

Part Two of the Forest of Fear

# ACHTUNG! Cthulhu™

LIVING CAMPAIGN



## The Blessed of the Wind

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MÖDIPHIUS  
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HORROR ROLEPLAYING  
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## CHAPTER 2

# The Blessed of the Wind

*"For the Panic of the Wilderness had called to him in that far voice - the Power of untamed Distance - the Enticement of the Desolation that destroys. He knew in that moment all the pains of someone hopelessly and irretrievably lost, suffering the lust and travail of a soul in the final Loneliness. A vision of Defago, eternally hunted, driven and pursued across the skiey vastness of those ancient forests fled like a flame across the dark ruin of his thoughts ..."*  
- From 'The Wendigo' by Algernon Blackwood

## WELCOME

Welcome to the second adventure in *Achtung! Cthulhu's* Living Campaign, a series of free, linked adventures that will appear periodically, and all lead up to our epic *Forest of Fear* campaign book. *The Blessed of the Wind* can be played as a standalone adventure in its own right, but information contained in Episode Two: Scene Three, 'Welcome Aboard', will provide further clues and insight into the works of Nazi scientist Franz "The Blackbird" Amsel, who is the genius behind the Nazi's shoggoth breeding program, which is set to feature as a main component of the *Forest of Fear*. To get a free taster and full background for the *Forest of Fear's* overarching storyline, why not download our free [Secret War Operations](#) manual which will also give you further insight into the *Achtung! Cthulhu Skirmish* game?

But all that is to come. For now, it is early 1944, and something unwholesome stirs in the wilds of the frozen north. Following reports from its agents in Norway, Section M has become interested in the movement—or rather non-movement—of a *Nachtwölfe* troop ship, the *Heidelberg*, moored in a remote Norwegian fjord. It is not so much the ship itself, but the presence of one of *Nachtwölfe's* best and brightest, Elena Munx, which has drawn their attention.

What is one of *Nachtwölfe's* rising stars doing in such an isolated, remote part of the world, and could it be connected to legends of strange creatures which stalk the area? The Black Sun have been active in this region, following the incidents at Trellborg in early 1943, but what could have drawn *Nachtwölfe* here? Could it be developing some new

form of weapon? Trying to exploit any of the Mythos entities which are said to haunt the region? Section M needs answers and decides to insert a small reconnaissance team to learn the truth of the matter.

## WHAT IS ACHTUNG! CTHULHU?

*Achtung! Cthulhu* is a setting for Lovecraftian roleplaying during world war two, which allows players to investigate, explore, and discover the truth behind the malign influence of the Mythos on the Nazi war machine as war engulfs the globe during 1939-1945. In this world of brave Allied heroes and two-fisted adventure, investigators take on the roles of Allied or indeed Axis servicemen and women, secret agents, or members of the Resistance; all standing firm against the twisted might of the Black Sun, *Nachtwölfe* and their Mythos allies which hold most of Europe under their sway.

This Living Campaign is intended for use with *Call of Cthulhu*, 7th Edition roleplaying game by Chaosium Inc. and you will also need both *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and *Achtung! Cthulhu: the Keeper's Guide to the Secret War* to play. Pre-generated investigators can be found at the end of the adventure on p.26 or, alternatively, investigators may use their existing characters, or create new ones using the *Call of Cthulhu* rules and the guidelines found in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*.

## OVERVIEW

This is an adventure for four to six investigators, written as part of the *Achtung! Cthulhu* Living Campaign for *Call of Cthulhu* 7th Edition. The investigators can be drawn from a number of different, specialised military and civilian backgrounds although having access to at least one person with a background in Folklore would be helpful, as might having someone with survival training. However, neither of these things is essential to the characters being able to complete the mission. The scenario should play out over 1-2 sessions. The mission itself is set in Norway long after the Nazi invasion and occupation of the country at the very outset of the war. Although resistance activities are ongoing, no major engagements have been fought since the notable Operation Checkmate in April 1943, and an uneasy détente exists between the occupying German forces, who are glad to be spared the horrors of the eastern front, and the Norwegian populace.

It is now early winter 1944, snow coats the pine forests of northern Norway and the ground is hard and unyielding. Near the remote village of Vindhjem, a German troop ship, the *Heidelberg*, has been moored in a fjord for over a month now, simply waiting. It's starting to make certain people nervous, and British intelligence is convinced that the *Heidelberg* is perhaps being prepared as a base to launch further devastating raids on British shipping in the Baltic. Section M are concerned that there are other, far more sinister things afoot in the frozen north...

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The adventure is designed to be flexible and to be played according to whatever flavour the investigators favour. If the investigator party is chiefly composed of grizzled combat veterans, it should be possible to conduct this adventure as a running battle culminating in a vicious gun fight aboard the *Heidelberg*. If the party is more disposed towards espionage and roleplaying, the keeper can simply increase the number of investigative scenes.

Rather than provide a strictly structured plot, the adventure comprises a number of possible locations and scenes, and the information that can be gleaned from each. In a combat-focused mission, simply remove the scenes which don't present a clear opportunity for combat, and emphasise those that do and vice versa, depending on the make-up of the investigative party and player preference. The sections are provided in one possible order but the keeper should feel free to mix and match, depending on what the investigators choose to do.

## Players' Briefing

The briefing which the investigators receive from Section M is terse and to the point—although how the characters receive this is up to the keeper. If the investigators are predominantly British, they might be called to Sir Alec Towton's study, to receive the briefing in person; if they're lucky, they might even get a glass of brandy out of it. If they are a diverse group, drawn from many different countries and theatres of war, then they might each receive a telegram or be summoned to a superior's room and given a letter, containing the briefing and travel documents necessary to get them where they need to go.

What the briefing consists of:

- The *Heidelberg*, a Nazi troop ship, has been moored in a remote fjord in Norway for over a month now and shows no signs of moving.
- While, ordinarily, this might be a blessed relief to Britain's overtaxed fleet, Section M has received information that the *Heidelberg* is under the control of *Nachtwölfe* agent Elena Munx and her bodyguard, Der Stier (see 'Allies & Adversaries', p.21).
- Section M is aware of a number of potentially concerning folk tales surrounding the area, and believe that *Nachtwölfe* are in search of a creature, or creatures, which it can use as part of its war effort.
- The area is extremely remote and there is only a single village, Vindhjem, nearby. While the village is too small to house any resistance members, there is one asset who operates in the area and visits the village semi-regularly. His name is Jorg Anderson (see 'Allies & Adversaries' p.21), and he may be able to help arrange arrival and covers.
- The aim of the mission is firstly to identify the purpose of *Nachtwölfe*'s presence at the fjord, particularly whether it has a Mythos component; secondly, if so, identify the nature of this Mythos threat and *Nachtwölfe*'s intended use for it, and thirdly, use any and all means necessary to neutralise that threat.
- Given the state of the war and Section M's somewhat overstretched resources, all of these functions must be carried out by the characters. There will be no reinforcements, and a failure could spell disaster if *Nachtwölfe* are given free reign to develop their plan.

“Back in the Arctic circle again? Crikey,  
it's going to be colder than a gnat's  
chuff, I'd best pack my woollens.”

— Pvt. Daniel Gregg

## Keeper's Notes

The *Heidelberg* is under the command of one Elena Munx, a rising star of *Nachtwölfe* and one of the favoured protégés of Mina Wolff.

Munx is accompanied by the enormous, mute bodyguard 'Der Stier' or 'The Bull' who even those who have dedicated themselves to the pursuit of the *Reich's* occult goals have learned to fear. There is also a section of some twelve remaining SS troopers under the direct command of Munx. The rest of the ship's crew is filled out by regular *Kriegsmarine*, sailors who are growing increasingly concerned by the ship's position and the 'survival training', on which the SS and several of their own number have been dispatched, and from which only a handful have returned. Those who do return are quickly spirited away to the lower decks of the ship, to be monitored by Munx and closely guarded by the SS.

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Elena Munx has been sent to the area to investigate rumours of a terrifying creature that lurks in the pine forests.

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The nearest village to the fjord is some three miles away; it is a small, rural place and has become terrified of the Nazis although relations with the *Kriegsmarine* are better. It is these villagers who arrive every day, in a stream of sleds and sleighs bearing fresh food and other materials, which their occupiers have demanded be brought to them. They are also concerned by what the Nazis are searching for in the woods themselves, as the villagers know that you don't spend the night in the woods and, indeed, never stray towards the centre of the pine forests, staying only on the fringes.

The truth of the situation is that Elena Munx has been sent to the area by *Nachtwölfe* command, to investigate the rumours of the terrifying creature that lurks in the pine forests and examine the effects inflicted on those who come into contact with it. There are two goals for this *Nachtwölfe* project: firstly, to see whether or not those who have been exposed to this creature's influence could be used as a military asset, and secondly, to use the *Blau Kristal*, or Blue Crystal, to create a super-soldier. *Nachtwölfe* are starting to feel the pressure created by Black Sun's recent successes with the development of the shoggoth shocksoldat, and whispers of the potential of the Blackbird's shoggoth-powered monster tanks have also started to come to their ears. They need a success of their own to demonstrate their value to the *Reich* as the tide of the war starts to turn against Nazi Germany.

The being that haunts these vast forests is, however, an Elder God, Ithaqua. A vast, malevolent, and utterly alien being, with powers reaching far beyond that which even *Nachtwölfe* can conceivably control. Those who return alive from an encounter with Ithaqua do so impossibly changed,

their feet scorched away, and rendered savage beasts, capable of travelling miles in a single vast leap. A detachment of such changed soldiers could present incalculable problems to the Allies, their fast travel method meaning they could penetrate deep behind lines and wreak havoc on supplies and support staff. If the method could be adapted and applied to *Nachtwölfe* vehicles and armour, entire battle groups could suddenly appear, to strike deep behind Allied lines, perhaps even suddenly materialise across the Channel itself and reap havoc in the British countryside, a possibility which would put Black Sun's recent successes into the shade they deserve.

In the belly of the *Heidelberg*, Munx has begun to experiment on those who survive Ithaqua's attentions. Once she has a sufficient number of Ithaqua-survivors for her testing, she plans to use shards of the Blue Crystal from which *Nachtwölfe's* formidable weapons of war have been created in order to birth a new form of super soldier—melding the strange powers which exposure to Ithaqua grant those who survive the ordeal with the powers of the crystals. However, Munx does not yet know that the Blue Crystals contain the spirit of Daoloth (see *Achtung! Cthulhu Keeper's Guide to the Secret War*, p.100), and that melding this with the residual power of Ithaqua may bring down devastation upon her head.

## EPISODE ONE: "A SMALL MATTER TO ATTEND TO IN NORWAY"

### Scene One: Getting There

The British Intelligence Services have fairly reliable connections with Norway set up, and sneaking the team ashore via a small fishing vessel, while not without risk, is comparatively straightforward. They should be able to utilise one of the small Norwegian fishing boats colloquially known as the Shetland Bus, which the Allies used for operations in Norway and get all the way to the village of Vindhjem without being detected.

Alternatively, the investigators might be able to enter Norway via Sweden and avail themselves of supplies from the Free Norwegian forces along the border. If the investigators travel by the Shetland Bus, they will arrive at the fjord and the village much more quickly, and the *Nachtwölfe* forces will not have had as long to grow accustomed to the surrounding area. However, the size of the boat and the need for a plausible cover means that the investigators will be limited to one (60lb or 28 Kilo) kitbag's worth of equipment.

Alternatively, if the investigators choose to enter via Sweden they may double their chosen equipment, but all Persuade rolls are made at +5% difficulty. Of course, the investigators may attempt to scavenge equipment from the village but they won't find anything beyond the basics. The

village is far from rich and anything of real use has likely already been confiscated by Elena Munx's thugs.

Upon arriving and/or assembling in Norway, the investigators are greeted by Jorg Anderson (see below) who is the British contact in this remote corner of Norway. While the Norwegian Resistance is well-established at this point, they have many battles to fight elsewhere, and have little interest in the frozen wastes of the north. Jorg is an effective, trustworthy contact, although his ability to help the investigators is limited.

The cover he has arranged is that of Norwegian wholesalers, who, having heard of the Nazi encampment, have chosen to venture to this remote region in the hope of making some money selling goods to the ship.

## Scene Two: Are You Local?

The village is small, composed of some 130 people, most of whom are involved in fishing or agriculture of one variety or another. In the centre of the village, there is a small inn called the *Frigjort Ulv*, or Free Wolf, which also doubles as an occasional town hall. There is no established 'Mayor' or other authority figure, but the older men of the village tend to handle such things themselves, and it is they who have decided to cooperate fully with the occupiers who arrived

in the fjord four weeks ago and have demanded food, drink and other supplies be delivered to them on a daily basis. While this is putting a strain on the village, the Elders have concluded it's better than the Nazis taking what they want by force. There are roughly a score of houses of one size or another, all well-built but far from luxuriously furnished; they are hardy examples of *byggeskikk* architecture. The village is

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It's the alehouse which seems to offer  
the possibility of hope and solace.

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constructed around the local church, a solid wooden building with the mixture of protestant austerity and utilitarian cheeriness which Scandinavian churches seem to possess. The inn is opposite the church and the two buildings constitute the heart of the community. Though it must be said that the Church is paid relatively little notice now, it's the alehouse which seems to offer the possibility of hope and solace. The priest, Reverend Harald Arnieson, is treated with deference by the villagers, but is really only interested in conducting his sermons—long-winded things about patience and sobriety. He is not intimately involved in the life of the village

### Jorg Anderson, Age 35

**Description:** Jorg is a long-term British asset, though he is not directly involved in espionage. He is more of a fixer, able to acquire virtually anything at the right price and given sufficient time. He will only be available to the investigators for a relatively short space of time, as he travels constantly, driving oil tankers, which allows him to move from town to town with ease. He occasionally trades illicit spirits and goods with select German officers and NCOs, enabling him to plausibly move around the area without arousing suspicion.

Far from a coward, Jorg is nevertheless extremely cautious and won't risk himself without very good reason. He will give the investigators a quick overview of the area and a set of Norwegian papers each, which are good enough to deceive all but the most expert of eyes. He doesn't know much about Section M but he knows a little of the folklore of the area; if the investigators can't elicit any information from the villagers about the legend of the Dark Hunter in the Forest, or don't gain access to a copy of the *Boken Der Jaeger der Wildinis*, then it is possible Jorg might be able to give them a few details.

**Character Notes:** friendly, fast talker, cautious, fixer.

**STR** 70    **CON** 75    **SIZ** 70    **DEX** 60  
**INT** 70    **APP** 65    **POW** 50    **EDU** 60  
**SAN** 75    **Hit Points:** 14

**Damage Bonus:** +1D4

**Build:** 1    **Move:** 8    **Luck:** 80    **Magic Points:** 10

**Skills:** Fast Talk 45% (22/9), First Aid 35% (17/7), Folklore 25% (12/5), Drive (automobile, truck, horse & cart, sled) 65% (32/13), Mechanical Repair 45% (22/9), Natural History 30% (15/6), Sleight of Hand 50% (25/10), Stealth 50% (25/10).

**Language Skills:** Norwegian (Own) 60% (30/12), English 45% (22/9), German 35% (17/7).

**Weapons:** Fighting (Brawl) 60% (30/12), damage 1D3 +1D4 (db); Firearms (Rifle/Shotgun) 45% (22/9).

*Hunting Rifle* 45% (22/9), damage 2D6+4, base range 110 yards, atts 1 per round, rounds 10, HP 12.



## Reverend Harald Arnieson "The Priest", Age 42

**Description:** A rather tedious, self-involved cleric, the Reverend Arnieson takes himself and his vocation very seriously, even though his ministry is a very small and isolated one. He sees himself as a modern, rational thinker and theologian, and is very dismissive of folklore and legend, even though he knows a reasonable amount about Norse and local mythology.

**Character Notes:** Pious, bookish, self-important.

**STR** 50    **CON** 60    **SIZ** 60    **DEX** 60  
**INT** 65    **APP** 65    **POW** 50    **EDU** 70  
**SAN** 50    **Hit Points:** 12

**Damage Bonus:** 0

**Build:** 0    **Move:** 7    **Luck:** 50    **Magic Points:** 10

**Skills:** Folklore 30% (15/6), Occult 5% (2/1),  
 Theology 60% (30/12), Sleight of Hand 50% (25/10),  
 Stealth 50% (25/10).

**Language Skills:** Norwegian (Own) 80% (40/16),  
 English 25% (12/5), German 35% (17/7).

**Weapons:** Fighting (Brawl) 30% (15/6), damage 1D3.

and while the investigators can question him if they wish, he will, somewhat reluctantly, be able to fill them in on some of the folklore and legends of the surrounding area.

The villagers themselves are a timid and reserved bunch. The constant demands made by the crew of the *Heidelberg* and the apparent preoccupation of the strange woman, Elena Munx, and her terrifying companion, Der Stier, with the depths of the pine forests, have all contributed to a general skittishness amongst the inhabitants.

This usually manifests itself in an avoidance of eye contact, muttered answers to any questions asked, and a reluctance to be on the street for any longer than is strictly necessary. However, the tension of the situation has also led to a number of people, men and women, taking refuge in heavy drinking, and the Free Wolf is always busy in the evenings.

While there is scant food available for the populace, there is plenty of alcohol to go around—*akvavit* and schnapps, and even ice wine. The demands for food which the village has thus far met are onerous but bearable, and there is a ready supply of fresh fish to be caught from the fjord and surrounding lakes. Careful questioning from the investigators might elicit the fact that the amount of food that the inhabitants of Vindhjem, and several surrounding Hamlets, have delivered to the *Heidelberg* over the course of

the few weeks the Nazis have been in this area seems vastly disproportionate to the number of crew the ship has. Further probing will also confirm that, for a troop ship, there doesn't seem to be that many men aboard.

## The Word on the Street

The Nazi interest in the Pine Forests has also awakened some interest in local history and folklore with people, for the first time in decades, paying attention to the strange tales and remnants of pre-Christian religion which can be found throughout the area. Much of this interest concerns a strange book, written 50 years ago by a local man, Henrik Ulfstein, who was subsequently found frozen to death, his feet worn away to nothing. *Boken der Jaeger der Wildinis* by Henrik Ulfstein (see appendix, page 25), or *Book of the Hunter of the Wilderness*, is a children's poem of some 60 verses concerning the pursuit of the poet by a being called the Dark Hunter who moves with impossible speed across the landscape. The poem has received minor critical attention in the past, and, before the war perhaps one academic a year would carry out the lengthy journey to the village to conduct a series of walks around the local area. They would also ask a series of questions of the villagers, few of whom remember the author or the book, although several houses keep a copy to claim connection with the poet and secure a few Krone from the sporadic academics. If the characters opt for a more analytical approach to the adventure, then finding a copy of this tome will represent a worthwhile step.

Overall, the people of this village are precisely what you expect of people in this situation: scared, tremulous and unwilling to risk their own lives or those of their families by doing anything overtly rebellious. However, they are also unlikely to give the investigators away as they are certainly no friends to the occupying powers.

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If the investigators try and question the villagers during the day or as they go about their business, they will usually receive only blank looks and short shrift in response. The investigators are outsiders and potential collaborators, and the villagers are not going to turn on one another. It is too close-knit a community.

However, the investigators will need somewhere to stay, and the Free Wolf has spartan but comfortable lodgings available, and its rather genial landlord, Rune Haraldson, will be happy to have any paying custom (Section M has provided generous funds). Jorg will suggest this is the best opportunity



to engage with the villagers and groups who favour investigation, and roleplaying will find ample opportunities here.

Venturing down to the bar in the evening, staying a good few hours and letting the strong local spirits do their work, perhaps even buying a few rounds of drinks, will lead to the loosening of a few tongues. A successful Persuade or Psychology roll will reassure the locals that the characters are trustworthy and to be relied upon, especially if Jorg can be induced to stick around and vouch for them.

A successful Spot Hidden roll might also reveal a copy of *Der Jaeger der Wildinis* tucked into someone's pocket or mouldering away on a bookshelf: which might be enough to start a conversation at least.

On any given evening the Free Wolf is populated by 5-10 locals including Hilde Swainsdottir and hosted by Rune Haraldson (see 'Allies & Adversaries', p.21) and if needed, further NPC villager profiles can be based on these two. If the investigators successfully engage one or more of them in conversation (translation will be provided by Jorg or Rune, though some villagers will speak basic English, at the keeper's discretion), they can find out the following:

- Despite the strain on resources which the troop ship has caused, relatively speaking the Nazis have left the villagers to their own devices.
- The Nazis send troops to the village each morning to ensure that supplies are being delivered to the boat. Usually, three or four. These men wait in the village until all the sleds have returned before heading back to the ship.
- All of the occupiers stay onboard ship after sunset, with only a single gangplank connecting the ship to the shore.
- All of the locals are forbidden from being in and around the ship at darkness and the Nazis have imposed a curfew to this effect, though, as the investigators will see, it isn't observed, and there have been no reprisals, so long as no one approaches the ship at night.
- The only member of the village the Nazis seem at all interested in dealing with is Gammel Knut, or Old Knut (see 'Allies & Adversaries', p.21). He is the church's sexton, a handyman and general dogsbody, though his chief job is digging graves in the two nearby graveyards. There is the one attached to the Church, but there is also one a mile or so away, deep in the forest.

## Villagers at the 'Free Wolf'

### RUNE HARALDSON "THE INNKEEPER", AGE 47

**Description:** Rune is everything you'd expect of an innkeeper: a large, warm, hospitable man with a great bushy beard, he exhibits a great deal of *bonhomie* when welcoming guests. He resents the German occupation, but feels he's now a bit too old to do anything active about it—"That's for the younger folk". He knows a reasonable amount about Norse legends and local folklore, and is particularly receptive to anyone who has money to spend. As his size suggests, he's fond of food and drink, and likes to talk, stimulating conversation, song and discourse in his role as mine host.

**Character Notes:** Honest, bluff, welcoming.

**STR** 55    **CON** 55    **SIZ** 80    **DEX** 50  
**INT** 55    **APP** 50    **POW** 45    **EDU** 45  
**SAN** 45    **Hit Points:** 11

**Damage Bonus:** 0

**Build:** 1    **Move:** 5    **Luck:** 30    **Magic Points:** 4

**Skills:** Folklore 40% (20/8), Occult 15% (7/3).

**Language Skills:** Norwegian (Own) 70% (35/14), English 20% (10/4), German 25% (12/5).

**Weapons:** Fighting (Brawl) 20% (10/4), damage 1D3.

### HILDE SWAINSDOTTIR "THE SEAMSTRESS", AGE 33

**Description:** Hilde has lived in Vindhjem all her life, is married to a local man, and has rarely ventured more than 20 miles from her home town. Like most villagers, she does a variety of work, but specialises in making and altering clothes, and weaving using traditional methods. Her grandmother passed down a great deal of knowledge about plants and herbalism, and using the old ways, she is able to brew everything from potions to poultices to help her fellow villagers in times of need. She enjoys a great deal of ice wine to keep out the winter chill, and, having consumed a few, loves nothing better than recounting myths and legends.

**Character Notes:** Quiet, wise, listener.

**STR** 45    **CON** 60    **SIZ** 55    **DEX** 55  
**INT** 40    **APP** 50    **POW** 70    **EDU** 45  
**SAN** 70    **Hit Points:** 11

**Damage Bonus:** 0

**Build:** 0    **Move:** 8    **Luck:** 80    **Magic Points:** 14

**Skills:** Folklore 50% (25/10), Herbalism 40% (20/8), Occult 15% (7/3).

**Language Skills:** Norwegian (Own) 70% (35/14), English 15% (7/3).

**Weapons:** Fighting (Brawl) 20% (10/4), damage 1D3.

- If the investigators ask why there are two graveyards, they will be told that the ancient one in the forest was used for the followers of the old ways: it is a site sacred to Odin and the Hunter of the Wilderness, or the Dark Hunter, referred to in the *Boken der Jaeger der Wildinis*. It's rarely used for the burial of villagers any longer, as they say 'we don't get lost in the dark hunter's woods anymore'. But the occupiers certainly seem interested in the old graveyard; if they want to know more, they should ask Knut.
- If the players press the point and ask why the Nazis would be interested in an old, pagan graveyard, the consensus will be that they are interested in the forest in general. When they arrived, beyond demanding regular deliveries of supplies and threatening violence if they did not receive them, the only thing which the soldiers asked about was the forest. What did the villagers know? What did the legends say? The villagers say that the only answer they gave was to offer the Nazis a copy of the *Hunter of the Wilderness*.
- The investigators can also confirm that the Nazis are indeed sending out troops for 'survival training', and that a number of them don't come back. It is for this reason that Knut is kept so busy: all the dead are buried in the old graveyard. The death rate doesn't surprise the villagers: it gets very cold in those forests and the Nazis aren't sent out with much. They think that another three were sent out last night.
- The villagers mention that the person who was in charge of the *Heidelberg* visited the village once, took a copy of the book and left. She unnerved the villagers, but not nearly as much as her enormous, silent companion, "a beast of a man, like a wild bull". If the Nazis' impressive firepower wasn't enough to quell any thoughts of resistance, then a single glance into Der Stier's eyes certainly did the job.

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Knut will nod upon seeing the SS troops, walk calmly to the sled, and lift up the shroud to examine what's beneath.

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### RED HERRINGS AND FALSE RUMOURS

The keeper should also feel free to throw in some further wildcards and red herrings at their discretion to keep the players on their toes. Drunk people say some crazy things and tell some tall tales, and the inhabitants of the Free Wolf will no doubt scatter some hoary myths and legends amongst their actual truths. Here's a few samples.

- The Wild Hunt is said to roam the forests on certain nights, hunting monsters, but also punishing those who mock the old ways.

- Those walking in the woods should also beware the malice of the elves, who will mislead unwary travellers and steal their most valuable possessions.
- Odin is said to still stalk the woods in the guise of a one-eyed tinker, even in the dead of winter. Those who greet him cheerfully and solve one of the Allfather's riddles will be blessed with great luck for the rest of their year.
- Gloson, demonic razorbacked boars which haunt graveyards, have sometimes been glimpsed in the area. These aggressive creatures are said to be ridden by a strange red-capped rider and appear at times of great unrest or change.
- Packs of wolves and their fearsome supernatural kin, werewolves, once stalked the forest and are said to return on a full moon.
- Centuries ago, an old crone of the forest could talk to the ancient spirits of wood and water and intercede with them on the villagers' behalf. But she fell into dabbling with dark powers and was burned as a witch. Her ghost haunts the woods to this day, and will blast the soul of any unfortunate enough to be found there after midnight.

### Scene Three: A Tough Knut to Crack

Gathering intelligence in the Free Wolf should lead the investigators towards questioning Old Knut Svenson, who can usually be found in or around the Church. He will tell them relatively little (at least at this point). He is not a collaborator but he fears for his village and, having spent more time with the Nazis than anyone else, he has a better idea than most what it is *Nachtwölfe* have encountered in the pine forests. A concerted effort at drawing out this fairly taciturn man will elicit the following information, and as astute investigators passing a Psychology roll will note, he is particularly sympathetic and receptive to female investigators and more likely to open up to them.

- He has buried four or five Nazi soldiers, both SS men and Kriegsmarine, in the old graveyard.
- He knows that the four or five he has buried were not the only soldiers dispatched into the wilderness. He thinks, from what he has heard, that several of those who were sent on 'survival training' returned, although when conversation turns to this point among the Nazis who fetch him to perform the burials, they suddenly fall quiet.
- The Nazis cannot perform the burials as they would not know 'how to do it right'. However, he will not give any more details on this.
- If the investigators interrogate Knut too forcefully, or otherwise threaten him, he will clam up and offer them nothing else. He will not betray them, though this is as much a result of him worrying that reprisals might affect the villagers as well as the investigators as any reluctance to collaborate.

There are a number of potential next steps for the investigators. Indeed, they might not choose to explore the village much at all, preferring to get straight down to business and heading toward the *Heidelberg*. If the investigators choose to head straight to the ship, save the above information for conversations later, either with villagers or possibly with Kriegsmarine near the ship. If, for any reason, the investigators discharge their weapons in the village, or threaten villagers with overt violence, the villagers will defend themselves with easily-acquirable farm implements. Any aggression by the investigators towards the village will also result in the villagers becoming liable to betray the characters to the Nazis. Even Jorg won't be able to get the investigators out of this, so they would have to head straight for the *Heidelberg* and hope that the hew and cry caused by their conduct in the village doesn't put the Nazis on high alert too quickly. In this circumstance, the investigators could skip to the Forest section (Scene Four p.12) and hope to hide there until the uproar has died down. If this is the case, then the keeper might like to have a number of patrols pass through the area where the investigators are hiding, and see what happens.

- If the investigators decide to stay the night in the Free Wolf before heading down to the ship-side in the morning, then have each of them make a Listen roll. Anyone who succeeds is awoken at 3 am in the morning by the sound of a door being knocked at, quietly but firmly. A quick glance out of the window (a successful Spot Hidden roll: the Nazis aren't hiding themselves exactly, but it's dark and they aren't keen to be noticed) will reveal that two SS soldiers are banging on Knut's door. They have a small sled with them—one similar to those owned by the villagers—and on it are two shrouded bodies. Knut will nod upon seeing the SS troops, walk calmly to the sled, and lift up the shroud in order to examine what's beneath. Unusually, he checks the feet of the corpses—not their faces. Knut then joins the SS on the sled and the three proceed to the Graveyard. The investigators can follow fairly easily on foot—although a few suitable Skill rolls should certainly be made, most likely Stealth, depending on what method they choose.
- If the investigators choose to wait until the morning and head down to the *Heidelberg* with the daily supplies, they should be able to negotiate either transit to the *Heidelberg* on one of the other sleds going to the ship, or convince or bribe one of the locals to take the day off and let them take the sled down. The second of these options will require a successful Persuade check. If the investigators take this option, skip to the *Heidelberg* section (p.13).
- If the investigators have chosen to forego a night in the village and proceed directly to the ship, pass on to the Forest section (p.12).

## 'Gammel' Knut Svenson "The Gravedigger", Age 60

**Description:** Knut is an aged man and the constant prefix (*Gammel* or Old) attached to his name seems to be as much a term of affectionate respect as a reference to his advanced age; he is not the oldest person in the village by any means. Knut is about six foot tall, with thick white hair and a short, though somewhat ragged, beard. He is clearly a man long inured to hard work; his hands are callused and, despite his age, he has the wiry strength of a man considerably younger. He always has a pipe about his person and he regularly chews the stem, though very rarely smokes it. He has never married but is extremely deferential to all women. Female investigators will be able to secure information from Knut more easily than male, as, in Knut's experience (and as the example of his mother demonstrated) women tend to get more done. When questioning Knut, female investigators roll at an Advantage for all interpersonal skills (eg. Fast Talk, Persuade etc).

**Character Notes:** Introverted, intense, eccentric, feminist.

**STR** 70    **CON** 60    **SIZ** 70    **DEX** 55  
**INT** 65    **APP** 60    **POW** 80    **EDU** 60  
**SAN** 80    **Hit Points:** 14

**Damage Bonus:** +1D4

**Build:** 1    **Move:** 6    **Luck:** 45    **Magic Points:** 16

**Skills:** Folklore 40%, Occult 30%, Navigate forested areas 40%, Mechanical Repair 20%.

**Language Skills:** Norwegian (Own) 60% (30/12), English 20% (10/4), German 35% (17/7).

**Weapons:** Fighting (Brawl) 50% (25/10), damage 1D3 +1D4 (db); Knife 50%.

*Hunting Knife* 50% (25/10), damage 1D6 +1D4 (db).

**Special:** Knut knows a rudimentary folk version of the spell *Dismiss Ithaqua*; however, the fact that it is a traditional, rough version means that it only works when conducted with the ritual detailed on page 10.

"Things live in those woods,  
ancient things, cold and evil with an  
icicle where their heart should be."  
- 'Gammel' Knut Svenson

## SS Trooper

**Description:** Loyal to the point of fanaticism, these SS troopers have been assigned to Elena Munx's mission and will obey her in all things.

**STR** 65    **CON** 70    **SIZ** 65    **DEX** 70  
**INT** 60    **APP** 50    **POW** 50    **EDU** 55  
**SAN** 45    **Hit Points:** 12

**Damage Bonus:** +1d4

**Weapons:** Fighting Brawl 40% (20/8), Handgun 45% (22/9), Firearms SMG 45% (22/9).

*Luger P08 Pistol* 45% (22/9), damage 1D10, attacks 2, range 20 yards.

*MP38 SMG* 45% (22/9), damage 1D10, attacks 2/burst, range 30 yards.

## Scene Four: The Graveyard

The 'other' graveyard, which the investigators may have heard spoken about in the village, is located within the thick pine forest which covers most of the landscape. It is situated in a little clearing, set in the shallow valley formed by two large hills. The graveyard is small and extremely old. It is delineated by a series of knee-high boulders made from white, dolomite marble. These marker stones encompass an area of about 200 yards in radius. A successful Archaeology or Anthropology test identifies the age of the circle at perhaps 2000 years old, or more. However, it is clear that the graveyard has seen something near to continuous use, as there are a number of runic inscriptions made in the rock which were likely added later, and even a number of identifiable Christian symbols and letters have all been engraved into the stone.

If the investigators have tracked Knut and his two Nazi visitors to the graveyard, then a final Easy successful Stealth roll will allow them to secrete themselves in the surrounding undergrowth and watch the following events. The two SS soldiers assist Knut in digging two graves within the circle—the ground is hard, with frost, and this takes an hour or so. Once it is complete, the bodies are carried to the gravesides and then the two soldiers leave the circle.

They have clearly done this before as there is no confusion as to what is about to happen. Knut removes the tarpaulin covering the bodies. Upon seeing the bodies, the investigators must make a SAN check (0/1d6). The bodies have been horrifically torn and rent asunder. Flesh hangs from their faces in gobbets and there are sizeable chunks of flesh clearly missing from limbs and abdomen. Knut seems entirely unfazed by this; the only thing he seems concerned with is the feet of the bodies. The feet of both corpses have

been completely removed, apparently by some source of terrific heat, as there is blackened, carbonized flesh at the extremities of the legs, just above where the ankles should have been. Knut carefully places boots, supplied by the SS, onto the blackened stumps of the corpses and then, using a thick cord, binds them tightly to the legs, wrapping the cord around the knees several times.

While he does this, he sings a strange, high-pitched song. Another successful Anthropology or Folklore test identifies this as being a section from the *Poetic Edda*, a collection of ancient Norse oral poems in the Bardic tradition. Listening carefully with the appropriate language skills, investigators will specifically note the lines 'wind-time, wolf-time, ere the world falls' which are intoned several times during the rendition. Once the boots are tied, meticulously, onto the feet of the corpses, Knut will bury them. This takes approximately an hour and fifteen minutes for both bodies. Once this is completed, the SS will take back their cart, and head into the Forest and back to the ship, while Knut will walk home.

At least, this is what will happen if the investigators do not intervene at any point. The SS troops will wait until Knut has finished his ritual before heading back to the ship. The investigators therefore have a choice—to wait and follow the SS back to the ship or attempt to stealthily assassinate them. The SS are heavily armed, both carrying machine guns. If the investigators do assassinate the Guards, following a successful Stealth test, they might well use their uniforms later as a means of gaining entry to the ship if they're not too bloody. Whatever happens outside of the circle, whether a full-on fire fight, a gory throat-cutting or nothing at all, Knut will not stir from his task. However, should any of the characters or the SS troops enter the circle while he is conducting his burial ritual, a number of things will happen.

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There is a horrendous smell all about the circle, a smell like raw, rotting meat, and the scent of a vast, predatory animal lurking somewhere near.

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Upon any investigator entering the circle (while the ritual is being conducted) they will experience the following: all the background noise of the forest suddenly ceases completely; a strong wind buffets their faces and any other exposed flesh, chafing and scouring it—while in the circle, during the ritual, all investigators must pass a STR check or move at half speed for the duration of the scene. There is a horrendous smell all about the circle, a smell like raw, rotting meat, and the scent of a vast, predatory animal lurking somewhere near. This requires a SAN check (0/1d6).

If the investigators attempt to interrupt Knut's ritual, he will attack them, while continuing to chant his high-pitched song; his sole purpose in fighting them will be to drive them

off so he can complete the ritual. If the investigators kill or incapacitate Knut, then the keeper should be prepared to let everything go to hell pretty quickly; the two corpses which Knut had been in the process of burying reanimate a few moments after Knut's chanting stops. If the investigators manage to survive this initial encounter, move to the Forest section, but introduce these two revenants as additional complications. If the investigators leave Knut to his business, once the ritual is complete, he will gladly answer any further questions the investigators have, though the effects of the ritual have left him drained.

- If the investigators ask him what he was doing, Knut will tell them 'I was burying them right, burying them correctly, so that they won't come back.'
- What happened to the bodies? 'They met with the Dark Hunter. But he did not make them the Blessed of the Wind.'
- Where did he learn about the Dark Hunter? 'It is old wisdom. It is known round here, it is remembered. *The Hunter of the Wilderness*, that book is true.'
- What is the Hunter of the Wilderness? 'An old, dark, hungry thing which stalks the wastes and walks upon the winds.'
- What do the Nazis want with it? 'Who knows? But they cannot catch it. It moves as it wills. They want to make the Blessed of the Wind.'
- What are the Blessed of the Wind? 'When the Dark

Hunter takes his sacrifice, some he kills, like these I have buried. Some he leaves alive, but changed. These are the Blessed of the Wind. They are still partly themselves, but they are also something other. Something worse.'

- Does he know where the Blessed of the Wind are taken? 'On board that damned ship'
- Has he spoken with Elena Munx? 'Aye, I spoke with the women. She is hard, cold. Like the Dark Hunter. But I do not know what her true plans are for those that return to her. I just bury the ones who aren't made Blessed of the Wind. If you don't do it properly, they can sometimes awaken. I was taught the old ways by my father, and him by his, and so on. This is the way it has always been.'

This is all that Knut can tell them that is pertinent to the mission Section M has tasked the investigators with. Everything else is a morass of dense, local folklore and arcane tradition, much of which, a successful Anthropology or Cthulhu Mythos check can tell, is drawn from a number of different locations and a number of different sources—none of it is relevant: there are references to the Wild Hunt, the Herlathing, Odin, Thor, and numerous other Nordic deities and folk traditions.

Knut will mention to the investigators that, from what he understands, the SS found the corpses roughly halfway between the graveyard where they are now, and the ship. He will point them in that direction. If the investigators choose to investigate that lead, move to the Forest section (p.12).

## The Blessed of the Wind

**Description:** Irrevocably twisted and changed by their experience with Ithaqua, the Blessed of the Wind are those men whose strength and resilience or just pure luck has allowed them to survive the encounter of being born aloft by the Elder God. Touched by this raw, crackling source of eldritch power and inhuman, unknowable intelligence, the Blessed of the Wind have been forever changed. Reduced to an animal state, they bound through the air, uttering a haunted, bereft cry, constantly on the search for food and some form of comfort. The last vestiges of their human minds draw them, almost inevitably, toward home, often leading to whole families being slaughtered when these unfortunates return to their loved ones, but are only able to see fresh meat.

**STR** 85    **CON** 85    **SIZ** 85    **DEX** 85  
**INT** 25    **POW** 60    **Hit Points:** 17

**Damage Bonus:** +1D6

**Move:** 8/12 flying

**Weapons:** Claws and teeth 30% (15/6), damage 1D8 +1D6 (db).

**Armour:** 4 points of ice-encased flesh.

**Sanity Loss:** Upon first sight, the Blessed of the Wind causes 1D4/1D10 **SAN** loss.

**Special: Fear of the Blue Crystal.** Blessed of the Wind fear the Blue Crystals used by *Nachtwölfe* to bind them. Any damage caused to one of the Blessed of the Wind using Blue Crystal or Atlantean technology causes an extra +2HP damage per attack. Being creatures of ice, they are also especially vulnerable to fire damage with any fire-based attack, doing an additional 1D6 points of damage.

**Impossible Speed:** The Blessed of the Wind warp reality around themselves, making tracking them or locating them nearly impossible. Blessed of the Wind always attack first in combat, and the first attack on an opponent always counts as a surprise attack.

If the investigators choose not to assassinate the SS soldiers, but, instead, to follow them back to the ship, then move to The Forest, Scene Five below.

Alternatively, the investigators may choose to eschew the forest altogether, and go back to the village with Knut in order to check their supplies, before heading to the ship. If this is what the investigators choose, then skip the Forest section and move to Episode Two, Scene One: The Shanty Town (p.13).

## Scene Five: The Forest

This scene can be used in a number of different ways and for a number of different purposes. The major routes into this scene are as follows:

- The investigators are pursuing the SS who brought the bodies to Knut for burial.
- The investigators are heading towards the *Heidelberg* but not via the supply run which the villagers conduct every morning.
- The investigators are trying to find the final member of the ‘survival training’ mission that left the two corpses buried in the graveyard.
- The investigators decide to stake out the ship during the night, in order to see if sneaking in during the night is a feasible option.

There are of course a number of other reasons why a keeper might introduce this scene into the adventure, but the above should cover most of them.

The forest is a vast, almost unending series of dense pines. The air is sweet with the smell of sap and it is icy cold, with snow on the ground and frost in the air, although it is still relatively mild for a Norwegian winter. As the Investigators move deeper into the forest, emphasise the growing darkness—or, even more atmospherically, the settling darkness. It’s accreting too quickly to be wholly natural. The slanting shards of light, which should be slipping through the spaces in the trees, begin to fade. The wind begins to lift, starting to whistle through the leaves with astonishing violence. If one or more of the Investigators stepped into the circle while Knut was carrying out his ritual, the effects should be similar, and require a SAN check (0/1d6) as the scent of rotten flesh, and a bestial reek (one some investigators might recognise as that of lions, if they’ve ever visited a zoo) begins to fill their nostrils.

What precisely happens next is entirely up to the keeper. If the investigators were following the SS back to the ship, then perhaps have one of the two SS soldiers suddenly racing back towards the Investigators and, upon seeing them, continue running in blank-eyed terror.

If, otherwise, the investigators are simply lost or else searching, have them stumble upon piles of viscera. If they visited the graveyard and saw the bodies, imply that the

remnants on the ground match precisely what was missing from those corpses.

There is a hideous, straining growling noise from somewhere in the trees ahead, a wholly feral noise completely unlike anything they have heard before. If the investigators continue onwards, in order to find the source of the noise, they enter a small clearing and experience the following events.

If the investigators decide to run away, have them be chased by the creature they are about to encounter and hunted through the forest, working in any of the following details as the keeper chooses. If the investigators are chased, emphasise that they have no way of orienting themselves, and that they could well end up even more lost (in reality, have them experience the chase for a while, hiking the fear up and up, and having them dodging shadows before, finally, letting them emerge in front of the *Heidelberg* entirely accidentally).

If the investigators push on, wary but unbowed, into the clearing ahead, continue to emphasise the growing gloom and the bite of the wind as it blows past. The clearing is only small, perhaps a dozen yards across, and, sat in its centre, like an image of the god Pan, is the third survivor. There is almost nothing human left about him, his feet have been scorched away, leaving charcoal stumps. His face is almost gone, as teeth too large for his mouth have sprouted from his gums and ripped away the flesh from his upper lip and much of his cheeks. His arms seem to have too many joints in them, pointing backwards and forwards in the most unsettling of ways.

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His face has almost gone, as teeth too large for his mouth have sprouted from his gums and ripped away the flesh from his upper lip and much of his cheeks.

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Seeing the Blessed of the Wind for the first time requires a SAN check (d4/d10). The creature is surrounded by the remains of the other SS soldier (if the investigators didn’t kill them) or the dismembered remains of an unidentifiable animal. It snarls at the investigators and spring towards them with impossible speed.

If the investigators stand and fight, the creature will stay only until it has lost 8 HP. Upon losing these hit points, the Blessed of the Wind will turn and bound away. When moving, the investigators will feel sick, or queasy, as though afflicted with vertigo. Space-time around the Blessed of the Wind contracts and distorts, enabling it to move with impossible speed. If the characters themselves turn and run, the Blessed of the Wind will seem to pursue them, leaping through the trees alongside them and uttering its warped, horrifying trill. While the investigators are running, the Blessed will perform Leap Attacks (see p.24) on individual

members of the group at random, pinning them to the ground for a moment before springing away.

These attacks can continue for as long as the keeper wants, though 2-3 should be more than enough for investigators lost in an enormous forest they cannot possibly navigate through. Each time the creature lands, suddenly appearing from impossible angles at incredible speeds, have the investigators make SAN checks. Once this scene has played out its dramatic potential, have the investigators emerge in front of the *Heidelberg* and move to Episode Two, Scene One.

## EPISODE TWO: AN APPOINTMENT WITH ITHAQUA

### Scene One: The Shanty Town

The second half of *The Blessed of the Wind* is a much more action-focussed affair as the investigators get into the heart of their mission, boarding the *Heidelberg* and discovering the truth of what Elena Munx is planning there. However, it might begin with a reconnaissance scene, and this can be used for a number of purposes:

- It can give investigators the opportunity to survey the ship they will need to get on board in order to complete their mission AND the opportunity to get on board the ship in the same moment, if they so choose.
- It can be used to impart key information if the investigators have not conducted preliminary investigations in the village.
- The keeper can use this section to finally reveal the investigators' true nemeses, Elena Munx and Der Stier.

Beside where the *Heidelberg* is moored, the *Kriegsmarine* have formed a sort of rough shanty town. Whenever the supplies from the village arrive, the sailors and a handful of the SS are already waiting for them. The fjord is a beautiful spot, though the forest hems it in on all sides. The little shoreline along which the *Kriegsmarine* spend much of their day is rendered inhospitable by the huge side of the steel hulk towering up on one side and the press of the forest on the other.

Every day, as the investigators will learn quite quickly, the sailors are woken and allowed to get breakfast, before being ushered off the ship onto the shore. Once there, they are given various construction tasks or simply allowed to take their ease. The majority of these *Kriegsmarine* are either conscripts or long-term sailors; they have little interest in Nazi ideology, and are frustrated and increasingly bewildered by the things going on around them.

They are also frightened by the attrition rate which the SS seem to be suffering as part of their survival training, especially as a few of their *Kriegsmarine* comrades have also been sent on the missions never to return. They are daunted

by the *Nachtwölfe* officers in charge of the ship, however, and speak of both Elena Munx, and particularly Der Stier with a mix of awe and disquiet. They have formed an uneasy bond with the villagers—while both sides recognise the imbalance of the relationship, they are ultimately subject to the strange whims of the *Nachtwölfe* officers.

If the investigators arrive alongside the villagers, they will initially be treated with suspicion. However, a successful Fast Talk roll, a flashing of the right papers or good role-playing of their cover story as wholesalers (and even some appropriate bribes) should eventually persuade the sailors to relax. If the investigators have brought their own goods to offer as indication of their cover story, then they will be warmly welcomed, should they have anything out of the ordinary or appealing: schnapps or other alcohol, or traditional German foods. Even promises to return with such items are likely to gain them an enthusiastic following. They should be able to pick up a great deal from the idle chatter around the camp. The sailors and villagers interact fairly freely and the *Kriegsmarine* have reached the stage where they have ceased to worry about the villagers posing a threat. Amongst themselves, they speak quite openly, and the investigators will be able to overhear some or all of the following if they pay attention.

- Three more SS troops were sent into the forest last night, with only pistols and a water canteen, more 'survival training'.
- The sailors have heard strange noises in the bowels of the ship, in that hold which is off limits except to the *Nachtwölfe* officers and the SS: wolfish howls and the sound of claws being drawn across metal. They wonder if that is what the 'survival training' is about: hunting wolves to be taken back to the Reich.
- They haven't seen any of the returning survival trainees. They have been quickly spirited below, under the orders of the *Nachtwölfe* officers. 'For further training', the sailors have been told.

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The sailors have heard strange noises in the bowels of the ship, in the hold which is off limits except to the *Nachtwölfe* officers and the SS.

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A little distance from the main part of the shanty town, some *Kriegsmarine* are involved in some sort of welding and metal work. If the investigators approach these sailors, they won't receive much in the way of conversation, although a successful Combat Engineer roll, or other pertinent Skill check will enable an investigator to determine that the things being produced are cages and shackles (this would most likely be at an Easy difficulty level). If they pass the

check with flying colours, the keeper might also choose to tell the investigators that the shackles are of unusually intricate design, and appear to have narrow channels or rivulets engraved into the chain links and cuffs.

Direct routes onto the ship are somewhat limited: during the day, there are three gangplanks extended to the shore, two of them of considerable size to allow for the transport of engineering equipment. If the investigators ask the sailors why they are summarily thrown off the ship each morning, the answers will be roughly the same: 'this is when they do their tests on the wolves'.

The Kriegsmarine won't be drawn on what this means and persistent questioning is likely to result in increased suspicion which will be difficult to allay. If the investigators do not relent, it is possible that they may be arrested as spies. If the keeper feels that the Kriegsmarine are suspicious, have each character make a Fast Talk roll, or similar, to see if they can convince those around them of their authenticity. Any failures should result in the keeper moving to Scene Two: Getting On Board the Ship, as the investigators are seized and bundled aboard.

Once the investigators have examined the small encampment, several things could happen:

## Kriegsmarine Sailor

**Description:** These are the ordinary sailors and crewmen of the *Heidelberg*: hardy German seafarers, loyal but not fanatical, although as superstitious as all naval men. They have grown pensive and fearful by the dreadful events seeming to overcome them, plus the loss of several valued crewmates, although they fear Elena Munx and especially her implacable enforcer Der Stier. Values given are for an average Kriegsmarine sailor and could be up to +/- 10% for specific individuals.

**STR** 60    **CON** 65    **SIZ** 65    **DEX** 60  
**INT** 50    **APP** 50    **POW** 45    **EDU** 50  
**SAN** 45    **Hit Points:** 12

**Damage Bonus:** +1d4

**Build:** 1    **Move:** 7    **Luck:** 30

**Weapons:** Fighting (Brawl) 35% (17/7), Firearms (Handgun) 30% (15/6), Firearms (Rifle/Shotgun) 35% (17/7).

*Luger P08 Pistol* 30%, (15/6) damage 1D10, attacks 2, range 20 yards.

*Gewehr 88 Rifle* 35% (17/7), damage 2D6+4, attacks 1, range 110 yards, 5 rounds clip.

- Der Stier will leave the ship and walk down the gangplank—which creaks under his weight—and move around the encampment. When doing so, emphasise the unnatural size and presence of the man. This is to intimidate the investigators as much as anything, to give them a real sense of what they are going up against. Perhaps have him approach the group of Kriegsmarine welding the cages and seize a pair of the shackles they are making. Then have him pull apart the steel links, without a great deal of effort and have him hand them back to the man who made them.

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Der Stier will leave the ship and walk down the gangplank - which creaks under his weight - and move around the encampment.

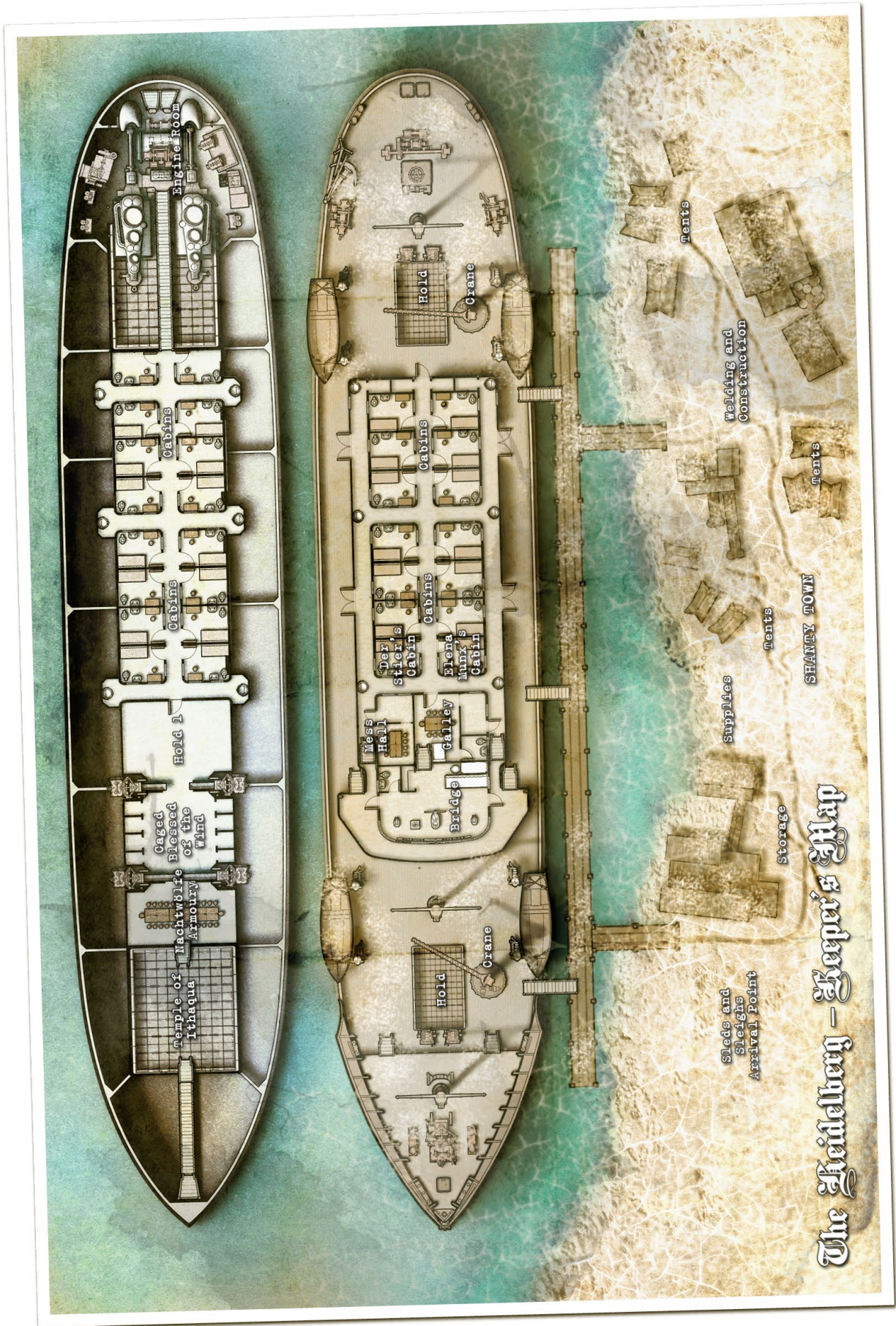
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- Elena Munx can be seen from the shore, standing in her blue, *Nachtwölfe* uniform, watching the treeline of the forest through binoculars. She is extremely intent on the forest—a Persuade roll when talking with one of the Kriegsmarine sailors will confirm that three more SS troops were sent on 'survival training' last night. So far, none have returned, although a couple of SS soldiers were sent out to find any signs. (If the investigators have visited the graveyard by this point, they can correlate the two bodies and the SS troops with those they have already encountered. If the investigators want to, they may decide to explore the 'survival training' areas themselves, and see if they can find the third body. In which case, move to the Forest section.)
- An investigator standing near to one of the ship's gangplanks can, on a successful Listen roll, hear a strange roaring sound from somewhere deep within the ship. This is a faint noise and quickly stifled, but whatever it was it sounded both inhuman and ferocious.
- If the keeper is keen for things to happen quickly, then the third member of the training mission, now one of the Blessed of the Wind, can arrive suddenly, or the investigators can attempt to board the ship—either way, see the 'Getting On Board the Ship' section below for more detail.

## Scene Two: Getting On Board the Ship

The investigators need to get onto the *Heidelberg* in order to complete their mission and discover precisely what it is that Elena Munx and Der Stier are attempting within the hold. The investigators have a number of ways of achieving this, though a few of the more likely means are detailed below, but if they come up with further ingenious methods feel free to indulge them.





*The Heidelberg - Keeper's Map*

- The investigators can attempt to sneak on board—if the investigators managed to obtain uniforms (see the Graveyard section for details on how, p.10), then they might walk on board virtually unchallenged. If the investigators did not manage to acquire sufficient uniforms for the whole party, then potentially some investigators could dress as Nazis and usher the others on board as prisoners. Alternatively, the investigators might simply take their chances and try to sneak through the Kriegsmarine and the SS on deck. The keeper should require a lot of Stealth tests to achieve this, but it isn't impossible.

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Once the investigators are on board and below decks, there shouldn't be too much interference from the Kriegsmarine.

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- If the investigators aggravate the Kriegsmarine, or ask too many questions, or are caught trying to sneak on board, they will be arrested. This will result in them being bundled aboard and crammed into locked cabins. While awaiting interrogation, the investigators might well have the opportunity to pick the lock and escape (a simple task for anyone with lockpicking skills), if they move quickly...
- The investigators can try and bluff their way on, potentially as radio engineers or experienced mechanical experts who have had to travel from the nearest city—some 100 or so miles away and over difficult terrain. This will require a Fast Talk check, and some good roleplaying from the investigators, but if a sufficiently convincing reason is dreamt up by the investigators, and Elena Munx is ensconced in the hold, the keeper should be prepared to go with this. How long this cover holds, however, is a different matter...
- A distraction always works. If the investigators are struggling to find another way on board, creating a diversion somewhere else but near enough to the ship to cause concerns is liable to work extremely effectively. Whether this is the result of a controlled explosion in the treeline, organising a fight amongst the Kriegsmarine and the villagers or some other way of luring away the majority of the ship's crew, go for it! Once the investigators are on board and below decks, there shouldn't be too much interference from the Kriegsmarine anyway. They are as scared of Munx and Der Stier as anyone.
- The investigators could try to clamber aboard using grappling equipment, swarming up the rope at night or climbing up the anchors, trying to match the heroic raids of the Chindits or other commando groups. This would be both difficult and risky, unless they have exceptional Stealth skills, as alerting any guards to their presence could result in some very messy deaths.

- The Blessed of the Wind: If the investigators are struggling to find any way of distracting the crew or otherwise accessing the ship, one way the keeper can move the adventure along is having the Blessed of the Wind from Episode One, Scene Five: The Forest suddenly emerging from the trees, and dragging and hurling himself towards the ship in desperation. Unsurprisingly, this will cause a great deal of commotion and, as a number of SS troops rush to contain the creature, and the Kriegsmarine disperse and flee in panic, the investigators can quickly and stealthily secrete themselves aboard the *Heidelberg*. However, they will have to conceal themselves while the Blessed of the Wind is dragged below into the hold. Alternatively, if the investigators visit the Forest and are chased out by the Blessed of the Wind, then they may in part cause the panic, and use this as a means of bargaining themselves on board, with the promise that they will divulge secret information to Elena Munx regarding something they might have seen in the Forest.

Of course, the investigators are expected to come up with their own, even more outlandish plans. The crazier the better! As a keeper, endeavour to let the investigators be creative: plenty of strange and ludicrous plans were carried out by the SIS during the real war. Why would the Secret War be any different?

## Scene Three: Welcome Aboard

Once the investigators are on board the *Heidelberg*, their first instinct will likely be to get below decks and find out precisely what it is that *Nachtwölfe* are doing, down in the ship's vast hold. Depending on the means by which they have managed to board the ship, the investigators might attempt to sneak past the Kriegsmarine using Stealth—there should be sufficient cover for such an effort, as there is a great deal of engineering equipment, oil barrels, lifeboats etc, all stored on the deck.

If the investigators have obtained uniforms, then a successful Fast Talk check should be enough to gain access to the lower levels: although security will be much tighter from there on in.

If the investigators want to go in all guns blazing, they most certainly can. The Kriegsmarine on deck (assume 1.5 sailors for every PC, rounding up) will be lightly armed and there will be, perhaps, two members of the SS on deck, depending on the keeper's generosity. If the investigators manage to finish the firefight in five rounds of combat, then the SS below deck won't have time to prepare and join the battle. However, if the fight goes on for more than five rounds, another four SS troops arrive as reinforcements. No more than this will arrive on deck, however, as Elena Munx will insist the remaining four stay below to protect the Temple.

## Elena Munx “The Rising Star”, Age 28

**Description:** Elena Munx was only a recent graduate from the University of Freiburg when she first encountered Mina Wolff. Drawn by the older woman’s clear sense of purpose and conviction, Elena began to experiment with secret knowledge and occult science, combining these new ideas with her already extensive scientific training and intellect. Encouraged by Wolff, Munx was inducted into *Nachtwölfe* and rose through it ranks extremely quickly, noted for her ruthlessness, and willingness to sacrifice anything and anyone in pursuit of scientific breakthroughs. It was, when staring into the Blue Crystals which she so coveted that Munx had the notion that they might be used to control the minds of soldiers, making them fanatically loyal and enhancing their natural strength. She could not know that this was an idea implanted in her by the elder being, Daoloth, and immediately undertook a series of increasingly brutal experiments in order to produce her own, personal *Übermensch*. Despite the cost, both in Crystal and human lives, Munx finally managed to create Der Stier. Impressed by this success, Mina Wolff has personally arranged the resources needed for Munx’s mission to Norway, in pursuit of even more dangerous creatures to bend to her will.

**Character Notes:** Ambitious, intense, fanatical, ruthless.

**STR** 70    **CON** 70    **SIZ** 55    **DEX** 65  
**INT** 80    **APP** 75    **POW** 90    **EDU** 85  
**SAN** 60    **Hit Points:** 12

**Damage Bonus:** +1D4

**Build:** 1    **Move:** 9    **Luck:** 45    **Magic Points:** 18

**Skills:** Anthropology 40% (20/8), Archaeology 35% (17/7), Science (Astronomy) 25% (12/5), Science (Biology) 50% (25/10), Cthulhu Mythos 30% (15/6), Medicine 50% (25/10), Occult 45% (22/9), Persuade 45% (22/9), Science (Physics) 30% (15/6), Use Atlantean Tech 35% (17/7).

**Language Skills:** German (Own) 85% (42/17), Norse Runes 40% (20/8), English 40% (20/8), Norwegian 25% (12/5).

Fighting (Brawl) 50% (25/10), damage 1D3 +1D4 (db);  
 Firearms handgun 40% (20/8).

2 x *Walther P38 Pistol* 40% (20/8), damage 1D10, atts 2 (each) per round, base range 15 yards, 9 rounds.

**Special: Ruthless Will.** Elena Munx can focus her attention beyond the capacity of ordinary human beings. If she is engaged upon a task, only severe physical pain will cause her to look away. Munx’s focus can only be broken if she suffers more than 2HP damage in a combat round. This intense focus also allows her to dual-wield her signature Walther P38 pistols with no penalty.

## Der Stier “The Bull”, Age Unknown

**Description:** Who Der Stier was, before he became the silent, implacable killer that he is now, is a mystery, but he now resembles the bull-like creature after which he was named, huge, intimidating, and aggressive. The origin of his transformation lies with Elena Munx and she is unlikely to divulge it, especially while Der Stier is around to discourage anyone from making the attempt. Huge, mute, and absolutely loyal to his mistress, Der Stier is a terrifying opponent: inhumanly strong, and capable of breaking necks and spines with his bare hands, his preferred *modus operandi*.

**Character Notes:** Mute, intimidating, devoted (to Munx).

**STR** 90    **CON** 100    **SIZ** 90    **DEX** 70  
**INT** 40    **APP** 40    **POW** 40    **EDU** 25  
**SAN** 40    **Hit Points:** 18

**Damage Bonus:** +1D6

**Build:** 2    **Move:** 8    **Magic Points:** 8

**Language Skills:** German (Own) 50% (25/10).

**Weapons:** Fighting (Brawl): 65% (32/13), damage 1D6 +1D6 (db), special attack: headbutt: 50% (25/10), damage 1D10 +1D6 (db).

**Special: Blind Loyalty.** No matter the circumstances, Der Stier will always try to fight his way to Elena Munx’s side, and will always break away from any combat he is involved in, if she is attacked, heedless of any damage he might incur in doing so.

Once the investigators have cleared the upper deck, they will encounter a series of narrow corridors; there are a few larger cabins on this deck and, from the uniforms stashed in them, they seem to belong to Elena Munx and Der Stier.

Elena Munx's cabin is austere; there are several uniforms, all of the same variety—dark blue and bearing the *Nachtwölfe* symbol. Elsewhere they will find:

- Several letters which appear to be from an unnamed lover who signs themselves 'B'.
- A telegram from Mina Wolff, asking for a progress report and containing a warning that the Fuhrer is growing impatient at having a much-needed troop ship sat in a Nordic fjord doing nothing. Wolff's telegram stresses the need for progress in the face of recent Black Sun successes, especially from "Lohmann's loathsome pet scientist, the Blackbird" who has recently demonstrated an impressive-looking new *Wunderwaffe*, or wonder weapon, which has impressed high command.
- There are also a number of photographic depictions of wind gods and wind demons from different cultures throughout the world—several of them have hurried notes written on the reverse: 'Wendigo' is scrawled on the back of an image of a horned creature running across the tops of trees in a forest. On the back of a depiction of Odin, riding Sleipnir (his eight-legged horse), is scribbled 'he takes the dead to run with him.' All of this can be revealed via a successful Anthropology or Folklore roll.
- There is an annotated copy of the *Boken Der Jaeger De Wildinis* by Henrik Ulfstein (see page 25) translated from Norwegian into German, apparently by Elena Munx.
- There is also a copy of the *Cult Des Femmes Guerrieres Du Nord* by Hajo Duerre, in a rare German translation (see page 25).
- They will also discover Elena Munx's personal journal—there may not be much time to read it, but investigators flicking through recent entries will glean a little of Munx's experiments with the Blessed of the Wind, and how she now intends to seal a Blue Crystal within one to create and control a new super soldier, outdoing Black Sun's recent efforts and hoping to score a triumph for her patron. Investigators who have good Folklore skills or Mythos knowledge of Ithaqua (rolls at keeper's discretion) will realise how potentially blasphemous and therefore dangerous this unholy synthesis could be.

The cabin next to Munx's is Der Stier's. It is almost entirely empty, apart from some large, spare outside clothing hanging in a locker and a vast, reinforced bed. Throughout the rest of the first deck can be found the canteen, crew quarters, a galley and other typical features of a large warship. The engines can be found towards the stern on the second deck. A successful Combat Engineering roll, or Fieldcraft roll should alert investigators that these engines haven't been properly repaired in some time and could be quite easily

rigged to blow. If the investigators want to do this, before proceeding to the lower levels, it will require a successful Combat Engineering roll and some heavy duty explosives. If the investigators want to blow the ship up at this point and run, remind them that their mission is to find out precisely what *Nachtwölfe* is up to, so that other arms of Section M can be alert to the same process being enacted elsewhere.

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'Wendigo' is scrawled on the back of an image of a horned creature running across the tops of trees in a forest.

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The hold, also located on the second deck which the investigators have been searching for, is impossible to miss. There is a twin set of steel gates blocking the corridor and, unless the investigators have procured SS uniforms, getting in will be difficult. A successful Locksmith roll will get through the first set, though a second success would be needed for the second set. Alternatively, if the investigators don't have any locksmiths in the party, a successful sabotage roll might get them through.

However, this will draw the attention of four nearby SS guards. Fighting in the corridors of the ship is, and should be, extremely chaotic, hot, sweaty and unpleasant. There is little cover available for any investigators or combatants in this fight, and the keeper should endeavour to make this fight as close and nasty as possible. If the investigators entered the ship all guns blazing, then the SS won't be able to summon any reinforcements. There aren't enough of them to spare. If the investigators sneaked on board wearing uniforms as a disguise, then any Kriegsmarine nearby will not interfere in the fight: for one thing, they don't know who to attack (and hurting someone who turns out to, in fact, be a member of the SS is probably worse than simply hiding and pretending not to know what's going on), and they have been ordered not to pass the twin sets of gates, and given the sounds they have heard coming from the hold, that is an order the sailors have no interest in disobeying.

After this narrow corridor, there is a small flight of stairs, down into the hold proper. An enormous number of adaptations have been made to the hold, splitting it into several large compartments of its own. The first of these compartments contains six large cages, of which three are filled. Within each of these cages is a hideous ruined human form: The Blessed of the Wind, or the Children of Ithaqua (see 'Allied and Adversaries', p.21). These creatures were once the SS troops sent into the woods on survival training but who returned, still, technically, alive, after their encounter with Ithaqua. Like the creature in the Forest, they are scarcely recognisable as human. The impossible speed at which Ithaqua travels and the inhuman, appalling power which its attention inflicts upon those it encounters, have

warped them to a point where the only instincts left are purely animal: kill, feed and the need to return home.

This is why they have returned to the ship, despite being completely beyond any hope of saving. A successful Occult, Cthulhu Mythos, or Folklore roll will allow an investigator to spot and identify the thin seams of blue crystal which have been woven into the shackles placed on the Blessed of the Winds' hands. It is the blue crystal used by *Nachtwölfe* for a number of its occult schemes and here deployed to dampen the power of the Blessed. Although more or less oblivious to the investigators, the captive Blessed are subdued and restive, moaning and whining piteously as they sense Ithaqua's eye upon the ship, ready to cleanse the forthcoming blasphemy set to be committed there. A successful Psychology or Cthulhu Mythos roll will be able to detect the creature's perturbation, though probably not its source.

In the next compartment, the investigators can find an assortment of *Nachtwölfe* weaponry and armour at the keeper's discretion, which may well prove useful in the next, and final scene. These could range from Force Plates, NW armour, advanced machine pistols or even *Die Blau Reitgerete* (see pages 146-150 of *Achtung! Cthulhu: The Keeper's Guide to the Secret War*).

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Skulls of a number of creatures, several of which are completely unidentifiable and not of this world, hang from the walls.

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## Scene Four: The Temple of Ithaqua

The third and final compartment in the hold is a specially designed Temple to Ithaqua. It is covered with thick animal skins, completely hiding the cold steel walls. Skulls of a number of creatures, several of which are completely unidentifiable and not of this world, hang from the walls. Inside the ritual chamber are: Elena Munx, clad in a strange shamanic costume and surgical mask; Der Stier, wearing a similar costume composed of furs and leather; four additional SS guards and two of the Blessed of the Wind are also within the chamber. One of the two Blessed is chained to a medical operating table. Elena Munx has a small stand next to her, with a set of surgical tools placed on it, and a long dagger of blue crystal. She intends to vivisect the Blessed of the Wind and seal the blue crystal within it. Munx's experiments with the blue crystal have led her to believe that this will allow her to control the Blessed of the Wind. She has carried out a similar operation in the past, on a number of human subjects, and, though it failed many times, it did, on one occasion, create a perfectly biddable super soldier—Der Stier, standing next to her. She hopes to achieve the same result again.

## ITHAQUA, The Wendigo, The Wind-Walker

**STR** 250    **CON** 750    **SIZ** 500    **DEX** 150  
**INT** 50    **POW** 175    **Hit Points:** 125

**Damage Bonus:** +8D6

**Build:** 9    **Move:** 10/30 flying    **Magic Points:** 35

**Attacks per round:** 1

**Fighting attacks:** Ithaqua may stomp, punch, and crush its targets. If it uses its claws, all armour is ignored. If within reach, Ithaqua may grab with one mighty claw per round. Anyone grabbed is automatically held as well, if Ithaqua desires.

**Wind Gust:** If Ithaqua is within a few dozen yards, he can use mighty winds to attempt to whisk victims into the air. Players of those attacked this way must make an opposed **STR** roll. If Ithaqua is attacking several investigators, divide his **STR** among them. The damage is in the lift and drop—1D10 x 10 feet. Each 10 feet dropped equals 1D6 damage.

Fighting (Brawl) 80% (40/16), +8D6 (db)

Wind Gust 100% (50/20), special (see above).

**Armor:** 10 points of skin and thick rime.

**Spells:** All *Call* and *Contact* spells.

**Sanity Loss:** 1D10/1D100 SAN loss to see Ithaqua.

1/1D6 SAN loss to hear the howl of the Wendigo on the North Wind.

For full description, see Ithaqua's entry in *Call of Cthulhu Keeper Rulebook* (7th Edition), p.321, or *Achtung! Cthulhu Terrors of the Secret War*, p.71.

If the investigators burst into the chamber, ready for battle, Elena Munx will give a frustrated wave of her hand to Der Stier and the SS troops in the chamber. Der Stier will open his mouth and utter a bellow of rage, before charging at the investigators. The SS will also open fire. Munx will be reluctant to unleash her spare Blessed of the Wind, as she anticipates several dying before she perfects the insertion of the crystal. However, if the investigators quickly eliminate the SS, then she will attempt to undo the chains on the creature and trust to Der Stier to protect her while she finishes her task. While the Blessed of the Winds will certainly prove problematic to the investigators, it is as likely to attack Der Stier as them and they may be able to capitalise on this to stop Munx completing her surgical-ritual. If hard pressed,

Munx will attempt to defend herself using her twin P38 pistols or, at the very last, any of the surgical instruments to hand.

The surgical-ritual should take 10 rounds to complete. However, each time an investigator engages in combat with Munx, or inflicts over 2HP of damage on her, she cannot count that round of combat towards the total—that is, if Munx is attacked by a investigator in the fifth round of combat, she cannot count that round of combat towards the completion of the ritual. She will count as having completed four rounds, but, in order to complete the fifth round, she must not be attacked or wounded during the entirety of the sixth round. As Munx gets closer to completing the ritual, observant or unengaged investigators will notice the remaining Blessed become more and more perturbed with each passing round, whining, howling and thrashing in their bonds as the Elder God approaches, until by round nine, they are in a frenzy of agitation.

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Then, with a horrifying rending sound, the wall of the ship buckles and gives, tearing apart like cheap tin, and an impossibly proportioned hand and face can be seen, stretching through the gap.

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Der Stier will always break off any combat in which he is engaged in order to assist Munx or if she is threatened.

If Munx manages to complete her ritual, then the combat ceases as she gives a shout of triumph, and the Blessed of the Wind on the operating table begins to writhe, slowly at first and then increasingly frenziedly. It begins to shriek in appalling agony. Then the ship shakes and the second Blessed, if it is still alive, also begins to scream, as do the three in captivity in the other chamber.

For a moment, Elena Munx looks uncertain. Then, with a horrifying rending sound, the wall of the ship buckles and gives, tearing apart like cheap tin, and an impossibly proportioned hand and face can be seen, stretching through the gap. The melding of the Blue Crystals, which contain the

spirit of Daoloth, and the Blessed of the Wind, which contain a part of Ithaqua's essence, is a terrible blasphemy and Ithaqua has come to wipe it from the earth.

Ithaqua is a Great Old One and completely indifferent to anything in the room beyond the blasphemy that lies on the table, so it is unlikely to attack the investigators unless provoked. Its first movement will be to crush this spoiled human creature into nothingness and Elena Munx will not escape the God's wholly alien wrath once it manifests. The investigators might attempt to shoot at Ithaqua (if they survive the severe sanity check of 1D10 /1D100) but it is impervious to all except fire and explosive damage and they are best advised to flee. Once its vengeance is enacted, Ithaqua will leave as quickly as it came, most likely ignoring the investigators completely, but the potential sanity loss to the investigators is considerable, and could send them screaming and dribbling over the edge and into insanity.

If the investigators avoid a messy fate in this chamber of horrors, they can attempt to escape the ship before it sinks (Ithaqua's entry has punched a large hole below the waterline and it will flood after it departs). Any explosives the investigators have rigged will also be ticking down. Whatever happens, as soon as any surviving investigators reach the upper deck, there is no sign of Ithaqua, save a scent in the air of decay and blood and the vague reek like a lion cage.

If the investigators manage to prevent the ritual from happening, then they must continue the bloody business until either Elena Munx or Der Stier lie dead. If Munx dies first, Der Stier will break down into howls of madness, eventually sinking into a comatose state. If Der Stier dies, Munx will attempt to complete the ritual if she is close, or if not, she will flee, seeking to save her own hide (a calculation made at the keeper's discretion).

For the investigators, escaping at this point should be relatively easy, and this might be an ideal time to destroy the ship, either from within as the investigators run for the shore, or from without when they are safely back on *terra firma*. Either way, whatever occurs, escaping from the remnants of the ship's crew shouldn't be difficult—there will be chaos amongst the remaining Kriegsmarine sailors. Few of them will have any clue what to do or who to chase.

"WHATEVER NACHTWÖLFE ARE UP TO IN THE HOLD  
OF THAT SHIP, YOU CAN BET NO GOOD WILL  
COME OF IT ... IT NEVER DOES."

- CAPT. JAMES SWANN

## EPILOGUE: AFTERMATH

Once the investigators return to the village, they will be able to get in contact with Jorg, who can fit them with a change of clothes and change of papers, organise medical supplies and begin the reasonably straightforward process of spiriting them away from the scene of this carnage, and back to London for debriefing.

If Elena Munx managed to escape the destruction of the ship, or the vengeance of Ithaqua, she may yet provide further devilment for the investigators who have robbed her of what she is certain would have been her triumph and elevated her to the status of her personal hero, Mina Wolff. The fact that the investigators saved her life won't concern her. If Der Stier was not dead at the conclusion of the adventure, he might also become a recurring nemesis—a silent, Aryan menace, always ready to inflict further problems upon the overburdened investigators. Well, all's fair in love and war, as they say.

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If Elena Munx managed to escape the destruction of the ship, or the vengeance of Ithaqua, she may yet provide further devilment for the investigators.

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## Rewards

If the keeper wishes to introduce further rewards into this mission, they could, at their discretion, add additional Mythos treasures, artefacts or tomes in Elena Munx's cabin or the Temple of Ithaqua (if there is sufficient time for the investigators to grab them), as well as rewarding the players with captured *Nachtwölfe* technology on the approach to the hold.

If the investigators accomplish their primary mission with all the best possible outcomes, ie. discovering Elena Munx's plans and thwarting them, preventing the summoning of Ithaqua, sinking the Heidelberg, and returning home with all intelligence gathered and few serious casualties, they probably deserve at least a decoration and possibly even a promotion (see *Investigator's Guide to the Secret War* pp.71-72).

The keeper may also reduce the level of rewards, depending on how they (in the person of Section M) judge the overall success of the mission.

Keepers might even wish to roleplay having the investigators report to their commanding officer or Section M handler Archibald Strang (a genial but judgemental Scotsman) to see how they measured their own performance—and then reward them accordingly.

## ALLIES & ADVERSARIES

### The Norwegians

#### JORG ANDERSON, AGE: 35

**Description:** Jorg is a long-term British asset, though he is not directly involved in espionage. He is more of a fixer, able to acquire virtually anything at the right price and given sufficient time. He will only be available to the investigators for a relatively short space of time, as he travels constantly, driving oil tankers, which allows him to move from town to town with ease. He occasionally trades illicit spirits and goods with select German officers and NCOs, enabling him to plausibly move around the area without arousing suspicion.

Far from a coward, Jorg is nevertheless extremely cautious and won't risk himself without very good reason. He will give the investigators a quick overview of the area and a set of Norwegian papers each, which are good enough to deceive all but the most expert of eyes. He doesn't know much about Section M but he knows a little of the folklore of the area; if the investigators can't elicit any information from the villagers about the legend of the Dark Hunter in the Forest, or don't gain access to a copy of the *Boken Der Jaeger der Wildinis*, then it is possible Jorg might be able to give them a few details.

**Character Notes:** friendly, fast talker, cautious, fixer.

STR 70    CON 75    SIZ 70    DEX 60  
INT 70    APP 65    POW 50    EDU 60  
SAN 75    Hit Points: 14

**Damage Bonus:** +1D4

**Build:** 1    **Move:** 8    **Luck:** 80    **Magic Points:** 10

**Language Skills:** Norwegian (Own) 60% (30/12), English 45% (22/9), German 35% (17/7).

**Weapons:** Fighting (Brawl) 60% (30/12), damage 1D3 +1D4 (db); Firearms (Rifle/Shotgun) 45% (22/9).

*Hunting Rifle* 45% (22/9), damage 2D6+4, base range 110 yards, atts 1 per round, rounds 10.

**Skills:** Fast Talk 45% (22/9), First Aid 35% (17/7), Folklore 25% (12/5), Drive (automobile, truck, horse & cart, sled) 65% (32/13), Mechanical Repair 45% (22/9), Natural History 30% (15/6), Sleight of Hand 50% (25/10), Stealth 50% (25/10).

"The ordinary Kriegsmarine ... the sailors, hm, those we could live with... but the SS and especially that brute that accompanies their commander? Trouble."  
— Jorg Anderson

## The Villagers

As noted, the villagers are a conservative and fairly timid bunch, and are willing to accommodate German demands to keep the peace. The NPCs presented here are typical of the villagers the investigators will encounter (keepers can generate more based on Rune and Hilde's stats, if necessary), and should provide opportunities for more roleplaying-focused groups in the Free Wolf.

### 'Gammel' Knut Svenson "The Gravedigger", Age 60

**Description:** Knut is an aged man and the constant prefix (Gammel or Old) attached to his name seems to be as much a term of affectionate respect as a reference to his advanced age; he is not the oldest person in the village by any means. Knut is about six foot tall, with thick white hair and a short, though somewhat ragged, beard. He is clearly a man long inured to hard work; his hands are callused and, despite his age, he has the wiry strength of a man considerably younger. He always has a pipe about his person and he regularly chews the stem, though very rarely smokes it. He has never married but is extremely deferential to all women. Female investigators will be able to secure information from Knut more easily than male, as, in Knut's experience (and as the example of his mother demonstrated) women tend to get more done. When questioning Knut, female investigators roll at an Advantage for all interpersonal skills (eg. Fast Talk, Persuade etc).

**Character Notes:** Introverted, intense, eccentric, feminist.

**STR** 70    **CON** 60    **SIZ** 70    **DEX** 55  
**INT** 65    **APP** 60    **POW** 80    **EDU** 60  
**SAN** 80    **Hit Points:** 14

**Damage Bonus:** +1D4

**Build:** 1    **Move:** 6    **Luck:** 45    **Magic Points:** 16

**Skills:** Folklore 40%, Occult 30%, Navigate forested areas 40%, Mechanical Repair 20%.

**Language Skills:** Norwegian (Own) 60% (30/12), English 20% (10/4), German 35% (17/7).

**Weapons:** Fighting (Brawl) 50% (25/10), damage 1D3 +1D4 (db); Knife 50%.

*Hunting Knife* 50% (25/10), damage 1D6 +1D4 (db).

**Special:** Knut knows a rudimentary folk version of the spell *Dismiss Ithaqua*; however, the fact that it is a traditional, rough version means that it only works when conducted with the ritual detailed on page 10.

### REVEREND HARALD ARNIESON "THE PRIEST", AGE: 42

**Description:** A rather tedious, self-involved cleric, the Reverend Arnieson takes himself and his vocation very seriously, even though his ministry is a very small and isolated one. He sees himself as a modern, rational thinker and theologian, and is very dismissive of folklore and legend, even though he knows a reasonable amount about Norse and local mythology.

**Character Notes:** Pious, bookish, self-important.

**STR** 50    **CON** 60    **SIZ** 60    **DEX** 60  
**INT** 65    **APP** 65    **POW** 50    **EDU** 70  
**SAN** 50    **Hit Points:** 12

**Damage Bonus:** 0

**Build:** 0    **Move:** 7    **Luck:** 50    **Magic Points:** 10

**Skills:** Folklore 30% (15/6), Occult 5% (2/1), Theology 60% (30/12).

**Language Skills:** Norwegian (Own) 80% (40/16), English 25% (12/5), German 35% (17/7).

**Weapons:** Fighting (Brawl) 30% (15/6), damage 1D3.

### RUNE HARALDSON "THE INNKEEPER", AGE: 47

**Description:** Rune is everything you'd expect of an innkeeper: a large, warm, hospitable man with a great bushy beard, he exhibits a great deal of *bonhomie* when welcoming guests. He resents the German occupation, but feels he's now a bit too old to do anything active about it—"That's for the younger folk". He knows a reasonable amount about Norse legends and local folklore, and is particularly receptive to anyone who has money to spend. As his size suggests, he's fond of food and drink, and likes to talk, stimulating conversation, song and discourse in his role as mine host.

**Character Notes:** Honest, bluff, welcoming.

**STR** 55    **CON** 55    **SIZ** 80    **DEX** 50  
**INT** 55    **APP** 50    **POW** 45    **EDU** 45  
**SAN** 45    **Hit Points:** 11

**Damage Bonus:** 0

**Build:** 1    **Move:** 5    **Luck:** 30    **Magic Points:** 9

**Skills:** Folklore 40% (20/8), Occult 15% (7/3).

**Language Skills:** Norwegian (Own) 70% (35/14), English 20% (10/4), German 25% (12/5).

**Weapons:** Fighting (Brawl) 20% (10/4), damage 1D3.

*This talk of demons and dark hunters?  
Were superstitions?*

- Rev Arnieson



**HILDE SWAINSDOTTIR “THE SEAMSTRESS”,  
AGE: 33**

**Description:** Hilde has lived in Vindhjem all her life, is married to a local man, and has rarely ventured more than 20 miles from her home town. Like most villagers, she does a variety of work, but specialises in making and altering clothes, and weaving using traditional methods. Her grandmother passed down a great deal of knowledge about plants and herbalism, and using the old ways, she is able to brew everything from potions to poultices to help her fellow villagers in times of need. She enjoys a great deal of ice wine to keep out the winter chill, and, having consumed a few, loves nothing better than recounting myths and legends.

**Character Notes:** Quiet, wise, listener.

STR 45    CON 60    SIZ 55    DEX 55  
INT 40    APP 50    POW 70    EDU 45  
SAN 70    Hit Points: 11

**Damage Bonus:** 0

**Build:** 0    **Move:** 8    **Luck:** 80    **Magic Points:** 14

**Skills:** Folklore 50% (25/10), Herbalism 40% (20/8), Occult 15% (7/3).

**Language Skills:** Norwegian (Own) 70% (35/14), English 15% (7/3).

**Weapons:** Fighting (Brawl) 20% (10/4), damage 1D3.

## The Germans

**ELENA MUNX “THE RISING STAR”, AGE: 28**

**Description:** Elena Munx was only a recent graduate from the University of Freiburg when she first encountered Mina Wolff. Drawn by the older woman’s clear sense of purpose and conviction, Elena began to experiment with secret knowledge and occult science, combining these new ideas with her already extensive scientific training and intellect. Encouraged by Wolff, Munx was inducted into *Nachtwölfe* and rose through it ranks extremely quickly, noted for her ruthlessness, and willingness to sacrifice anything and anyone in pursuit of scientific breakthroughs. It was, when staring into the Blue Crystals which she so coveted that Munx had the notion that they might be used to control the minds of soldiers, making them fanatically loyal and enhancing their natural strength. She could not know that this was an idea implanted in her by the elder being, Daoloth, and immediately undertook a series of increasingly brutal experiments in order to produce her own, personal *Übermensch*. Despite the cost, both in Crystal and human lives, Munx finally managed to create Der Stier. Impressed by this success, Mina Wolff has personally arranged the resources needed for Munx’s mission to Norway, in pursuit of even more dangerous creatures to bend to her will.

**Character Notes:** Ambitious, intense, fanatical, ruthless.

STR 70    CON 70    SIZ 55    DEX 65  
INT 80    APP 75    POW 90    EDU 85  
SAN 60    Hit Points: 12

**Damage Bonus:** +1D4

**Build:** 1    **Move:** 9    **Luck:** 45    **Magic Points:** 18

**Skills:** Anthropology 40% (20/8), Archaeology 35% (17/7), Science (Astronomy) 25% (12/5), Science (Biology) 50% (25/10), Cthulhu Mythos 30% (15/6), Medicine 50% (25/10), Occult 45% (22/9), Persuade 45% (22/9), Science (Physics) 30% (15/6), Use Atlantean Tech 35% (17/7).

**Language Skills:** German (Own) 85% (42/17), Norse Runes 40% (20/8), English 40% (20/8), Norwegian 25% (12/5).

**Weapons:** Fighting (Brawl) 50% (25/10), damage 1D3 +1D4 (db); Firearms handgun 40% (20/8).

2 x *Walther P38 Pistol* 40% (20/8), damage 1D10, atts 2 (each) per round, base range 15 yards, 9 rounds.

**Special: Ruthless Will.** Elena Munx can focus her attention beyond the capacity of ordinary human beings. If she is engaged upon a task, only severe physical pain will cause her to look away. Munx’s focus can only be broken if she suffers >2HP damage in a combat round. This intense focus also allows her to dual-wield her signature Walther P38 pistols with no penalty.

**DER STIER “THE BULL”, AGE: UNKNOWN**

**Description:** Who Der Stier was, before he became the silent, implacable killer that he is now, is a mystery, but he now resembles the bull-like creature after which he was named, huge, intimidating, and aggressive. The origin of his transformation lies with Elena Munx and she is unlikely to divulge it, especially while Der Stier is around to discourage anyone from making the attempt. Huge, mute, and absolutely loyal to his mistress, Der Stier is a terrifying opponent: inhumanly strong, and capable of breaking necks and spines with his bare hands, his preferred *modus operandi*.

**Character Notes:** Mute, intimidating, devoted (to Munx).

STR 90    CON 100    SIZ 90    DEX 70  
INT 40    APP 40    POW 40    EDU 25  
SAN 40    Hit Points: 18

**Damage Bonus:** +1D6

**Build:** 2    **Move:** 8    **Magic Points:** 8

**Language Skills:** German (Own) 50% (25/10).

**Weapons:** Fighting (Brawl): 65% (32/13), damage 1D6 +1D6 (db), special attack: headbutt: 50% (25/10), damage 1D10 +1D6 (db).

**Special: Blind Loyalty.** No matter the circumstances, Der Stier will always try to fight his way to Elena Munx's side, and will always break away from any combat he is involved in, if she is attacked, heedless of any damage he might incur in doing so.

**STR 85    CON 85    SIZ 85    DEX 85**  
**INT 25    POW 60    Hit Points: 17**

**Move:** 8/12 flying

**Damage Bonus:** +1D6

**Weapons:** Claws and teeth 30% (15/6), damage 1D8 +1D6 (db).

**Armour:** 4 points of ice-encased flesh.

**Sanity Loss:** Upon first sight, the Blessed of the Wind causes 1D4/1D10 SAN loss.

**Special: Fear of the Blue Crystal.** Blessed of the Wind fear the Blue Crystals used by *Nachtwölfe* to bind them. Any damage caused to one of the Blessed of the Wind using Blue Crystal or Atlantean technology causes an extra +2HP damage per attack. Being creatures of ice, they are also especially vulnerable to fire damage with any fire-based attack, doing an additional 1D6 points of damage.

**Impossible Speed:** The Blessed of the Wind warp reality around themselves, making tracking them or locating them nearly impossible. Blessed of the Wind always attack first in combat, and the first attack on an opponent always counts as a surprise attack.

## Mythos Creatures

### THE BLESSED OF THE WIND

**Description:** Irrevocably twisted and changed by their experience with Ithaqua, the Blessed of the Wind are those men whose strength and resilience or just pure luck has allowed them to survive the encounter of being born aloft by the Elder God. Touched by this raw, crackling source of eldritch power and inhuman, unknowable intelligence, the Blessed of the Wind have been forever changed. Reduced to an animal state, they bound through the air, uttering a haunted, bereft cry, constantly on the search for food and some form of comfort. The last vestiges of their human minds draw them, almost inevitably, toward home, often leading to whole families being slaughtered when these unfortunates return to their loved ones, but are only able to see fresh meat.

## German Troops

### KRIEGSMARINE SAILOR

**Description:** These are the ordinary sailors and crewmen of the *Heidelberg*: hardy German seafarers, loyal but not fanatical, although as superstitious as all naval men. They have grown pensive and fearful by the dreadful events seeming to overcome them, plus the loss of several valued crewmates, although they fear Elena Munx and especially her implacable enforcer Der Stier. Values given are for an average Kriegsmarine sailor and could be up to +/- 10% for specific individuals.

**STR 60    CON 65    SIZ 65    DEX 60**  
**INT 50    APP 50    POW 45    EDU 50**  
**SAN 45    Hit Points: 12**

**Damage Bonus:** +1d4

**Build: 1    Move: 7    Luck: 30**

**Weapons:** Fighting (Brawl) 35% (17/7), Firearms (Handgun) 30% (15/6), Firearms (Rifle/Shotgun) 35% (17/7).

*Luger P08 Pistol* 30%, (15/6) damage 1D10, attacks 2, range 20 yards.

*Gewehr 88 Rifle* 35% (17/7), damage 2D6+4, attacks 1, range 110 yards, 5 rounds clip.

### SS TROOPER

**Description:** Loyal to the point of fanaticism, these SS troopers have been assigned to Elena Munx's mission and will obey her in all things.

**STR 65    CON 70    SIZ 65    DEX 70**  
**INT 60    APP 50    POW 50    EDU 55**  
**SAN 45    Hit Points: 12**

**Damage Bonus:** +1d4

**Weapons:** Fighting Brawl 40% (20/8), Handgun 45% (22/9), Firearms SMG 45% (22/9).

*Luger P08 Pistol* 45% (22/9), damage 1D10, attacks 2, range 20 yards.

*MP38 SMG* 45% (22/9), damage 1D10, attacks 2/burst, range 30 yards.

*"I didn't join the German Navy to die  
in the depths of some godforsaken forest."  
- Overheard Kriegsmarine sailor*

ITHAQUA, THE WIND-WALKER, THE WENDIGO

STR 250 CON 750 SIZ 500 DEX 150  
INT 50 POW 175 Hit Points: 125

Damage Bonus: +8D6

Build: 9 Move: 10/30 flying Magic Points: 35

Attacks per round: 1

**Fighting attacks:** Ithaqua may stomp, punch, and crush its targets. If it uses its claws, all armour is ignored. If within reach, Ithaqua may grab with one mighty claw per round. Anyone grabbed is automatically held as well, if Ithaqua desires.

**Wind Gust:** If Ithaqua is within a few dozen yards, he can use mighty winds to attempt to whisk victims into the air. Players of those attacked this way must make an opposed STR roll. If Ithaqua is attacking several investigators, divide his STR among them. The damage is in the lift and drop—1D10 x 10 feet. Each 10 feet dropped equals 1D6 damage.

Fighting (Brawl) 80% (40/16), +8D6 (db)

Wind Gust 100% (50/20), special (see above).

**Armor:** 10 points of skin and thick rime.

**Spells:** All *Call* and *Contact* spells.

**Sanity Loss:** 1D10/1D100 SAN loss to see Ithaqua. 1/1D6 SAN loss to hear the howl of the Wendigo on the North Wind.

For full description, see Ithaqua's entry in *Call of Cthulhu Keeper Rulebook* (7th Edition), p.321, or *Achtung! Cthulhu Terrors of the Secret War*, p.71.

MYTHOS TOMES AND OTHER BOOKS

BOKEN DER JAEGER DE WILDINIS

In Norwegian, by Henrik Ulfstein

A single, privately-printed edition of this book of narrative verse, intended for children, was published in an independent, and now defunct, publisher's house somewhere in Oslo, in or around 1900. It tells the story of a man travelling through a forest and being beset by 'The Dark Hunter' who whisks him away on the winds and offers to make him the 'Velsignet av vinden' or 'The Blessed of the Winds'. Critics have commented on the story's similarity to certain Native American myth cycles involving Ithaqua, the Wendigo and other carnivorous deities of the wind.

Sanity Loss: 0/d3: +1 percentile. Average: 1 day to study and comprehend.

CULT DES FEMMES GUERRIERES DU NORD  
(CULT OF THE NORTHERN WARRIOR WOMEN)

In German translation, by Hajo Duerre, pub. 1834

19th-century version of the *Cult of the Idisi* discovered in Paris by Édouard Saby. Originally written for the popular French occult market, the German translation of this 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.

No Sanity loss; Occult +5 percentiles. No spells.

*"Then came the Wendigo,  
swallowing the stars  
Scooping up souls in its claws  
The shrieks of their torment  
Echoing, scattered on the  
winter winds" - Norse proverb*





## APPENDIX

# Pre-generated Characters

### **CAPTAIN JAMES SWANN "THE SKIPPER", AGE 34**

**Appearance:** Swann is a grizzled army special forces veteran and has served on many fronts and in many theatres, although his early experiences in Norway and Finland have honed his expertise in arctic and cold weather warfare. His dark hair and moustache have streaks of premature grey. For an officer, he can seem rather unprepossessing, even diffident. However, under fire or when a crisis looms, his coolness and calm decision-making come to the fore; his skill in handling the tactical situation marks him out as a true leader of men.

**STR** 70    **CON** 75    **SIZ** 70    **DEX** 75  
**INT** 75    **APP** 45    **POW** 65    **EDU** 80  
**SAN** 55    **Hit Points:** 15

**Damage Bonus:** +1D4.

**Build:** 1    **Mov:** 8    **Luck:** 50    **Magic Points:** 13

**Skills:** Command 30% (15/6) Climb 53% (26/10), Cthulhu Mythos 10% (5/2), Dodge 38% (19/7), Explosives 6% (3/1), Intimidate 30% (15/6), Fast Talk 15% (7/3), Jump 25% (12/5), Law 35% (17/7), Library Use 25% (12/5), Navigation (Sea/Land) 30% (15/6), Persuade 40% (20/8), Survival (Arctic) 31% (15/6), Psychology 20% (10/4), Stealth 30% (15/6), Swimming 45% (22/9), Throw 30% (15/6).

**Language Skills:** English (Own) 75% (37/15), German 26% (13/5), Latin 11% (5/2), Norwegian 20% (10/4).

**Weapons:** Webley Mark VI revolver 45% (22/9), damage 1D10+2, atts 1, base range 20 yards, rounds 6.

Fairbairn-Sykes fighting knife 50% (25/10), damage 1D4+2 +1D4 (db), atts 1.

Fighting (Brawl) 50% (25/10), 1D3\* +1D4 (db), atts 1.

Silenced Sten MKIIS submachine gun 50% (25/10), damage 1D10-2, atts 2/burst, base range 20 yards, rounds 32.

### **SQT. GEOFFREY THOMPSON "THE BRUISER", AGE 28**

**Appearance:** Geoffrey Thompson is a laconic Australian soldier, whose huge frame and apparent ease with a variety of weapons marks him out as a natural born killer. An expert in survival and covert operations, he has completed many missions deep behind enemy lines, and has a wealth of combat experience. He is no unthinking killer though and is capable of displaying both wit and charm, and his bluff Aussie sense of humour often shines through.

**STR** 80    **CON** 75    **SIZ** 75    **DEX** 65  
**INT** 60    **APP** 50    **POW** 55    **EDU** 75  
**SAN** 50    **Hit Points:** 15

**Damage Bonus:** +1D4.

**Build:** 1    **Mov:** 8    **Luck:** 35    **Magic Points:** 11

**Skills:** Climb 50% (25/10), Cthulhu Mythos 5% (2/1), Dodge 32% (16/6), Explosives 26% (13/5), First Aid 40% (20/8), Jump 25% (12/5), Mechanical Repair 40% (20/8), Navigation (Sea/Land) 35% (12/7), Persuade 20% (10/4), Survival (Arctic) 31% (15/6), Psychology 15% (7/3), Stealth 25% (12/5), Swimming 45% (22/9), Throw 35% (17/7).

**Language Skills:** English (Own) 65% (32/13), German 11% (5/2), French 20% (10/4).

**Weapons:** Webley Mark VI revolver 30% (15/6), damage 1D10+2, atts 1, base range 20 yards, rounds 6.

Fairbairn-Sykes fighting knife 50% (25/10), damage 1D4+2+db, atts 1.

Fist/Punch 55% (27/11), 1D3\*+db, atts 1.

Silenced Sten MKIIS submachine gun 50% (25/10), damage 1D10-2, atts 2/burst, base range 20 yards, rounds 32.

**PRIVATE DANIEL GREGG "THE FIXER", AGE 25**

**Appearance:** Private Daniel Gregg is 25 years old and a tall, rather rangy individual with black hair, a small Spiv's moustache and soulful brown eyes. He has a perpetual hangdog expression and an unlit Woodbine hanging from his lips. Before the war, he worked in a small engineering firm, and while he doesn't consider himself much of a soldier, he is fascinated by mechanical, electrical and engineering problems and can be relied on to work his magic on most machines.

**STR** 65    **CON** 70    **SIZ** 55    **DEX** 75  
**INT** 85    **APP** 45    **POW** 85    **EDU** 65  
**SAN** 85    **Hit Points:** 12

**Damage Bonus:** None.

**Build:** 0    **Mov:** 9    **Luck:** 65    **Magic Points:** 17

**Skills:** Climb 40% (20/8), Dodge 38% (19/7), Drive (Automobile) 40% (20/8), Electrics 50% (25/10), Fast Talk 25% (12/5), First Aid 30% (15/6), Jump 25% (12/5), Jury Rig 55% (27/11), Listen 25% (12/5), Locksmith 45% (22/9), Mechanical Repair 60% (30/12), Navigation (Sea/Land) 30% (15/6), Sleight of Hand 40% (20/8) Survival (Arctic) 31% (15/6), Scrounge 60% (30/12), Stealth 60% (20/12), Spot Hidden 45% (22/9), Swimming 25% (12/5), Throw 25% (12/5).

**Language Skills:** English (Own) 65% (32/13), German 11% (5/2).

**Weapons:** Fighting (Brawl) 50% (25/10), ID3\*, atts 1

*Webley Mark VI revolver* 50% damage ID10+2, atts 1, base range 20 yards, rounds 6.

*Fairbairn-Sykes fighting knife* 25% (12/5), damage ID4+2, atts 1.

*Silenced Sten MKIIS submachine gun* 35% (17/7), damage ID10-2, atts 2/burst, base range 20 yards, rounds 32.

**DAPHNE ROGERS "THE HISTORIAN", AGE 22**

**Appearance:** Daphne is one of Section M's brightest young things, an attractive woman of 22, with blue eyes and blond hair. She was a post-grad at Durham University before she was recruited by Section M and is fascinated by ancient history, the occult and the mysteries of the Mythos. She has made considerable use of these skills to research ancient tomes and provide valuable insight and intelligence into some of Black Sun's most nefarious designs but bucks against her cloistered academic existence and is keen to get some experience in the field. While she lacks that experience (this is only her second mission), she is physically fit and robust and her pre-war love of skiing means she is well used to cold environments.

**STR** 45    **CON** 75    **SIZ** 45    **DEX** 75  
**INT** 80    **APP** 75    **POW** 65    **EDU** 85  
**SAN** 60    **Hit Points:** 12

**Damage Bonus:** None.

**Build:** 0    **Mov:** 8    **Luck:** 80    **Magic Points:** 13

**Skills:** Anthropology 26% (13/5), Archaeology 26% (13/5), Climb 34% (17/6), Cthulhu Mythos 10% (5/2), Credit Rating 20% (10/4), Cryptography 31% (15/6), Dodge 30% (15/6), Drive (Automobile) 40% (20/8), History 40% (20/8), First Aid 50% (25/10), Folklore 40% (20/8), Jump 25% (12/5), Library Use 45% (22/9), Listen 25% (12/5), Literature 50% (25/10), Mathematics 39% (19/7), Occult 15% (7/3), Persuade 40% (20/8), Photography 25% (12/5), Survival (arctic) 31% (15/6), Psychology 25% (12/5), Ride 25% (12/5), Skiing 32% (16/6), Swim 45% (22/9) Throw 45% (22/9).

**Language Skills:** English (Own) 85% (42/17), German 25% (22/5), Latin 25% (22/5), Old Norse 15% (7/3), Ancient Greek 30% (15/6).

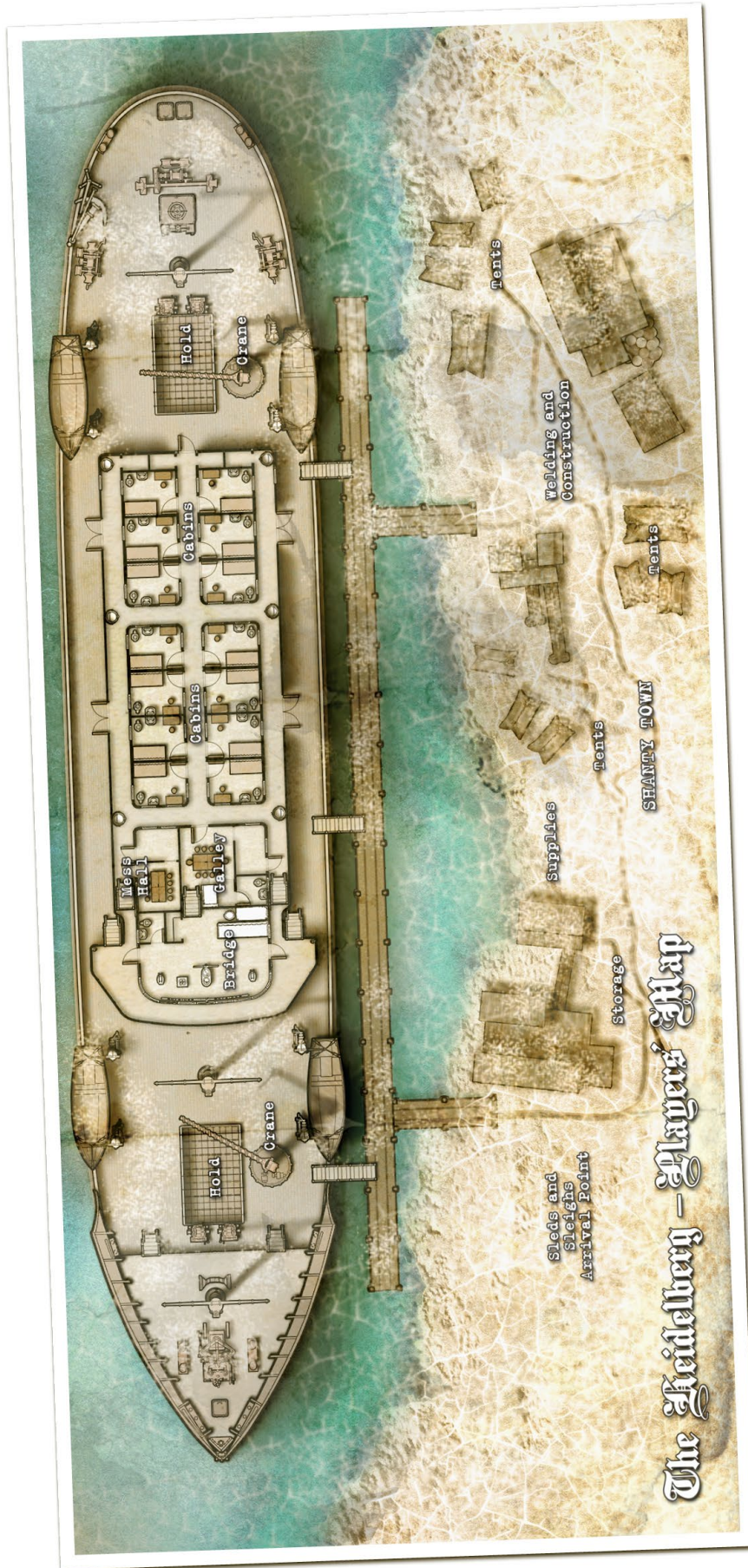
**Weapons:** *Brawl* 50% (25/10), damage ID3.

*Webley Mark VI revolver* 40% (20/8), damage ID10+2, atts 1, base range 20 yards, rounds 6.

*Oh I do love Norse legends, by far one of the more interesting myth cycles. Gods, demons, monsters, snakes that encircle the entire world, it has just about everything!*

*- Daphne Rogers*





The Heidelberg - Players' Map

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