and prison camps.

CHARLES DE GAULLE

Charles André Joseph Marie de Gaulle (1890-1970). From a literary family with ties to the nobility, de Gaulle develops an interest in military history at a young age. Graduating from the military academy of Saint Cyr, he joins a unit commanded by Philippe Pétain. Cited for bravery during World War One, de Gaulle has several close shaves with death during the conflict before becoming a prisoner of war. After the war, he teaches at the *École Militaire* in Paris. His military career stalls due to disagreements with his superiors and, after serving briefly as

the Under Secretary of State for National Defence and War, he flees to England upon the Fall of France. He becomes the leader of the Free French Forces and, with time, the effective head of the French government in exile.

"MAX" MOULIN

Jean "Max" Moulin (1899-1943). Whilst working in local politics, Moulin trains as a lawyer. Climbing the political ladder, he becomes the Prefect of various regions, and is arrested by the Germans after the invasion for refusing to follow their instructions. He is later dismissed from his post by the Vichy government for insubordination. Escaping to London in 1941, he makes contact with Charles de Gaulle, who gives him the task of uniting the various splintered French Resistance groups. Returning to France, he manages to achieve this difficult task shortly before being arrested by the *Gestapo*. He dies on a train bound for Germany, taking his secrets to the grave.

PHILIPPE PÉTAIN

Henri Philippe Benoni Omer Joseph Pétain (1856-1951). A national hero for his actions at the Battle of Verdun and Marshal of France, Pétain is appointed Prime Minister after Paul Reynaud's resignation and leads the request for an armistice with Germany. The Lion of Verdun's collaborationist government moves from Paris to the spa town of Vichy, with Pétain achieving total power as the official Head of State after abolishing the Third Republic. Using his powers, he imposes censorship of the press and bans freedom of expression, as well as implementing German anti-Semitic policies. With the total occupation of France, he becomes little more than a highly popular figurehead. After the country's liberation, Pétain's government sets itself up in exile, although he refuses to take part.

PAUL REYNAUD

Paul Reynaud (1878-1966). A graduate of the prestigious Sorbonne, Reynaud, like many of his contemporaries, studies law before moving into politics. A strong supporter of both de Gaulle and Churchill, he argues fervently against Germany's rearmament and land-grabbing, but to little avail. He acts as Minister of Finance under Daladier, where he improves the country's economy and industrial production. Named as Daladier's replacement as Prime Minister, he serves only briefly, resigning after the government refuses to accept a British-French Union. Injured in a car crash, Pétain has him arrested upon his release from hospital and hands him over to the Germans. Reynaud remains in German custody for the rest of the conflict.

The Germans

WILHELM CANARIS

Wilhelm Franz Canaris (1887-1945). Joining the German Imperial Navy at a young age, Canaris sees action during World War One, and escapes from detention in Chile after



Photo: Unknown - Admiral Wilhelm Canaris, 1940 - Bundesarchiv, Bild 146-1979-013-43 / CC-BY-SA.

his ship is captured by the British Navy. A fluent Spanish speaker, he is sent to Spain to spy for his country, survives a British assassination attempt, and returns to the Navy to command a U-boat, all before the Armistice is signed. He remains in the Navy after the war and develops his espionage career, taking control of the *Abwehr* after Hitler's rise to power. Although he initially supports the *Führer*, he soon begins to work covertly against him, and is quite probably passing information to SIS, as well as turning a blind eye to British deception operations.

HERMANN GÖRING

Hermann Wilhelm Göring (1893-1946). A keen mountain climber and student of Teutonic legends in his youth, Göring spends the early days of World War One in hospital with rheumatism before unofficially transferring himself to the *Luftstreitkräfte*, where he becomes renowned as an air ace, although not necessarily a popular one. Working in aviation in a variety of countries after the war, he is an early member of the NSDAP, and commands the *Sturmabteilung* (SA) for a while. Injured in the failed Munich Putsch, he becomes addicted to morphine and gradually more and more obese. He rises to prominence as the NSDAP gains power and is placed in charge of the *Luftwaffe*. Following his disgrace for failing to destroy the RAF, amongst other gaffes, he becomes increasingly sidelined and mistrusted. He takes to lining his own pockets and living a life of luxury, much to the consternation of the German people.

DR. JOSEF GOEBBELS

Paul Josef Goebbels (1897-1945). Known as the "poison dwarf" by his arch-rival Göring, the former journalist and bank clerk is also an early member of the NSDAP. Prevented from serving in World War One by his club foot, and frustrated by his lack of success as an author, he is a very bitter man. Hitler spots his talent for rhetoric early in their association, and makes him *Gauleiter* of Berlin. His specialism is propaganda in all its forms, and he has total control over the media, arts, information, and education in Germany. He is a skilled and manipulative orator and stage-manager, a notorious womaniser, and a vicious anti-Semite.

RUDOLF HESS

Rudolf Walter Richard Hess (1894-1987). Deputy *Führer* to his friend and fellow Putsch prisoner Adolf Hitler, Hess is a student of geopolitician and occultist Karl Haushofer (see the upcoming *Achtung! Cthulhu: Shadows of Atlantis* for further details). He is also a member of the Thule Society (see p.71) and shows a keen interest in astrology and the mystical arts. His position at Hitler's side usurped by Martin Bormann, and increasingly suffering from hypochondria and paranoia, Hess develops a radical plan to seek peace terms with the British by flying solo to Scotland without Hitler's knowledge. He is declared a madman and a puppet of malign forces by the Party for his efforts.

HEINRICH HIMMLER

Heinrich Luitpold Himmler (1900-1945). Godson to a Prince of the Bavarian Royal Family, after whom he is named, Himmler's regal connections enable him to enter officer training, although the Great War is over before he can graduate. A sickly child, his health remains poor for the rest of his life. Whilst at University he joins the League of Apollo, and becomes increasingly anti-Semitic before graduating with a diploma in agriculture. His participation in the Munich Putsch costs him his job but strengthens his ties to the NSDAP. As his involvement with the Party grows, so does his interest in mysticism and the occult, leading to the foundation of the *Ahnenerbe*. He is in total command of the various German police forces, and is a major force behind the Holocaust.

ADOLF HITLER

Adolf Hitler (1889-1945). A casual labourer and watercolour painter living in poverty in Vienna prior to World War One, Hitler serves as a despatch runner for the Army during the conflict and receives the Iron Cross. A firm believer in the "stab in the back" myth, his nationalism begins to take on darker overtones once the war is over. He is heavily influenced by Dietrich Eckart, a member of the Thule Society, and becomes an adept public speaker after joining the NSDAP. He is imprisoned as a result of the failed Munich Beer Hall Putsch (see p.5 for further details), and writes *Mein Kampf*, setting out his racist, anti-Semitic political vision. Through intimidation, fear, cheating, and mesmeric charisma, he rises to the position of *Führer*, the supreme leader of Germany.

THE MAN IN THE STREET

Below are descriptions and statistics for a variety of people that the characters could run into, or need to speak with, during the course of their investigations. They have been separated by country, although several, such as the Factory Worker (p.228), could just as easily be found elsewhere.

United Kingdom

ARP (AIR RAID PRECAUTION) WARDEN, AGE 35

"Put that bloody light out! Don't you know there's a war on?!"

Wearing their familiar overalls, armband, and black steel helmet emblazoned with a white W, the men and women of the ARP are responsible for distribution of gas masks, pre-fabricated air raid shelters, the upkeep of public shelters, and maintaining the blackout. As the Blitz rains destruction down upon the streets of London, their job extends to the grimmer tasks of rescuing survivors, searching for the dead, and attempting to help extinguish the incendiary bombs that put the city to the torch.

Initially only men over the age of thirty are appointed but, as the war progresses, both men and women of all ages

join their ranks, even in some instances boys in their teens. Though they have no power of arrest, the ARP Wardens still possess authority as everyone knows the dangers they face on a nightly basis and the vital job they do for the war effort.

Aspects: • *Vigilant Citizen*

Skills: *Fair (+2) Provoke or Rapport*
Average (+1) Empathy and Survival

Equipment: *ARP Helmet, whistle*

Note: Add another skill at *Average* to reflect the individual, such as *Contacts, Mechanics, or Physique.*

Alongside the women of the Royal Navy's Wrens and the Women's Auxiliary Air Force, many young women choose to join the Armed Forces as clerks, typists, radio operators, and even anti-aircraft crew (though typically they are permitted to aim but not fire the weapon). The war has presented these women with an opportunity to take on roles traditionally reserved for men only, but with the mass mobilisation of the populace in Britain, every pair of hands is put to good use.

ARP Wardens still possess authority as everyone knows the dangers they face.

**AUXILIARY TERRITORIAL SERVICE VOLUNTEER,
AGE 24**

"I know the war is a terrible thing, but if it weren't for that Hitler I would still be working as a clerk in that awful insurance firm. Now here I am, every night manning a searchlight and hunting for the Luftwaffe. I know it's naughty to say so but it's the most fun I've had in years!"

Aspects: • *Woman at War*

Skills: *Fair (+2) Rapport*
Average (+1) Athletics and Empathy

Equipment: *Webley No.1 Mk.VI Revolver*

Note: Add another skill at *Average* to reflect the individual, such as *Academics, Provoke, or Will.*

Photo: Unknown - U.S. National Archives and Records Administration - War Correspondents and personnel of the Office of Strategic Services, 1944- RWDS-536-H-17(28671) - Public Domain image.



**LOCAL DEFENCE VOLUNTEER (HOME GUARD),
AGE 55**

"Who do you think you are kidding, Mister Hitler, if you think old England's done?"

The men of the LDV are Britain's volunteer defence force, comprised of over 1.5 million local men ineligible for military service "..., mostly due to their age, hence the affectionate nickname "Dad's Army". During the early years of the war, with the prospect of invasion a very real threat, the LDV is created to patrol coastal areas, maintain guard on important facilities and, in the event of an invasion, join the defence of the country against the Nazis.

Initially the LDV are badly-equipped, with many forced to field their own armaments, resulting in some forces wielding a combination of shotguns, swords, and even pitchforks. As the war progresses, a concerted effort is made to standardise their weapons, with the United States National Rifle Association conducting a drive to collect privately donated rifles to ship across the Atlantic. By 1943 the Home Guard (as they are now known) is properly trained and equipped though, with the fear of invasion gone, many are transferred to man anti-aircraft defences.

Aspects: • *Defender on the Home Front*

Skills: *Fair (+2) Shoot*
Average (+1) Athletics and Survival

Equipment: *Webley No.1 Mk.VI Revolver, M1917 Enfield*

Note: Add another skill at *Average* to reflect the individual, such as *Fight, Mechanics, or Soldier.*

LOCAL SQUIRE, AGE 64

"I fought the Bosch the last time they caused trouble. Wish I could give them a bloody good thrashing again now. Still, I'm doing my bit for the war. I've got a company of GIs billeted at the manor. Damn, shouldn't really be telling you that should I? Careless talk, and all that."

Despite his advanced years, the owner of the local manor is still contributing to the war effort. Patriotic to the core, he has opened up the estate, taking in evacuee children and, later in the war, providing a billet for American troops as they prepare for the second front. Self-important and slightly pompous he may be, but his services are invaluable as he manages the distribution of rations, coordinates air raid drills, and even pays for a new fire engine for the village out of his own pocket. Before the war, he had little to occupy his time, but the conflict has given him a new lease of life and he intends to make the most of it.

Aspects: • *Pompous but Patriotic*

Skills: *Fair (+2) Rapport*
Average (+1) Academics and Contacts

Stunt: **Local Knowledge.** Has Academics at *Fair (+2)* solely for the purposes of local history and related knowledge.

Equipment: *Walking Cane, Purdey Double-Barrel Shotgun*

Note: Add another skill at *Average* to reflect the individual, such as *Resources, Survival* (with a specialisation of the local area), or *Will*. Possibly also give an *Academics* specialisation.

POLICE CONSTABLE, AGE 32

"Come along now Sir, there's no need to cause a scene, there's a good gentleman."

A familiar sight walking his beat on the streets of England, the traditional British Bobby holds a special place in the hearts of the local community. He makes it his business to know everybody on his patch, and takes great care to build a close relationship with the local people, preferring to resolve disputes through dialogue rather than arrest. Wearing his traditional "custodian" helmet, complete with the Brunswick star badge bearing the reigning monarch's crown, the police constable is usually armed only with his trusty truncheon, which he is permitted to use purely for self-defence. During the war, concerned over fears of enemy attack and sabotage, police officers are armed with the unreliable Ross rifle or, when required, the Webley revolver, though only under exceptional circumstances.

Aspects: • *Defender on the Home Front*

Skills: *Fair (+2) Empathy and Provoke*
Average (+1) Physique and Survival

Stunt: **Police Law.** Has Academics at *Fair (+2)* solely for the purposes of law enforcement.

Equipment: *Custodian Helmet, Greatcoat, Truncheon, Webley No.1 Mk.VI Revolver, Lee Enfield No.1 Mk.III, whistle*

Note: Add another skill at *Average* to reflect the individual, such as *Fight, Mechanics, or Soldier.*

POSTMISTRESS, AGE 61

"That Professor Doherty's a strange one. Ever since he moved into Brichester Hall, I've been getting the queerest parcels to keep for him. How can one man read so many books? Why they're not even new, all musty and old and smelling of Lord knows what! Now those Yanks at the base, they're a different story. All please and thank you ma'am, and let me help you with those parcels ma'am. If I were younger..."

Like the local Bobby, the postmistress is a pivotal soul at the heart of village life. With so many men now conscripted into the Armed Forces, she has stepped up to do her bit for the war effort and ensure that the postal and

telephone services keep running, no matter what the Germans throw at the country. In the smaller villages, the post office is also the village shop and the telephone exchange, so you can guarantee that if something untoward is going on, the postmistress will be the first to hear about it (though she should really stop earwigging on those telephone calls).

Aspects: • *Hub of Community*

Skills: *Fair (+2) Contacts (Local Community specialisation)*
Average (+1) Empathy and Rapport

Equipment: *Hatchet*

Note: Add another skill at *Average* to reflect the individual, such as *Academics*, *Deceive*, or *Lore*.

ROYAL NATIONAL LIFEBOAT INSTITUTION VOLUNTEER, AGE 46

"When we pulled that Jerry sailor out of the Channel he'd only been adrift for two hours, but he looked like he'd been at the bottom for a month. I don't care what the Admiralty says sank his E-Boat, but it weren't no depth charge. Depth charges don't leave tears in steel like that"

The brave men of the RNLI, volunteers all and ineligible for conscription due to their age, continue the perilous task of patrolling the coasts of the British Isles and risking their own lives to save others from the sea. With the increase in German U-boat activity, they face constant danger as they brave the cruel seas searching for survivors from the thousands of merchant ships that fall victim to the wolf packs. During the Dunkirk evacuation, RNLI crews work tirelessly in their lifeboats to ferry tired and terrified soldiers from the beaches. Most of these volunteers are fishermen by trade, and know their stretch of coast better than any Navy man could ever hope to.

Aspects: • *Brave Coastal Patrolman*

Skills: *Fair (+2) Sail and Survival (Coastal specialisation)*
Average (+1) Athletics and Physique

Equipment: *Boat Hook, Boat Oar*

Note: Add another skill at *Average* to reflect the individual, such as *Fight*, *Mechanics*, or *Shoot*.

SPECIAL BRANCH / CID DETECTIVE, AGE 40

"Special Branch! You're nicked, sunshine!"

The plain-clothed detectives of the Criminal Investigation Department are responsible for investigating major crimes such as rape, murder, fraud, and any other criminal offences requiring detailed detection. Having served a minimum of two

years as uniformed officers, they receive additional training before reaching the rank of Detective Constable.

The Special Branch represents the intelligence arm of the British Police Constabularies, with training similar to that of their CID colleagues but focused on matters of national security and counter-espionage. Due to the nature of their work, they regularly cooperate with counter-intelligence operations conducted by MI5, and will always accompany their operatives to provide powers of arrest and detention.

While all British Constabularies maintain a CID and Special Branch division, London's Metropolitan Police Service also maintain a special unit officially named the

The Special Branch represents the intelligence arm of the British Police.

Mobile Patrol Experiment, with responsibility for the investigation of serious armed crime across all of London's Metropolitan divisions. These hard talking and hard fighting men become known as the Flying Squad, or by their Cockney rhyming slang sobriquet "The Sweeney" (Sweeney Todd/Flying Squad).

Aspects: • *Accomplished Police Detective*

Skills: *Good (+3) Investigate*
Fair (+2) Empathy and Rapport
Average (+1) Athletics, Fight, and Survival

Equipment: *Truncheon, Webley No.1 Mk.VI Revolver*

SPIV/BLACK MARKETEE, AGE 37

"Come on then Ladies, I've got chocolate, nylons, butter, even some bananas straight off the boat at Southampton. Don't you worry about that ration card, luv, I'll sort you out."

The war, and particularly the Blitz, has been a godsend for the criminal classes of Britain. With so many men away fighting, and the police stretched thin coping with the constant demands of maintaining public safety, these nefarious characters have come into their own and made the black market for even the most basic goods flourish. The anonymity of the blackout combined with the stringent rationing of all goods has provided them with lucrative new markets. Selling their wares by day, they restock from the country's warehouses and docks at night, often dressing as ARP Wardens and, claiming a building is bomb damaged, will clear it out, sometimes with the help of unwitting passers-by.

Aspects: • *Shady Fellow*

Skills: *Fair (+2) Rapport and Survival (Criminal specialisation)*
Average (+1) Contacts, Deceive, and Tradecraft

Equipment: Knife, Sap/Blackjack

Note: The Criminal specialisation of Survival covers awareness of police or other criminals nearby, casing locations and situations, and so on. Some may have Empathy at Average instead of another skill.

WAR CORRESPONDENT, AGE 34

"Hey pal, what's the story? The folks back in New York wanna hear how you're sticking it to the Krauts, and I aim to make sure they hear it from me first."

Despite having to wage his own personal war against the bureaucracy and red tape of the war censors at the Ministry of Information, the war correspondent is always ready to leap upon any opportunity for a scoop to splash across the front page on both sides of the Atlantic. Often working alongside troops in the field, he is constantly looking for an angle and is prepared to put his own life at risk to get the story.

Many of these writers and photographers find themselves on the frontline and, in some cases, beyond it. The writer Ernest Hemingway attaches himself to the 22nd Infantry Regiment and, according to some legends, personally liberates the Paris Ritz ahead of the main Allied armies (though one should always be careful not to believe everything a war journalist says).

Aspects: • **Bold Journalist**

Skills: Fair (+2) Academics (Journalism specialisation) and Rapport
Average (+1) Empathy, Contacts, and Investigate

Equipment: Colt M1911 Pistol, notebook, camera, film

Note: Add another skill at Average to reflect the individual, such as Drive, Fight, or Sciences.

Occupied Europe

GENDARME / POLICEMAN, AGE 43

"What can I say? It doesn't matter who runs the country, law and order must be preserved, no? I have looked after the people of this village for twenty years and no German is going to stop me."

The Germans, despite their apparent invincibility, only have finite resources and, with the war expanding across the continent, they cannot hope to police their newly conquered territories alone. Employing the existing police and *gendarmerie* is their only option, though under the watchful eye of their own military authority. Some call him a collaborator, but he can live with that as his concern is for the people of his town or village, whom he hopes to protect from reprisals should the Resistance strike again. Caught between his duty to report wrongdoing and arrest criminals, and his patriotism, he may turn a blind eye to some Resistance activities as long as they don't endanger his people.



Aspects: • **Policeman Under Pressure**

Skills: Fair (+2) Empathy and Investigate
Average (+1) Contacts, Provoke, and Rapport

Stunt: **Police Law.** Has Academics at Fair (+2) solely for the purposes of law enforcement.

Equipment: Baton, MAB Model D Pistol

Note: Add another skill at Average to reflect the individual, such as Academics, Deceive, or Resources.

PARTISAN / GUERRILLA FIGHTER, AGE 38

"I slit the throat of the last man to betray us. What makes you think I will be kinder to you if you cross me?"

Like their brothers and sisters in the towns, the partisan fighters wage war against the occupiers from the forests and mountains of their country. Relying on local towns and villages for supplies, they evade the Germans through their knowledge of the secret passes and trails that criss-cross the country. Seasoned fighters, many saw action in the Spanish

Civil War, and many have been fighting the fascists for longer than they can remember. Despite their common enemy, their old political and personal grudges are never far from the surface, ready to boil over into violence should their honour be slighted.

Aspects: • *Common Citizen Turned Combatant*

Skills: *Fair (+2) Fight and Physique*
Average (+1) Athletics, Shoot, and Survival

Equipment: *Knife, MP40 Maschinenpistole, Lee Enfield No.1 Mk.III*

Note: Add another skill at *Average* to reflect the individual, such as Lore, Mechanics, or Ride.

REFUGEE, AGE 58

"Hope? What hope? We have lost everything: our home, our sons, and our pride. Now we flee for our lives and just try... quickly, get off the road, the Stukas are coming!"

A common sight throughout the war, the endless columns of refugees fleeing the advancing German forces demonstrate the miserable price that so many are forced to pay by the conflict. Abandoning their homes, they have packed all that they can carry, sometimes onto wagons, often just into suitcases and are now running for their lives, though they have no idea where to. The old and the

infirm limping alongside while children scream in terror, they shuffle along the roads like zombies. At the first sound of the shrill sirens of the *Stuka* dive-bombers they scatter into the fields, desperate to find protection from the rain of death unleashed upon them. Though forlorn and lost, they have seen much in their weary flight and may provide valuable intelligence in return for a crust of bread to feed their terrified children.

Aspects: • *Weary and Without a Home*

Skills: *Fair (+2) Empathy*
Average (+1) Athletics and Survival

Equipment: *Butcher's Knife*

Note: Add another skill or two at *Average* to reflect the individual, such as Fight, Lore, Mechanics, or Physique.

RESISTANCE FIGHTER, AGE 26

"Allo London, this is Nightingale calling, come in London, over."

Their country overrun by the Nazi war machine, their national pride in tatters, the men and women of the Resistance do the only thing they can: they fight. Under constant threat of discovery and execution at the hands of the sadistic SD and *Gestapo*, they put their lives on the line every day collecting intelligence on German troop movements to pass back to their controllers in London, while at night they build crude explosive devices to jam under railway tracks in the hope of disrupting the German supply lines. Radios hidden in attics and behind cupboards, they transmit in the early hours but only for short bursts, ever fearful of the German radio direction finders and the dreaded late-night knock at the door.

Aspects: • *Will Do Anything for Freedom*

Skills: *Fair (+2) Shoot and Empathy*
Average (+1) Athletics, Fight, and Survival

Equipment: *Knife, Sten Mk.I Submachine Gun*

Note: Add another skill at *Average* to reflect the individual, such as Contacts, Physique, or Ride.

SOCIALITE / COLLABORATOR, AGE 35

"The trouble with these Bolsheviks is that they don't know what's good for them. The Germans have won—they're in charge now, so why rock the boat by resisting? I eat in the finest restaurants while the damned Resistance hide in the sewers, and the German officers are quite charming. I don't know what all the fuss is about."

While her countrymen are locked in a life-or-death struggle with the German occupiers, this former socialite has ingratiated herself with the invaders and is reaping the benefits (for now). She still wears the latest fashions, eats at the



best restaurants, and attends the most glamorous occasions, but these days she simply does it on the arm of a German Colonel instead of a French one. Whether simply naïve or just too selfish to realise the consequences of her actions, she would not hesitate to inform on her countrymen should they endanger her lifestyle. When the tide of the war turns, she soon finds herself abandoned by her former lovers and at the mercy of a vengeful nation.

Aspects: • *Well-to-do Turncoat*

Skills: *Fair (+2)* Rapport and Resources
Average (+1) Contacts, Deceive, and Empathy

Equipment: *Walther PPK*

Note: Add another skill at *Average* to reflect the individual, such as Academics, Lore, or Sciences.

“The path of least resistance is
the path of the loser.”
— H. G. Wells

Nazi Germany

HITLERJUGEND, AGE 15

“The branch on the linden is leafy and green, The Rhine gives its gold to the sea, But somewhere a glory awaits unseen, Tomorrow belongs to me.”

Even the youth of the Nazi regime are not spared the daily indoctrination and propaganda, with mandatory membership of the Hitler Youth for all boys over the age of 14, and a sister organisation, the League of German Girls (*Bund Deutscher Mädel*), ensuring the young women receive the same education in the Nazi ideal. Before the war, the focus of the Hitler Youth is on education, physical fitness, and other Aryan ideals, but now with the war in full swing they have become an auxiliary force, acting as reserve fire-fighters and assisting recovery efforts in bomb-damaged cities. By the end of the war, with Hitler’s vow to fight to the last drop of German blood, the innocent youth are thrust into the vicious street-to-street fighting as the Soviet Army lays waste to Berlin.

Aspects: • *Youthful Nazi Zealot*

Skills: *Fair (+2)* Athletics
Average (+1) Fight and Provoke

Equipment: *Knife, Gewehr 43 Rifle*

Note: Add another skill or two at *Average* to reflect the individual, such as Deceive, Empathy, Physique, or Survival.

GESTAPO AGENT / SD AGENT / SIPO (STATE SECURITY), AGE 35

“Papers, please.”

With the collar of his leather coat pulled up around his face and the brim of his fedora low over his eyes, this agent stalks the streets of Germany, hunting for enemies of the State. No door is barred to him, no rumour too vague to investigate. He is the instrument of the Third Reich’s great terror; the firm grasp on the shoulder, the knock on the door late at night. Without conscience or compassion, he carries out his duties with cold efficiency, careless of the lives he destroys in his pursuit of the Reich’s enemies.

Aspects: • *Fearsome Agent of the Reich*

Skills: *Good (+3)* Investigate and Provoke
Fair (+2) Empathy, Shoot, and Survival
Average (+1) Contacts, Lore, Resources, and Shoot

Equipment: *Trenchcoat, Knife, Walther PPK*

Note: Resources reflects access to the various goods and services available to those who bow to Gestapo agents, as well as the Reich’s assets in general.

ORDNUNGSPOLIZEI, AGE 37

“What do I know about politics you ask? I’ll tell you what I know. I know that asking people about politics is a sure way to get a visit from the Gestapo, friend. So perhaps you should show me your papers, unless you would like to show them to the Gestapo instead?”

The *Ordnungspolizei* (*Orpo* for short) are Germany’s civilian police force, sometimes referred to as the Green Police due to the colour of their uniforms. They are responsible for all aspects of the Third Reich’s emergency response system including law enforcement, fire fighting, civil defence, coastal rescue, and even night-watchman duties. Although tasked with civil law enforcement and not political crime as such, they fall under the command of Himmler’s SS and, increasingly as the war continues, they become participants (some willing, some not) in the numerous criminal atrocities of the Nazi regime.

Aspects: • *Civilian Emergency Respondent*

Skills: *Fair (+2)* Empathy and Investigate
Average (+1) Physique, Provoke, and Rapport

Stunt: **Police Law.** Has Academics at *Fair (+2)* solely for the purposes of law enforcement.

Equipment: *Baton, P08 Luger Pistol*

Note: Add another skill at *Average* to reflect the individual, such as Contacts, Deceive, or Fight.



United States

FACTORY WORKER, AGE 31

"Why aren't I in uniform? Hey pal, I work fourteen hour shifts in that damn factory building trucks to ship over to the Limeys. You know, part of that Lend-Lease deal we got going with them. You got a problem with me not wearing a uniform? Take it to Roosevelt, pal, I'm late for my shift!"

Despite conscription being reintroduced to the United States in 1940, many men are exempt from duty based on their key role in the country's industrial output. The Lend-Lease Act brought into force in 1941 enables America's industrial capacity to be harnessed to provide arms, vehicles, and munitions to Britain, the USSR, and other Allied Nations without formally breaking US neutrality. This worker, along with thousands like him, slaves around the clock to build the weapons the British so desperately need as they stand alone against German aggression. Later, after the Japanese attack at Pearl Harbor, many of these men join the Armed Forces, and the women of America take their place to equip the United States for war.

Aspects: • *Overworked Factory Worker*

Equipment: *Fair (+2) Mechanics*
Average (+1) Physique and Survival

Note: Add another skill at *Average* to reflect the individual, such as *Empathy*, *Fight*, or *Rapport*.

GANGSTER, AGE 34

"Hey buddy, there ain't no such thing as organised crime. We're just simple businessmen; we're part of this community. Sure we may get things done differently to Rockefeller, but we're still providing a service. Since the war started over in Europe, we've started working with the government to keep an eye out for anything suspicious. German spies in New York? Forget about it!"

Despite the violence of the roaring 20s and the efforts of J. Edgar Hoover's FBI to crack down on organised crime, it is still alive and well in the United States, and with the war in Europe occupying the authorities, the climate has never been better for this wise guy. With his sharp suits, flashy car, and billfold crammed with dollars, he is a major player on the streets of his city. While he still spends his time dodging the law and the ever-watchful G-Men, the pressure has eased off since the Office of Naval Intelligence launched Operation Underworld. America is fearful of German agents operating in its cities, and if anybody is going to spot somebody who doesn't belong, it's the criminal families who make it their business to know everybody working their patch.

Aspects: • *Underworld Denizen*

Skills: *Fair (+2) Contacts (Criminal specialisation)*
and Tradecraft
Average (+1) Fight, Provoke, and Shoot

Equipment: *Knife, Colt 1903 .38 Automatic, Ithaca Model 37 Pump Action Shotgun*

Note: Add another skill at *Average* to reflect the individual, such as *Athletics*, *Empathy*, *Mechanics*, or *Survival*.

G-MAN, AGE 39

"Just the facts, ma'am. Just the facts!"

A member of J. Edgar Hoover's Federal Bureau of Investigation, the G-Man is proud to serve his country, protecting it from the scum on the streets. Now, with the war threatening to drag the United States into another bloody conflict, his investigations focus on the shadowy world of espionage as foreign agents attempt to bring down the country from within. Sure, he still has to deal with the criminal gangs but in recent times an understanding has been reached in the back rooms of government. While he will not turn a blind eye to flagrant transgressions, his first priority is counter-espionage. After all, the Mafia may be criminals, but they are American criminals and they are looking out for the country the same as he is.



Aspects: • *Hard-Boiled G-Man*

Skills: *Good (+3)* Investigate
Fair (+2) Deceive, Empathy, and Provoke
Average (+1) Athletics, Rapport, Survival, and Tradecraft

Gear: Colt M1911 Pistol

Note: Many G-Men will have a specialisation either on Investigate or on a third *Fair* skill.

PRIVATE DETECTIVE, AGE 38

"I used to be a cop, but the hours are crummy and the pay's even worse. Sure I could have signed up and headed over to Europe, but I was never much good at taking orders. Anyway, what with all the men away, somebody's got to stay behind and keep tabs on what their wives are up to. So, you got a photo of her?"

He may have read a few too many cheap dime novels when he was a cop, but if you need somebody found, he's the man to go to. He was lucky to leave the force with his

reputation intact, despite the investigation, so he can still call on his old buddies down at the precinct when he needs a favour. That's proving to be even more valuable now that America is in the war, as he's just the type of freelancer that the Government like to employ to investigate rumours of German saboteurs operating around Boston. He's been around and seen some things, but even he can't understand why Nazi agents would be so interested in the Miskatonic University's expedition to Antarctica...

Aspects: • *Gumshoe for Hire*

Skills: *Fair (+2)* Contacts (any specialisation) and Investigate
Average (+1) Deceive, Empathy, Provoke, Survival, and Tradecraft

Gear: *Sap/Blackjack, Smith & Wesson .38 Special Revolver*

Note: Add another skill at *Average* to reflect the individual, such as Athletics, Fight, or Shoot.



CHAPTER 14

Adventure Seeds

*"There is no certainty; there is only adventure."
- Roberto Assagioli*

In this chapter you will find a small selection of adventure seeds, based on particular World War Two locations or inspired by particular events, which have been given a Secret War twist. The key premise of some seeds is presented as a newspaper headline, an official report, or a secret memo, followed by the additional details you need to help develop your own investigations.

ALL ABLAZE

Several of Wren's City churches are badly damaged or destroyed on the night of Sunday 29th December, 1940 as a result of a German bombing raid. Those that suffer most are clustered around St. Paul's Cathedral, including Christ Church Greyfriars, St. Andrew-by-the-Wardrobe, St. Anne and St. Agnes Gresham Street, St. Vedast Foster Lane, and the aforementioned St. Bride's. Other Wren churches in

**LONDON EVENING ADVERTISER
31ST DECEMBER, 1940**

THE SHOCKING CASE OF THE VANDILISED CHURCHES

OVER THE COURSE OF THIS LAST WEEK, EIGHT OF SIR CHRISTOPHER WREN'S CITY OF LONDON CHURCHES HAVE BEEN SUBJECTED TO APPARENTLY MOTIVELESS ACTS OF VANDALISM.

In each case sections of masonry within the building have been gouged out, furniture and fittings disturbed and small fires started. The Police are baffled as to the exact motive for the crimes, as valuable church paraphernalia was left untouched and nothing has apparently been stolen.

To add insult to injury, each of the churches involved was then either badly damaged or destroyed by the *Luftwaffe's* incendiary attack of Sunday last. In a further twist, this reporter has learned that during the clear up at St. Bride's Church, Fleet Street, a badly-charred body has been identified, along with signs of similar masonry damage, suggesting that our vandal was caught in the act by the Second Great Fire of London.

Anyone with any information regarding these bizarre incidents is asked to contact the City of London Police at the Wood Street Station.

close proximity, including St. Paul's Cathedral, miraculously escape the worst of the assault. But why was someone vandalising the churches in the week before the raid, and did it have any effect on what was destroyed?

Although many in occult circles are aware of Nicholas Hawksmoor's (in)famous London churches, few have stopped to consider the role played by Robert Hooke in Wren's ecclesiastical overhaul of the City after the Great Fire of 1666. Hooke, an accomplished scientist and architect, was also well-versed in matters of a more esoteric nature. He, along with other members of the Royal Society, was charged with protecting the City (as the square mile of central London on the north bank of the Thames is known) and ensuring that the cult of Cthugha who started the Great Fire would have a much harder time of it, should they ever dare to try again. Using a variety of arcane rituals, Hooke and his associates created protective wards and embedded them in the walls of the new churches, one per building. As well as offering protection against large-scale fires, the items also collectively prevent the summoning of Cthugha anywhere within the Square Mile.

There are two possible adventure options from this seed. In the first, the London cult of Cthugha has been resurrected. Determined to finish what their ancestors started nearly three hundred years earlier, they are systematically identifying and removing the wards prior to performing the ritual to summon their fiery lord. Unfortunately, the *Luftwaffe* has temporarily interrupted their plans, but the death of one of the cult's members at St. Bride's will not stop them for long.

In the second, Black Sun has identified the work carried out by Hooke and has mounted a covert operation in London to destroy the potent symbol that is St. Paul's Cathedral by removing the fire protection wards both from it and its surrounding churches. One of the operatives has been killed and the mission so far is only a partial success as St. Paul's still stands, but other agents remain at large, determined to carry on.

Player characters for this adventure seed could be journalists investigating the strange cases of vandalism, particularly as St. Bride's is on Fleet Street, home of the London Press. They could also be City of London Police, or even members of the Auxiliary Fire Service. If Black Sun is involved, then this could be used as an early adventure for new recruits to the fledgling Section M.

The orange glow over London could look quite pretty from a distance, if you didn't know what had caused it...

OPERATION MOUNTAIN FIRE

Suggested Locations: India/Egypt/Turkey.

Captain William Seddon, accompanied by Agent Kairam Ahmed and Benjamin Chee, is sent by Section M to a remote valley high in the mountains of a distant country as part of the mysterious Operation Mountain Fire. There have been reports of an unauthorised mining operation and strange animal attacks close to an ancient ruin in the area over recent months, and Alec Towton is concerned that

There have been reports of an unauthorised mining operation and strange animal attacks.

there is more to this than meets the eye, particularly as Prof. Deadman has discovered evidence of strange, unearthly inscriptions on the ruin's walls.

The characters' mission is to discover who is behind the mining operation and the attacks on villagers and travellers in the region and put a stop to them, if necessary. They must also secure photographs of the inscriptions for Prof. Deadman.

However, the characters are not the only people interested in the ruins—the *Ahnenerbe* has also sent along two agents: the conman and thief Philippe G., and his travelling companion Matthias Weisemann. The *Ahnenerbe* have heard the same rumours as Section M and are also keen to investigate. These two are determined to reach the valley first, and are not above sabotage to hinder Section M's progress.

Unbeknownst to both groups, alien mi-go are behind the excavations in their continual hunt for resources. Unfortunately, their delvings have released one or more hounds of Tindalos in the vicinity, and it is these creatures which are responsible for the recent spate of attacks.

When push comes to shove, will the characters ally themselves with their enemies to defend against a greater threat, or will they attempt to struggle on alone? Can an alliance be forged with the aliens to the benefit of anyone?

Complication: Weisemann is actually a Black Sun plant within the *Ahnenerbe*; if the situation becomes too tricky, or if it looks as if Section M will be successful in their mission, he will create a portal through which to summon back-up in the form of Black Sun Canon Jakob and *Hexenzirkel* sorcerer Michael.

BLUE MOUNTAIN BLUES

Situated in the foothills of the Blue Mountain Ridge, Dekker used to be a mining town, although it now relies on its small brewery to maintain its civic identity and provide work for those not tempted away by the high wages in the steel mills of Harrisburg, booming again now there's a war on. The

OFFICE OF SCIENTIFIC RESEARCH & DEVELOPMENT

March 20, 1943

INTERNAL BRIEFING:
WAR PRODUCTION BOARD

Re: Reports of an unidentified new infection around the former mining town of Dekker, north of Harrisburg, PA.

Victims complain of cold and 'flu like symptoms prior to developing strange pustules, initially around the mouth, but slowly spreading to other areas of the body. Infection does not respond to the various sulfa drugs. Patients report strange hallucinations and suffer from vivid nightmares as infection progresses. Deaths imminent.

Due to proximity of Dekker to steel production facilities at Harrisburg, recommend immediate investigation into source of infection and containment measures to ensure continued supply for the war effort.

town's officials are worried that this health scare could be the final nail in the community's coffin, particularly as all those affected so far are brewery employees.

Although there appeared to be little or no damage caused by the earthquake of 9th March (which was felt all over Pennsylvania and quite a few other states besides), the tremors have disturbed the remains of an old mi-go Appalachian mining operation, destroyed during a much earlier seismic episode. Breached canisters of the mi-go's preferred fungal foodstuff, safely preserved for centuries, have leaked their contents into the brewery's private water supply.

Unfortunately, the presence of this extraterrestrial yeast has given an extra added something to the normal fermentation process besides a unique and rather interesting new flavour. Mutation of the fungus over time means that it now finds the human body a suitable (though only just) environment for growth and reproduction. When the host body has been overcome and dies as a result of the infection, the pustules will burst, spreading spores over a wide area and potentially infecting anyone they come into contact with. Not only that, but the corrupting spores are also contained in the latest batch of beer that is awaiting shipment to bars across the region. It is imperative that someone gets to Dekker, traces the source of the infection, and deals with it before any more harm is done.

Characters for this seed could be members of Dekker's town council, local health officials, or agents from either the War Production Board or the Office of Scientific Research and Development. If Majestic are aware of former mi-go operations in the area, or they are taking an interest in unexplained illnesses and phenomena that could affect the manufacture of essential munitions and armaments, the above memo may also trigger their involvement.

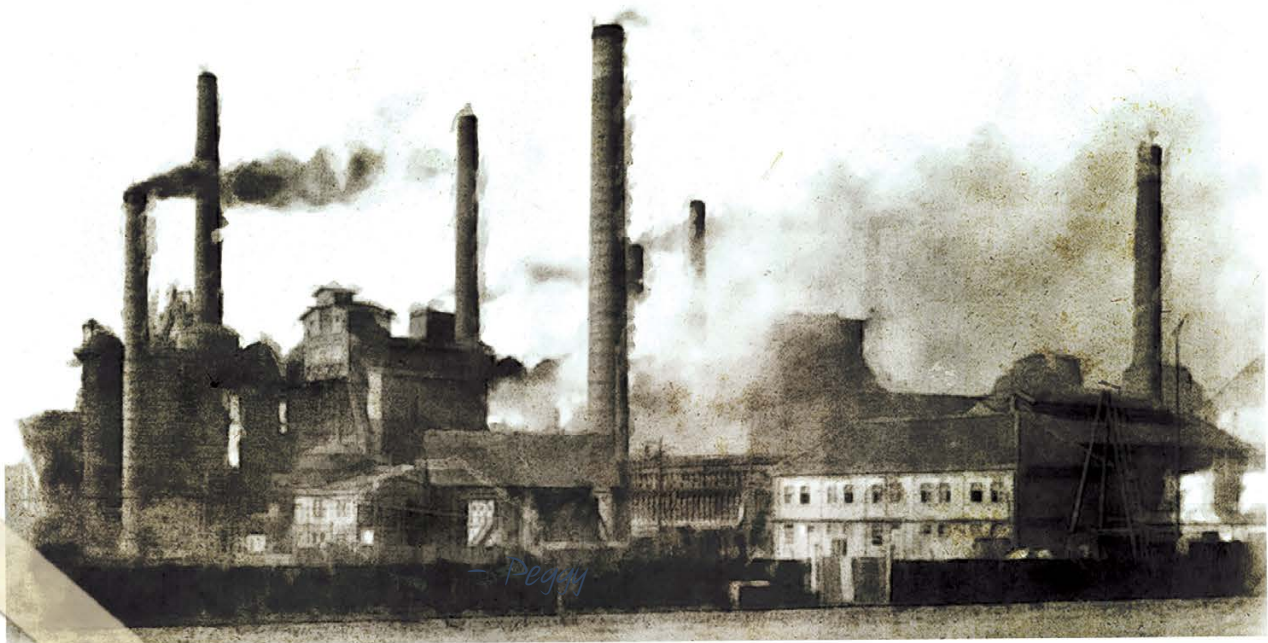


Photo: Unknown - Dillingen, Hütte und Walzwerk, 1933 -
Bundesarchiv, Bild 146-2006-0011 / CC-BY-SA.

CONVOY OF TERROR!

Suggested Locations: Atlantic/Pacific.

A seaborne mission for a group of sailors, marines, or merchant crew.

Caught in a terrible storm whilst attempting to avoid the attentions of a U-Boat wolf pack, the convoy realises that one of the vital protective frigates has gone quiet yet continues to steam alongside them. **Lt. John Griffin** has been tasked with leading a boarding party onto the ship to discover what has happened to its crew.

The ship has been taken over by vicious and highly aggressive deep ones. Griffin and his party must either defeat the deep ones and retake the ship, or escape with some evidence of their presence (trinkets, carvings, weapons, etc.) to present to their superiors (or risk being thought of as madmen). What sacrifices must be made to keep the ship, or escape with their lives? Could what they find on board be used to lure the wolf pack to a watery grave instead?

Complication: this is not just a random deep one attack—they have been summoned to the ship as the result of a foolish experiment by a rogue officer. Evidence for the experiment can be found below decks. But is the officer still alive, and will he help or hinder Griffin and his men if he is?

PRESERVED

It is no surprise that the local country Bobbies are confused, because the truth behind these disappearances is rather strange. There are no signs of violence or struggle because

HERTFORDSHIRE MORNING POST,
23RD OCTOBER, 1940

Mystery of Missing Trekks Deepens

THE LOCAL CONSTABULARY continues to be baffled by a recent spate of disappearances. Until now, details of the discovery of abandoned cars in the leafy lanes of Hertfordshire have been scarce, but it has been confirmed that the missing owners of the vehicles are members of the so-called “trekker” community, sleeping out in their vehicles to avoid the *Luftwaffe*'s recent bombing campaign over London. No trace of the owners has been found and, with no sign of damage to any of the vehicles, the police are at a loss to explain the situation.

the perpetrators are, in fact, little old ladies, armed only with tea and cake for the frightened Londoners sheltering far from the mayhem in the City.

Lulled into a false sense of security by a kindly smile and the offer of a nice hot cuppa, the trekkers are easy prey for the women who, once the victim is comatose (thanks to a Mickey Finn in the aforementioned brew), bundle him along to their local Preservation Centre for processing.

There are several potential directions that this scenario could take from this point: the women could be members of a cult dedicated to preserving specimens of mankind, who originally stumbled across a very special pickling method when sorting books for the local church bazaar. Or they could even be outwardly respectable cannibals, choosing prime specimens to “pot” up as meat paste using their lovely new canning machine. Such behaviour could eventually lead to the appearance of ghouls and other unpleasant creatures in the area, at which point the disappearances may no longer be so neat and tidy.

Characters for this seed could be the friends or relatives of one of the missing trekkers, the local police, reporters for a newspaper (either local or one of the London rags), or villagers concerned by the shadow the episode is casting over their home. They could also be policemen or government investigators sent down from London, either to clear up the mess or suppress any further details from reaching the wider world, afraid of the repercussions it could have on an already nervous populace.

A SUPPLY OF FEAR

Suggested Locations: French/Italian countryside.

This should just be a simple advance behind enemy lines, according to HQ; the target—a supply dump on the other side of a strangely quiet village, to pick up some very “specific” supplies. **Corporal Leinonen**, **Private Sweeney** and their squad, accompanied by sniper **Agent Foote**, are sent on ahead to scout the area for any unforeseen problems. However, the team has no idea what awaits them: the streets of the village are littered with dead and the “specific supplies” are, in fact, a terrifying creature of some kind, trapped in a weird-looking cage.

Unfortunately, an impressive *Nachtwölfe* prototype tank, the **WeeGam**, controlled by **Commander Marrero** (a veteran of the Spanish Civil War) and the wily **Obergefreiter Emersohn**, is waiting for the squad at the supply dump. Can the Allies survive the encounter long enough to retrieve what they have been sent for, or will they decide discretion is the better part of valour and warn their approaching comrades?

Complications: *Nachtwölfe* agent **Bernstorff** has a powerful *Nachtwölfe* armoured unit supported by Stalkers and a Forcemaster waiting in the wings should the WeeGam prove ineffective. As if that wasn't bad enough, Specialist **Wilhelm Müller** is also in the village, armed with some experimental

mortar rounds which can bring the dead squirming back to life as the abhorrent *die Draugar*.

And let's not even think about what might happen if that creature manages to escape in the ensuing chaos...

VOICES FROM BEYOND

Intended as a method of pandering to the occult leanings of the families of German military personnel, and as a means of sewing the seeds of distrust with respect to their Nazi masters, Denis Sefton Delmer's black radio show *Astrologie und Okkultismus* begins in March, 1942, but only remains on air for a short period of time, in part due to the fact that those involved are unable to get through a recording session without dissolving into fits of giggles at the ridiculousness of the material they are being asked to perform.

However, the voices of the dead are once again being heard over the airwaves, and this time they have nothing to do with the PWE's fake medium. But what are the broadcasts? At its most mundane, they could be evidence that the Germans are attempting to play the British at their own game. Then again, they could be being used as a means of passing covert information by someone—but who? There is always a third, much darker possibility: that the dead are indeed using the radio in an attempt to contact their loved ones about something. Could they have information about a new super-weapon, or some un-named eldritch horror, or are they trying to pass on a warning of impending disaster to those they left behind?

Characters for this seed could be members of Section M, or one of the other European intelligence or propaganda organisations. They could also be radio operators and boffins, trying to track down the source of the broadcasts before a team is dispatched to deal with whoever is behind the programmes.

INFILTRATION OF THE WORST KIND

Suggested Locations: France/Germany/Italy.

Professor Cowie (Majestic) is parachuted in to occupied France with compatriot **Agent "Silk" Smith** to authenticate some information retrieved by the French agent "Camille" regarding the mysterious Black Sun. The group needs to infiltrate a lonely research facility to liberate an artefact hinted at by Camille's intel; one which Prof. Cowie is convinced must be put into the hands of the Allies at all costs.

However, their cover is blown by an unfortunate encounter with the infamous **Captain Yamagata**, who Cowie and Smith crossed swords with once before on a previous mission in the Pacific.

Can the Allies grab the artefact and make their getaway before Yamagata can avenge his damaged honour?

March 20, 1943

MEMO: FAO D. Sefton Delmer

Radio Security Service to
Political Warfare Executive

Delmer - thought you'd stopped broadcasting that séance guff? We've had reports from our "listeners" that the show is back on the air. Can you confirm?

What is so important about the object that it must be kept from Black Sun?

Complications: Determined not to let the enemy get away, Black Sun's sorcerers summon nightgaunts to hunt them down. Hard on the creatures' heels are **Thomas Seldmair** and his unit, ready to retrieve the object once the faceless terrors have done their work. Should the team manage to escape both the creatures and Seldmair's men, then **Professor Nordin** has a nasty surprise ready to unleash on them: *die Toten*. Can the Professor use the artefact they have recovered to save them from this tireless and terrifying menace?

DEATH IN THE DARK

When the unit at the *petit ouvrage* failed to answer their radio, troops were sent from the nearest casement to investigate. Deep in the network of tunnels under the outpost, they found a gruesome sight: the mauled and ravaged carcasses of every soldier stationed there. There had obviously been a battle of some sort, as all of the soldiers' weapons had been discharged, but what had come to pass in the darkness was baffling to those who discovered it.

Those in command were quick to hush it up, sealing the area and refusing to discuss the matter further, but there are reports of strange sightings in the tunnels and bunkers under the French countryside, and fleeting glimpses of humanoid shapes in the darkness. Tensions are running high and, when a second attack happens a few miles from the first, there is talk of mounting an expedition to find the perpetrators and deal with them once and for all.

During one of the last phases of construction on the Maginot Line, the workmen dug too close to a natural cave system, weakening the tunnel walls and making it all too easy for something to break through. Those in command are unsure as to the exact nature of their enemy, but they are concerned that German sappers and miners are about to breach the Line's defences via the caverns. Alternatively, the half-seen enemy could be the original inhabitants of this

===== FIELD SURGEON MEDICAL REPORT =====

MAGINOT LINE, ALSACE, FRANCE
11TH NOVEMBER, 1939

Corpse 1: That of a soldier, suspected to be ██████ Male, approximately twenty years of age. Signs of severe trauma to the head, chest, and abdomen. Presence of a gunshot wound to the left shoulder, consistent with a Lebel revolver, presumably that of his commanding officer. Evidence of tooth and claw marks. Bite patterns are reminiscent of human dentition.

CAUSE OF DEATH: exsanguination.
=====



subterranean world: bestial, albino ape-like creatures, drawn to the bunkers by the noises and scents of the soldiers, or even troops from the First World War, trapped in the network after a cave-in of their own mine-workings.

Characters for this seed could be French soldiers, caught in an attack. Alternatively, they could be part of an investigative team sent in to determine exactly what is behind the carnage.

If the enemy is not the German armed forces (or those from the Great War), then use the stats below to represent the albino ape-like beings (created using the creature rules in Chapter 12):

Aspect: • **Ape-Like Being**

Skills: Fair (+2) Dangerous physique
Average (+1) Animal instincts, Natural awareness
Mediocre (+0) Everything Else

Abilities: **Inhuman Mind.** Actions relating around animal impulses work, but human-level manipulation doesn't.

Stress:

Consequences: 1 Mild

I wonder what else is lurking in the darkness?
A.T.

FINAL CURTAIN CALL

Suggested Locations: Berlin/Paris/Istanbul.

Nazi-occupied Paris was the last place you wanted to be with the number of *Gestapo* and informers on hand to trap an agent at the slightest mistake, but Agent Njall relished this mission. It was going to be quite an eye opener, the first of Section M's rather outlandish attempts to turn the tide against *Nachtwölfe*.

Njall and his team need to disguise themselves as the band and staff of the well-known cabaret club *Délicieux* for tonight's performance, with the help of the manager **Monsieur Paul Roche**, with the aim of trapping and eliminating some of *Nachtwölfe*'s senior officers. During the finale, Njall must play some very specific notes on the piano, and quite odd ones at that; according to Professor Deadman, they should cause some finely-tuned and carefully hidden explosives to go off, neatly taking care of the officers and their cronies.

Complications: Of course, things never go to plan. Not only do the explosives fail to go off, but one of the guests changes in response to those strange notes; quite considerably, in fact, becoming something truly monstrous. Can the agents survive the creature's rampage? Will the creature prove to be an unlikely ally, or do they need to find an alternative plan to take out their targets? Who or what was that creature, and why did those music notes cause such a change?



CHAPTER 15

Suggested Resources

"No man's opinion on any subject is worth a damn unless backed up with enough genuine information to make him really know what he's talking about."
- H.P. Lovecraft

There is a vast body of literature and cinema for anybody wishing to research further into the real, and not so real, events of World War Two. Below is a selection of those recommended by our authors, which will hopefully serve to inspire your adventures in the Secret War. All web pages listed are correct at the time of going to press.

MOVIES & TELEVISION

49th Parallel (1941).

The surviving crew of a German U-boat attempt to make their way across Canada to the safety of the United States.

The Maltese Falcon (1941).

A classic film noir mystery in which detective Sam Spade attempts to track down the whereabouts of the legendary treasure of the Knights Templar of Malta.

Sherlock Holmes and the Voice of Terror (1942).

Conan Doyle's eponymous hero battles German saboteurs in Britain.

In Which We Serve (1942).

Patriotic British war film telling the story of HMS *Torrin*, written by and starring Noël Coward.

Went the Day Well? (1942).

Based on a short story by Graham Greene, all is not what it seems when a troop of British soldiers arrives in a sleepy English village to carry out a training exercise.

Sherlock Holmes and the Secret Weapon (1943).

Holmes races against time to prevent a crucial technical innovation from falling into Nazi hands.

The Life and Death of Colonel Blimp (1943).

An old military man struggles to come to terms with the changes in warfare over his lifetime.

The Way Ahead (1944).

The trials and tribulations of a disparate bunch of recruits as they train for the British Army. This film actually started life as a short training film with many of the same actors.

A Matter of Life and Death (1946).

A surreal fantasy concerning a downed RAF pilot whose life hangs in the balance due to a heavenly mistake.

The Cruel Sea (1953).

An adaptation of Nicholas Monsarrat's novel of life on board a Royal Navy convoy escort during the Battle of the Atlantic.

The Colditz Story (1955).

Allied prisoners attempt to escape from the supposedly inescapable German castle.

The Dam Busters (1955).

The story of Barnes Wallis and Guy Gibson's daring raids on the dams of the Ruhr Valley.

Carve Her Name With Pride (1958).

A biopic of SOE agent Violette Szabo.

The Longest Day (1962).

The events of the D-Day landings, told from both the German and Allied perspectives.

The Great Escape (1963).

A confirmed British Bank Holiday television favourite, telling a fictionalised version of the mass escape of Allied officers from *Stalag Luft III*.

SUGGESTED RESOURCES

Von Ryan's Express (1965).

Allied prisoners attempt to escape from Italy under the command of an American officer.

Where Eagles Dare (1968).

A crack commando team is sent into Germany to rescue a high ranking officer, but all is not what it seems.

The World at War (1973).

Highly acclaimed television series, containing interviews with many of those who were involved in the war effort in Britain, Germany, and America, narrated by Sir Laurence Olivier.

A Bridge Too Far (1977).

The story of the Allies' ill-fated attempts to capture Dutch bridges during Operation Market Garden.

Soldaat van Oranje (Soldier of Orange) (1977).

The story of life in Holland during the Nazi Occupation as seen through the eyes of a group of students.

The Big Red One (1980).

A unit of the US First Infantry Division battle their way across Europe in the closing stages of the war.

Raiders of the Lost Ark (1981).

An archaeologist attempts to prevent German forces gaining control of a powerful religious artefact.

The Keep (1983).

German soldiers trapped in an ancient castle get more than they bargained for when they begin to explore their new home.

Das Boot (various).

Life on board a German U-boat. Look for the 1997 Director's Cut, or the television mini-series versions from circa 1984.

Indiana Jones and the Last Crusade (1989).

An archaeologist teams up with his bookish father to discover the secrets of another important holy relic.

Cast A Deadly Spell (1991).

Set slightly after World War Two, a private detective investigates a missing magical tome.

Secrets of World War Two (1998).

Television series looking at the tricks, secrets, and personalities of the war, narrated by Robert Powell.

The Bunker (2001).

German soldiers locked in an underground bunker begin to explore a forgotten tunnel system.

Below (2002).

Psychological horror set aboard an American World War Two submarine.

Zwartboek (Black Book) (2006).

The Dutch Resistance recruits a Jewish singer to infiltrate the Gestapo.

Valkyrie (2008).

A dramatised version of the events leading up to the last attempt to assassinate Hitler in July, 1944.

Inglourious Basterds (2009).

A unit of Jewish American soldiers fights its own crusade against Nazi atrocities while a young cinema owner plots revenge for the death of her family.

Iron Sky (2012).

Dedicated Nazis flee to the moon when the fall of the Third Reich is imminent.

BOOKS

Bailey, Roderick.

Secret Agent's Handbook: the Top Secret Manual of Wartime Weapons, Gadgets, Disguises and Devices.

Beevor, Antony.

Berlin: the Downfall 1945.



Beevor, Antony.
D-Day: D-Day and the Battle for Normandy.

Beevor, Antony.
Paris After the Liberation: 1944-49.

Brayley, Martin.
The British Home Front 1939-45 (Osprey Elite Series).

Brown, Mike.
The 1940s Look.

Davis, Brian L.
The German Home Front 1939-45 (Osprey Elite Series).

Frank, Anne.
The Diary of Anne Frank.

Godwin, Joscelyn.
Arktos: the Polar Myth in Science, Symbolism and Nazi Survival.

Goodrick-Clarke, Nicholas.
Black Sun: Aryan Cults, Esoteric Nazism and the Politics of Identity.

Goodrick-Clarke, Nicholas.
The Occult Roots of Nazism: Secret Aryan Cults and Their Influence on Nazi Ideology.

Hakl, Hans Thomas and Goodrick-Clarke, Nicholas.
Unknown Sources: National Socialism and the Occult.

Harms, Dan.
Cthulhu Mythos Encyclopedia.

Hastings, Max.
All Hell Let Loose: the World at War 1939-1945.

Hite, Kenneth.
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Longden, Sean.
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MacIntyre, Ben.
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de Quesada, Alejandro.
The US Home Front 1939-45 (Osprey Elite Series).

Rankin, Nicholas.
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Salmaggi, Cesare.
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Stealing Cthulhu.

WEB PAGES

Tony Sales' code breaking resource and information site.
<http://www.codesandciphers.org.uk/>

Details on the V2 rocket programme.
<http://www.dora.uah.edu/history.html>

The British National Archives website.
<http://www.nationalarchives.gov.uk/>

A general information site regarding World War Two.
<http://www.worldwar-2.net/index.htm>

The World War Two Database.
<http://ww2db.com/index.php>

The Fortean Times homepage.
<http://www.forteanimes.com/>

The 1940s Society homepage.
<http://www.1940.co.uk/index.html>

The Churchill Centre homepage.
<http://www.winstonchurchill.org/>

ROLEPLAYING GAMES

Balsera, Leonard, Engard, Brian, et al.
Fate Core System

Donoghue, Robert, Engard, Brian, et al.
Fate System Toolkit

Valentine, Clark, Balsera, Leonard, et al.
Fate Accelerated

Petersen, Sandy, Willis, Lynn, et al. (Chaosium, Inc.).
Call of Cthulhu, Sixth Edition.

MUSEUMS & MEMORIALS

Across the globe there are many places dedicated to the memory of those who served and those who died as a result of World War Two. Below is a small selection of museums and memorials covering the Western Front and the war in

general. Contact details and visiting arrangements can be found on the accompanying web pages, where available. All pages are correct at the time of going to press.

Australia & New Zealand

Auckland War Memorial Museum, Auckland, New Zealand.

<http://www.aucklandmuseum.com/>

Australian War Memorial, Canberra, Australia.

<http://www.awm.gov.au/>

National Army Museum, Waiouru, New Zealand.

<http://www.armymuseum.co.nz/>

Shrine of Remembrance, Melbourne, Australia.

<http://www.shrine.org.au/Home>

Belgium

Fort Eben-Emael, Eben-Emael.

<http://www.fort-eben-emael.be/en/>

Mémorial du Mardasson, Bastogne.

<http://www.bastogne.be/loisirs/patrimoine/monuments/memorial-du-mardasson>

Raversyde Atlantikwall, nr Oostende.

<http://www.west-vlaanderen.be/kwaliteit/Leefomgeving/raversijde/raversydeEN/Pages/atlantikwall.aspx>

Royal Museum of the Armed Forces and of Military History, Brussels.

http://www.klm-mra.be/klm-new/engels/main01.php?id=menu_links/startpagina

Canada

Camp X Memorial, Whitby, Ontario.

<http://ontariowarmemorials.blogspot.co.uk/2012/08/whitby-camp-x.html>

Canadian War Museum, Ottawa, Ontario.

<http://www.warmuseum.ca/home/>

France

Camps des Milles, nr Aix-en-Provence.

<http://www.campdesmilles.org/>

Fort Mont-Valérien, Suresnes, Paris.

<http://www.mont-valerien.fr/>

Fortress Schoenenbourg, Hunspach.

<http://www.lignemaginot.com/accueil/indexen.htm>

The Memorial Centre, Oradour-sur-Glane.

<http://www.oradour.org/>

Petit Ouvrage la Ferté, nr Montmédy.

<http://www.ouvragelaferte.fr/>

Pointe du Hoc Ranger Memorial, Normandy.

<http://www.abmc.gov/memorials/memorials/ph.php>

SOE Section F Memorial, Valençay.

Germany

Colditz Castle, nr Leipzig.

<http://www.schloss-colditz.com/>

Foundation Memorial to the Murdered Jews of Europe, Berlin.

<http://www.stiftung-denkmal.de/en/home.html>

German Resistance Memorial Centre, Berlin.

<http://www.gdw-berlin.de/en/home/>

Haus der Wannsee-Konferenz, Berlin.

<http://www.ghwk.de/>

KZ Gedenkstätte Dachau.

<http://www.kz-gedenkstaette-dachau.de/index-e.html>

Kreismuseum Wewelsburg.

<http://www.wewelsburg.de/en/index.php>

Ohlsdorf Cemetery, Hamburg.

<http://www.friedhof-hamburg.de/ohlsdorf/>

Peenemünde Historical Technical Museum.

<http://www.peenemuende.de/index.php?id=40&L=1>

The Netherlands

Airborne Museum Hartenstein, Oosterbeek, Arnhem.

<http://www.airbornemuseum.nl/language/en>

Anne Frank Huis, Amsterdam.

<http://www.annefrank.org/>

Joods Historisch Museum, Amsterdam.

<http://www.jhm.nl/english.aspx>

Kamp Westerbork, nr Assen.

<http://www.kampwesterbork.nl/en/home/>

Nationaal Bevrijdingsmuseum, Zeeland.

<http://www.bevrijdingsmuseum.nl/basis.aspx?tid=746>

Oorlogsmuseum Overloon, nr Nijmegen.

<http://www.oorlogsmuseum.nl/en/>

United Kingdom

Battle of Britain Museum. Part of the RAF Museum in London.

<http://www.rafmuseum.org.uk/>

Battle of Britain Memorial, nr Folkestone, Kent.

<http://www.battleofbritainmemorial.org/the-memorial/>

Bovington Tank Museum, Dorset.

<http://www.tankmuseum.org/>

Commando Memorial, Speen Bridge, Scotland.

Imperial War Museums.

<http://www.iwm.org.uk/>

Memorial Gates, Constitution Hill, London.

<http://www.mgtrust.org/>

The National Codes Centre, Bletchley Park, Milton Keynes.

<http://www.bletchleypark.org.uk/>

The National Memorial Arboretum, Alrewas, Staffordshire.

<http://www.thenma.org.uk/>

The National Monument to the Women of World War Two, London.

Secret Wartime Tunnels, Dover Castle, Kent.

<http://www.english-heritage.org.uk/daysout/properties/dover-castle/>

The Channel Islands

Jersey War Tunnels.

<http://www.jerseywartunnels.com/>

Underground Command Bunker, Noirmont.

<http://www.ciosjersey.org.uk/OTP1.htm>

United States

American Merchant Mariners Memorial, Battery Park, New York.

<http://www.nycgovparks.org/parks/batterypark/highlights/9745>

Eldred World War II Museum, Eldred, Pennsylvania.

<http://www.eldredwwiimuseum.org/index.html>

First Special Service Force Memorial, Memorial Park, Helena, Montana.

General George Patton Museum, Fort Knox, Kentucky.

<http://www.generalpatton.org/index.asp>

Museum of World War Two, Natick, Massachusetts.

<http://www.museumofworldwarii.com/>

National D-Day Memorial, Bedford, Virginia.

<http://www.dday.org/>

National World War II Museum, New Orleans.

<http://www.ddaymuseum.org/>

National World War Two Memorial, Washington DC.

<http://www.wwiimemorial.com/>

Rosie the Riveter World War II Homefront National Historical Park, Richmond, California.

<http://www.rosietheriveter.org/index.htm>

*"At the going down of the sun and in the morning, we will remember them."
- For the Fallen, Laurence Binyon*





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- G.H. Chesterton

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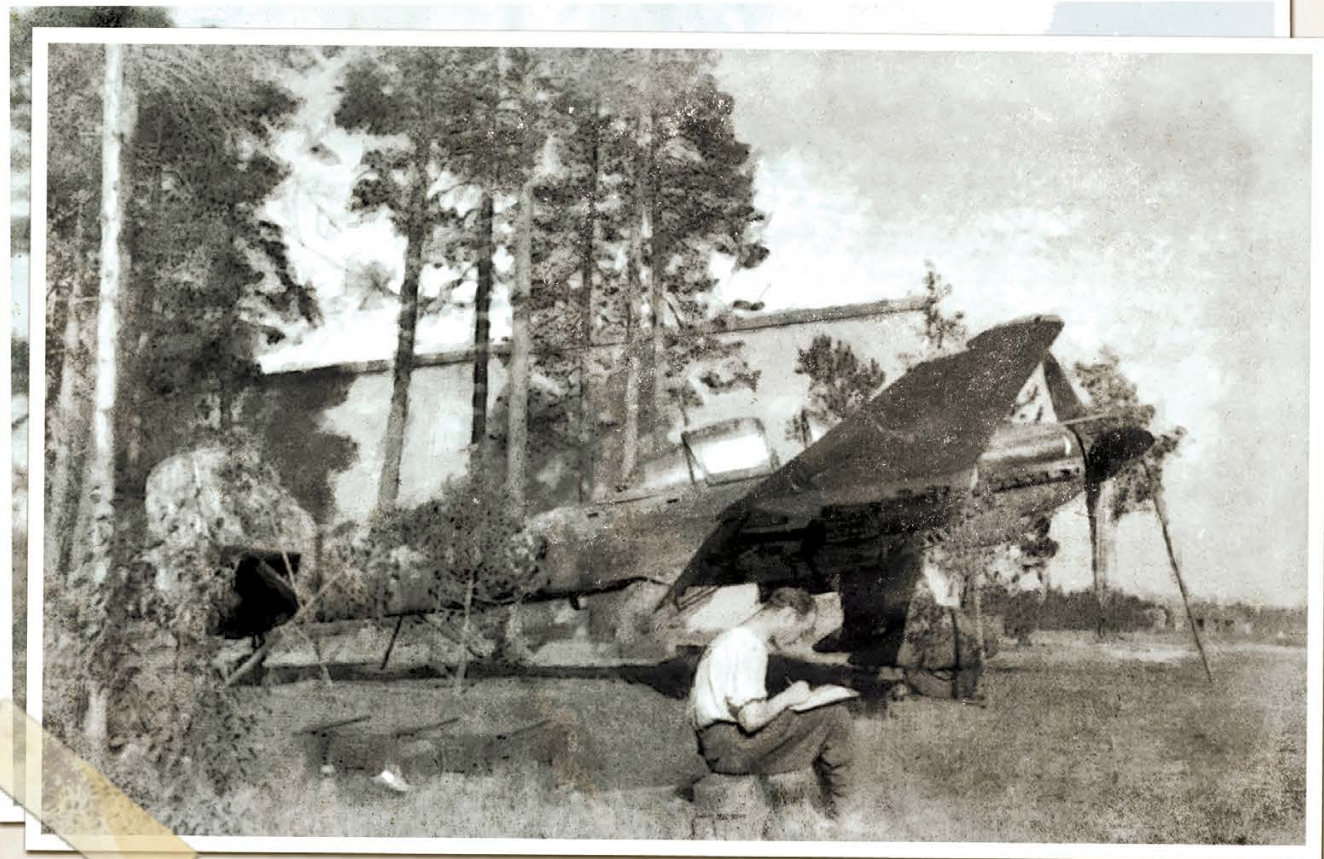


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