

WORLD WAR
CTHULHU

EUROPE ABLAZE



CALL of
CTHULHU

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• INTRODUCTION •



SETTING EUROPE ABLAZE

On the 16th July, 1940, Winston Churchill told Hugh Dalton, the newly appointed head of the Special Operations Executive, to “set Europe ablaze”. With this simple instruction Churchill set in motion some of the most dangerous and brilliant actions of the Second World War. The men and women of SOE performed acts of sabotage, subversion and espionage so extraordinary that if they were portrayed as fiction, they would beggar belief. These agents pushed bravery and human endurance past limits that most of us can only imagine.

Europe Ablaze presents six missions demanding such resourcefulness and determination, all set in the European theatre of operations. Some are inspired by SOE missions or historical events, while others take a more imaginative view of the conflict, but all are rooted in the all-too-real horrors that the Second World War brought about. All of them also add that special twist that being part of N’s network demands, and the dangers of the Mythos will prove at least as deadly as a bullet from the Gestapo.

We hope that you will find plenty here to keep your players on their toes, and to fill them with excitement and terror as they set Europe ablaze.

THE MISSIONS

Sleeper Agents

Nick Robinson presents the machinations of a small network of occultists in northern France who have had their minds touched by a lost Mythos deity. N has dispatched a team to contain the situation at all costs. Keeping the true nature of this mission hidden is the tricky part, and the investigators will soon be drawn into a large-scale programme of assassinations.

The Play is the Thing

Walt Ciechanowski takes us to Italy, where a troupe of players prepares to perform a radio adaptation of a supposedly harmless derivation of *The King in Yellow*. Of course

nothing relating to the Mythos is ever harmless, and the agents will have to avoid the watchful gaze of the Italian authorities as they try to stop the creation of a permanent gateway to Carcosa.

We Will Remember Them

Paul Fricker presents a mission to sabotage a power plant in Norway, inspired by the real SOE Operation Musketoon. This is only the beginning, as the team is diverted to investigate a Norwegian scientist’s unwholesome experiments with alien technology, and what the agents discover will leave them changed forever.

Lift Not Thy Hands

Andy Nicholson sends the investigators into occupied Belgium, ostensibly to help the Belgian resistance wiretap a telephone exchange and learn the plans of the local Gestapo. Being part of N’s network, things are not so simple, and they also need to recover a lost Mythos artefact. This would be hard enough, had said artefact not resurrected a long-dead evil in the Wallonian countryside.

The Angel of the Abyss

Matthew Sanderson takes inspiration from the real Operation Harling, when SOE united disparate factions of the Greek Resistance, ahead of the assault on the Gorgopotamus Bridge. In this version of events, the mission is complicated by the resurgence of a forgotten death cult and their inhuman allies.

Stowaways

Scott Dorward offers a spin on the first exchange of Allied and Axis prisoners in neutral Spain. The Intelligence Corps in Alexandria believe that they have uncovered a plan to sabotage the British vessel repatriating German POWs, and N has had reports that there may be a hitherto-unknown alien parasite on board. The investigators need to find a way of containing both threats without creating a diplomatic incident.



• SLEEPER AGENTS •

Date: Mid-1941

Location: Rennes, France

BACKGROUND

It was a pleasant, early summer morning as the trains made their way slowly into the station, hoping to pass through quickly on the way to the coast and the waiting ships. France was lost with the remnant of the British Expeditionary Force still on French soil, trying desperately to escape alongside terrified refugees fleeing from the German advance. The trains were crammed full of stinking humanity, several contained British troops and one held refugees from the north of France. They looked out of their carriages as another train slowly pulled alongside those already present, this one containing part of a French artillery unit.

The three Dornier bombers flew low towards the centre of the town and up ahead they spotted the target they were seeking. If the enemy was denied the use of the railways many more of them would become trapped on the wrong side of the English Channel and would be captured. Surprise was total, no air raid warning had been given and there was barely any fire coming up from the ground to distract the bomb aimers. One-by-one the planes released their bombs...

The train carrying the artillerymen took a direct hit, moments after the bomb struck there was a gigantic blast as the munitions in the carriages went off in a massive fireball. The trains alongside were ripped apart and nearby buildings were flattened, a kind of hell had suddenly arrived in Rennes. As many as one thousand people lost their lives in an instant, a horrendous butcher's bill, with many more injured. The planes turned for home looking down upon the destruction they had caused, the happy crews admiring their bloody work.

The death and misery inflicted caused something sleeping nearby to slowly wake to semi-consciousness. The suffering evoked ancient memories and in a dreamlike state it began to send out feelers; for many hundreds of miles those sensitive to such things were affected. Most merely had no idea as to what the nightmares intimated. Other, less gentle souls, knew all too well and began to make plans to move to where it was calling them. If

they were to awaken the sleeper fully hell would once again visit the Breton town, but this time the death and suffering would be so much greater...

INTRODUCTION

Sleeper Agents is a scenario set in the town of Rennes, in the north-west of occupied France. The scenario is designed to take place in early to mid 1941, although with a little work it could be set at another time. The scenario is designed for four to six investigators.

The mysterious N sends the investigators on a mission to find out what a number of dangerous occult figures are doing there. N has some inkling that something bad happened in the town in June 1940, but beyond the reports of the air raid he has little idea as to the nature of the Mythos threat, for once, other than he is certain there is one. The investigators are to make contact with the local Resistance and then try and discover what their targets are doing.

They will find that the three villains are attempting to free a pernicious Mythos being and will initially have to sabotage their plans, putting the being back to into a dormant state. However, this still leaves one or more very dangerous men on the loose, all of whom have the ability, knowledge and desire to unleash the being. N will instruct the investigators to eliminate them all, but also to assassinate others, distracting the occupying authorities so they will never realise who the real targets are and, more importantly, why they were removed.

THE BRIEFING

The weather in London is bright and sunny, with only the queues at the shops and the slight smell of smoke – the result of a night's work for the few raiders that had disrupted everyone's sleep by unloading their high explosive cargoes on the East End – giving any indication that London is a capital under siege. Still, the day had been pleasant enough, until the investigators received the telegram from N. All it said was 'Report Immediately', but that was enough to send a shiver down their spines. Still, less than an hour later, here they are in the briefing room with several other members of N's little group,



PDNNE MCBQP
TYNCW DLVMS DC
OHNDW OLSMJ K

hoping that this time N will be wrong and that there will be nothing more dangerous than Nazis to face.

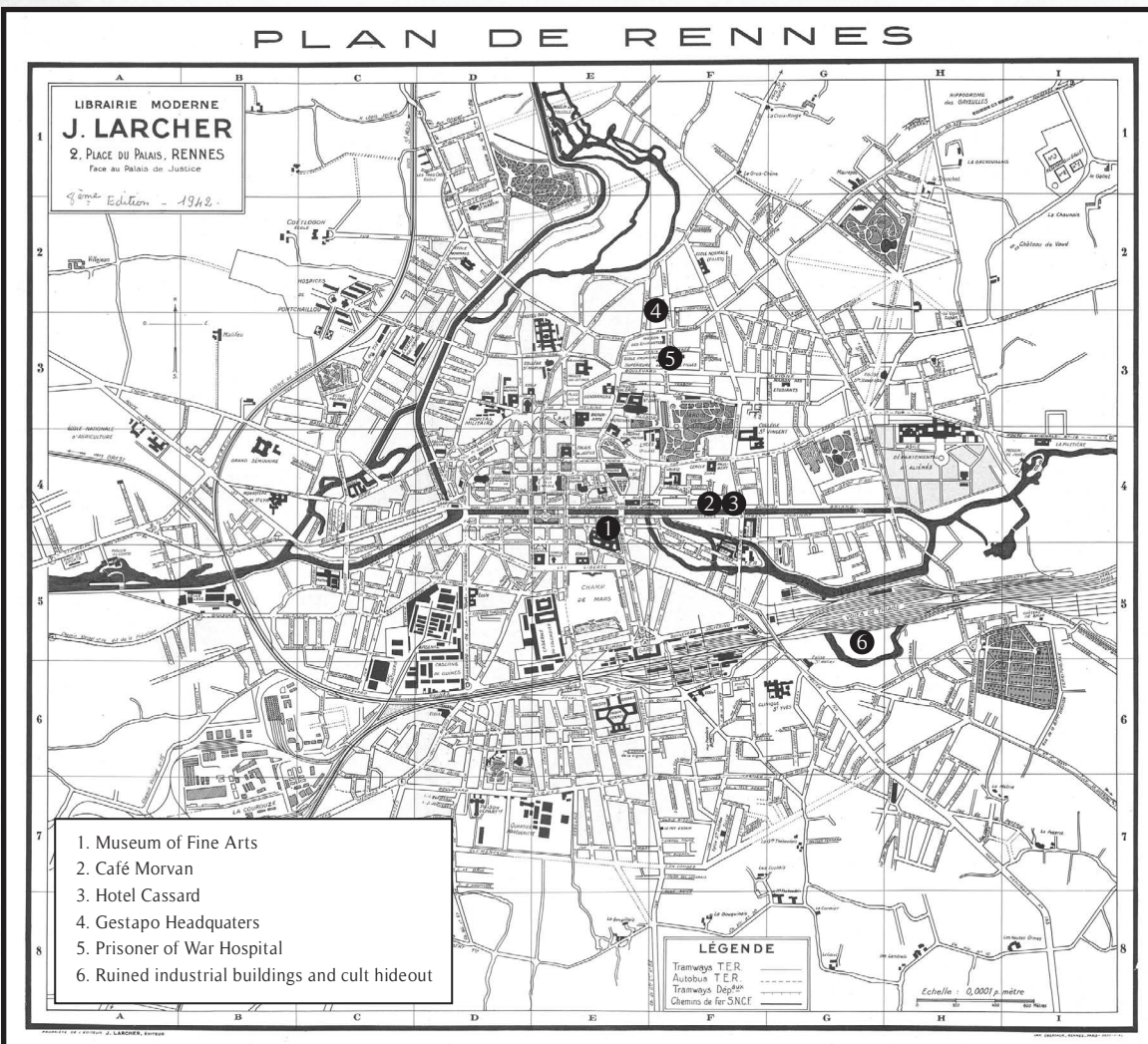
N enters the room with an assistant, one they have not seen before; a young lady in uniform, who would be attractive except for the nasty scarring on her neck. They shudder to think what could have caused those particular marks...

"Oskar Kalb, Gottfried von Laue, René Celle. Three very dangerous individuals. All with connections to the real enemy. All in the French city of Rennes. This concerns me enormously." N does not bother with the usual niceties, getting straight down to the details of the mission ahead.

"Kalb, von Laue and Celle have all been persons of interest for some time. Kalb is a Gestapo stooge with links to the Thule Society; von Laue is an officer of the Dienststelle

Westen, busily looting the treasures of Western Europe, while Celle is a collaborationist who has had personal ties with several top Nazis since before the war. Close enough that he spent the early part of it rotting in a French gaol until he was liberated by his friends. We have no evidence of any ties to one another until recently; they appear to have arrived in Rennes separately. Even in Rennes there is no real evidence that they are cooperating, but given our limited resources we cannot be certain if they are or not.

"Last summer, during the chaos of the German Blitzkrieg, several sensitives began having deeply disturbing dreams; I have determined at least some of those dreams had images consistent with the French city of Rennes. They started soon after the Nazis overran that city and continue to this day. I do not think this is a coincidence. I believe our trio are in Rennes as a direct result of having those self same dreams.





"You are to enter France, make contact with members of the local Resistance and find out what these three fiends are up to. Your cover is to help train the local operatives to set up a fully fledged network. While you can do this, and by all means help them in any way you can, your real purpose is to halt whatever it is these individuals are up to. It would have to be something major for them to pull the necessary strings to get them to the city in the first place.

"You will leave from RAF Hurn a week from now in a pair of Lysanders, landing at a site prepared by the Resistance. Once there you are to follow their instructions until you are settled in your safe houses and are then to put as much effort as you can to find out what it is that has made Rennes so interesting. You may contact me for further instructions via your wireless if you find anything out of the ordinary and updates will be required, but be prepared to use it as little as possible, the Germans have gotten damnably good at finding transmitters and turning up unannounced with a party of Gestapo thugs and their stormtroopers.

"Good luck."

N leaves the room and his assistant hands out folders to each of the investigators. Inside each are various documents describing the city, the targets and the dreams, which feature a vague but terrifying threat hovering over the city. Also included are their written orders, both those from the SOE and from N himself.

"You are to hand me the files before you leave. Refreshments are on the table at the back of the room. I'll be outside if you need anything else, but everything should be in there."

At this point the Keeper should give the players the following handouts, letting them have enough time to read them and make notes:

Handout 1: Oskar Kalb (page 31)

Handout 2: Gottfried von Laue (page 31)

Handout 3: René Celle (page 31)

HURN: THE GATEWAY TO EUROPE

The investigators are given travel orders to RAF Hurn, a fighter base near the south coast of England, close to the small town of Christchurch in the county of Dorset. Leaving from Waterloo station the train journey takes a couple of hours and the group are met at Christchurch

Station by an RAF Sergeant driving a small, dilapidated bus. After identifying the party he sets off past the defaced signposts towards the airbase. Sergeant Pilkington is not a communicative person and stops the bus at a farm just outside the base perimeter.

"This is your stop. Sergeant Melrose will now look after you, sirs. This is where we put up all the 1419 characters that come through here."

Pilkington helps you carry your luggage to the main farmhouse, a large building in good repair. Inside, the efficient Sergeant Melrose will show you to your rooms and ensures you know what your duties will be.

"You're all scheduled to leave tomorrow night. The weather boys say the good conditions will last a few more days yet so it should be an easy ride. Make yourselves comfortable and good luck."

The brief stay at Hurn is uneventful and you take off the next night, leaving behind the shores of Blighty. There are few clouds and the weather is good, and soon you are circling a field near Rennes. You can clearly make out the 'L-shape' landing lights set out by the Resistance and after their flashed signal the pilots are satisfied the landing sight is not a trap and land on a bumpy field. Several men quickly run up to the Lysander and help you remove your luggage from the very cramped cockpit and you descend one by one. You notice the pilot talking to one of the men on the ground, who hands him several small boxes and bottles of wine. In return the pilot hands over a tin of something.

"Coffee." A nearby figure, noting your interest, informs you of the tin's contents. "You have no idea how bad the awful filth we have to drink since the Boche came. I'm Yves, N told me to expect you. Follow me, please."

You reach the edge of the field and look back, the Lysanders are already taxiing, getting ready to take off and the Resistance fighters are gathering their lights. Soon the planes are airborne, taking with them their booty and a pair of distinguished looking passengers, possibly other agents, politicians or members of the defeated French military; whoever they are you know better than to ask your guide.

"Welcome to France. Now if you don't mind climbing behind the hay bales in the back of this truck, we'll take you to the farm."

And with that, your mission in France has truly begun.

NON-PLAYER CHARACTERS

THE RESISTANCE

The local Resistance cell is small but keen. Although part of the Carte organisation operates from Rennes, N has deliberately avoided using it, feeling Carte is, at best, unreliable, and he is using his own personnel. None of these are aware of N's exact role in British Intelligence and they are unaware of the Mythos threat.

Yves le Pennec, Resistance Leader

The leader of the cell is Yves le Pennec, a man who loathes both fascism and communism after his experiences in Spain during the civil war there. He is an idealist and longs to see the French Republic become a reality once again, but he is also nobody's fool and is both careful and deadly, an ideal combination for a Resistance leader at this time.

He will be as helpful as possible if the investigators ask for the aid of his group when dealing with the Mythos threat, but only in a supporting role. He will provide transport, documentation, safe houses and surveillance, but he knows his cell needs to build its strength and not become involved in any military action at this time.



STR 13 CON 12 SIZ 14 INT 15 POW 12
DEX 10 APP 13 EDU 16 SAN 60 HP 13

Damage Bonus: +1D4

Weapons: Fist/Punch 70%, 1D3+1D4

Knife 80%, 1D4+2+1D4

Sten SMG 75%, 1D10

Skills: Command 70%, Demolitions 60%, Drive Auto 60%, First Aid 45%, Throw 65%.

First Impressions: Intense, thoughtful.

Personal Details: Yves has managed to keep his time in Spain secret, after the triumph of Franco and the rise of fascism elsewhere he thought he best keep his opinions known only to those friends and family closest to him.

Secrets and Goals: His life is dedicated to the removal of the occupiers and to this end he is busy organising the Resistance in the Rennes area at the behest of N.

Playing Yves le Pennec: Yves is passionate about the future of his country, and believes that when the hated Boche are driven out the Republic will rise once again from the ashes of occupation. He is dismissive of the communists, having seen their treachery first hand in Spain, his cynicism towards them left him less surprised than most with the Ribbentrop-Molotov pact and Soviet-Nazi collaboration in the invasion and partition of Poland.

Maelys Hamon, Second in Command

Yves' right hand man is his sister, Maelys Hamon. Her husband was one of those sent as slave labour to Germany after France's defeat and she knows nothing of his fate. She is the group's driver; as a registered nurse she can gain access to many areas where transport would otherwise be difficult.



STR 9 CON 14 SIZ 9 INT 16 POW 13
DEX 12 APP 10 EDU 17 SAN 65 HP 12

Damage Bonus: +0

Weapons: Fist/Punch 30%, damage 1D3

Browning HP-35 65%, damage 1D10

Skills: Drive Auto 55%, Fast Talk 40%, First Aid 85%, Library Use 55%, Medicine 65%, Operate Radio 60%.



First Impressions: Friendly, eager.

Personal Details: A respected local figure, Maelys knows many people throughout the area due to her work. She has access to many places where others are prohibited, including the PoW hospital where she helps out on the top floor, where the German injured are treated. She will often smuggle desperately needed supplies for the patients whenever she can. Stabsarzt Lumpf, the hospital's commander, is aware of this activity and will protect her from the consequences if he can, knowing that she is ultimately helping to minimise his own failings.

Secrets and Goals: If anything Maelys is more passionate about the future of France than her older brother, who she admires for his bravery. She is constantly worried about the fate of her husband, about which she has heard nothing since the day he was taken away, but hides this well with her drive and single-mindedness towards the liberation cause.

Playing Maelys Hamon: Take a no-nonsense approach to any problem. If a solution cannot be found then it is not worth thinking about and it is time to move onto other things where it is possible to do something.

Yann Abgrall, Resistance Contact

Yann Abgrall is the third key member of the group. A muscular lieutenant, he can step in if anything happens to the others and is a fierce Breton Nationalist. Unlike many other nationalists he sees the Germans, and specifically the Nazis, as a worse threat to Breton interests than the government in Paris ever has been. As a result he loathes other nationalists who have turned collaborator.

His contacts in the Breton nationalist/collaborator movement means he is a good source for intelligence for the group, since he is trusted by his former comrades in the Breton cause not to pass on their secrets as he has kept his thoughts on the occupying forces to himself.

He is the main contact for the investigators once they have been safely ensconced in their safe houses.



STR 16 CON 14 SIZ 15 INT 14 POW 11
DEX 12 APP 12 EDU 13 SAN 55 HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 65%, damage 1D3+1D4
Sten SMG 55%, damage 1D10

Skills: Bargain 55%, Climb 70%, Conceal 80%, Drive Auto 65%, Mechanical Repair 75%, Sneak 60%.

First Impressions: A strong young man, friendly to investigators.

Personal Details: Unlike the other members of the Resistance Yann is disliked by the majority of those he comes into contact with; since so many of his known friends are collaborators, he suffers from guilt by association. He knows he plays a dangerous game but realises no one else can do what he does.

Secrets and Goals: Yann wishes for an independent Brittany free from French rule but loathes the Nazis and

OTHER MEMBERS OF THE RESISTANCE

There are a half dozen other members of the group at this point in time. All are known personally to Yves and he has absolute confidence in their loyalty. With the arrival of help from the British in the form of the investigators Yves hopes to recruit some more fighters, splitting his organisation into several parallel cells to help security. Use the Partisan statistics on page 110 of *World War Cthulhu: The Darkest Hour* for these men and women.

those who work alongside them more. He is happy to work alongside more Francophile locals even though he disagrees with them on many levels.

Playing Yann Abgrall: Smile a lot, Yann has to in order to mix with those he hates. While he will talk to the investigators about many things pertinent to his Resistance activities he will not divulge his personal beliefs or thoughts.

OPPOSING FORCES

There are numerous opponents for the investigators, some are part of the occupying forces and their allies, while others are Mythos related. All could prove deadly.

Gottfried von Laue, Local Commander of the Dienststelle Westen

v. Laue is the local commander for the Dienststelle Westen and holds a rank equivalent to a major. He managed to get stationed in Rennes by paying sizeable bribes to the right individuals, who suspect he has knowledge of some otherwise unknown cache of French art worth a small fortune within Brittany (it is the only reason they can think for his willingness to pay the bribes).



He has an advantage over the others searching for the Sleeper in that he has been able to set up his headquarters in the Museum of Fine Arts and has access to all the relevant records. He will discover the sculpture and begin to remove the bindings keeping it dormant while the investigators are in Rennes. To stop him they will have to infiltrate the museum and kill the major and his men.

STR 12 CON 12 SIZ 13 INT 17 POW 16
DEX 9 APP 17 EDU 20 SAN 19 HP 13

Damage Bonus: +1D4

Weapons: Fist/Punch 33%, damage 1D3+1D4
Walther P38 38%, damage 1D10

Skills: Art 85%, Command 20%, Credit Rating 65%,
Cthulhu Mythos 47%, History 45%, Library Use 65%,
Occult 65%, Spot Hidden 40%.

Spells: Contact Deep One, Gate, View Gate.

First Impressions: Arrogant, proud, aristocratic.

Personal Details: v. Laue has already sent some choice items back to Germany, with several occult pieces being diverted to his own collection. He is slowly working his way through the museum with the assistance of his underlings and whenever he can he spends time in the basement. He knows the Sleeper is somewhere down there but so far the wards have kept him from recognising it.

Secrets and Goals: v. Laue is descended from a degenerate line that the main part of the v. Laue bloodline long ago cut off and chose to ignore. Like his forefathers he seeks personal power via the Mythos and the dreams the Sleeper has sent him promise so much more than he previously wanted. He prefers to keep the Sleeper's rewards for himself, although he will share the spoils with like-minded souls if he has to.

Playing Gottfried v. Laue: Look down your nose at the investigators, after all you are descended from nobility and they are merely French.

Oskar Kalb, Gestapo Captain

Kriminalrat Kalb holds a rank equivalent to a captain in the Gestapo and is a senior figure within Brittany. His career has recently taken off due to his ability to ferret out enemies of the state and to get them to confess their crimes while implicating their confederates. As such, when he applied to a post in Brittany he was initially questioned about leaving a position where he was having such success but he indicated he had heard rumours of a Resistance network there and would need to follow these leads up himself. Keen to allow a rising star within the Gestapo ranks a further chance to shine, his superiors were more than happy to allow him to investigate.

Of course this is just a cover story. Kalb is aware of the Sleeper and is a rival to the others who seek it out. As a Gestapo officer he is able to go places the others will find it difficult to visit, however his initial dreams were

not as clear as those of v. Laue and Celle, as such he will find it more difficult to discover where the Sleeper may be found.

Kalb is probably the most dangerous of the investigators' enemies in Rennes: not only is he tied to the Mythos but he is actively trying to hunt down members of the Resistance and SOE agents in his role at the Gestapo headquarters.



STR 16 CON 12 SIZ 14 INT 13 POW 15
DEX 13 APP 14 EDU 16 SAN 8 HP 13

Damage Bonus: +ID4

Weapons: Fist/Punch 62%, damage 1D3+1D4
Walther PPK 58%, damage 1D10

Skills: Command 50%, Cthulhu Mythos 51%, Disguise 70%, Fast Talk 65%, Law 35%, Occult 55%, Psychology 45%, Sneak 60%, Tradecraft 80%.

Spells: Detect Enchantment, Elder Sign, Sense Life, Wrack.

First Impressions: Calm, indifferent to the fate of others, bored.

Personal Details: Kalb is an efficient interrogator but in Rennes he prefers to let the thug Todt do most of his day-to-day work while he attempts to discover the whereabouts of the Sleeper. He suspects there are clues to its whereabouts which may be within the museum but despite his authority he has little reason to visit the building. He is getting frustrated that the Dienststelle Westen is preventing his thorough investigation of the place and has no idea that v. Laue is after the same thing he is and is the one blocking him.

Secrets and Goals: A wicked man in any age, Kalb long ago abandoned his humanity in favour of worshipping his dark gods. The Sleeper has drawn him to Rennes and he is curious as to the identity of this 'new' power. It offers much in his dreams and he is keen to find out if it will keep its promises to him.

Playing Oskar Kalb: Never show any emotion. Smile weakly at any joke, you do not find them funny in the slightest but know some reaction is required. Even in triumph Kalb will show no emotion; he is incapable of it.

René Celle, Collaborator

René is a nasty piece of work from the town of Colmar in Alsace, where he was well known to the local gendarmerie and the prime suspect in a series of crimes in the area. Unfortunately for them, no case was ever proven against Celle largely due to the airtight alibis he was able to produce with well known and respected citizens (including, on occasion, senior police officers and magistrates) corroborating them. Besides several (still unsolved) gruesome murders he was also suspected of involvement in the trade in stolen goods, one informant (later found murdered) insisting Celle had missing items from the Colmar Treasure kept at his home in a safe. When the house was searched the gendarmes were unable to locate the safe, let alone any illicit contents.



Celle had kept in contact with a German family who were exiled to Germany after the Treaty of Versailles, a number of whom later became respected members of the Thule Society. He was arrested and thrown into gaol due to

these contacts upon the outbreak of war and was only freed when the German panzer divisions overran France the following summer. Since then he has been active in his support for the occupying forces; his twin sons even volunteered to join the Waffen SS and are stationed elsewhere in Europe. He was able to use his contacts to get a pass allowing him to travel to Rennes but now he is there he is finding it difficult to operate effectively in the city and is busy trying to make friends among the Breton nationalists supporting the Nazis. He is also contacting the local criminal underworld in the hope that they can be of use.

STR 10 CON 10 SIZ 11 INT 16 POW 15
DEX 12 APP 13 EDU 19 SAN 12 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 50%, damage 1D3
P'08 Luger 60%, damage 1D10

Skills: Credit Rating 40%, Cthulhu Mythos 52%,
Fast Talk 60%, History 80%, Law 70%, Occult 60%,
Persuade 80%.

Spells: Contact Ghoul, Dominate, Reach, Summon/Bind
Ghoul.

First Impressions: Short, dark, unkempt, but wearing
quality clothing.

Personal Details: René is mostly concerned with how to increase and protect his considerable wealth, although he hoards most of it he lives very comfortably. The Sleeper has promised to show him ways to make a vast fortune and Celle was eager to serve this new master as a result. With contacts in the underworld across France he can call in favours and get a number of criminals to aid him in his endeavours, however he would rather not attract attention by using such men and prefers to find other henchmen, hence his interest in the Breton nationalists around Café Morvan.

Secrets and Goals: Celle does have possession of several Mythos artefacts, including items from the Colmar Treasure. While his greed has bought him to Rennes so he can hear what the Sleeper offers he is wary enough to ensure he has plenty of protection from the being should it prove false (or so he thinks).

Playing René Celle: Celle is nervous, knowing he is far from home and his activities might bring unwanted attention from those who are not his friends. Act uncomfortable, squirm and shift in your chair. Never look directly at whoever you are speaking to.

Stabsarzt Lumpf, Hospital Administrator

Lumpf is a man out of his depth and an incompetent administrator occupying a minor position, a long way away from anywhere he can do any real harm. His superiors know he is incapable of performing his current duties to the standards they would normally expect, however there are no other available officers for the role and as such he remains in place. As a result his patients have insufficient supplies for their care. The food is very limited in both quality and quantity, medicines are in short supply and even bedding and clothing is inadequate. The local staff do the best they can to smuggle in much-needed supplies and the Red Cross parcels that do arrive are vital.

Part of Lumpf's difficulties is that he is a man who hates the local Gestapo and abhors the worst excesses of the Nazi regime, so he is forever looking over his shoulder and trying not to bring attention to himself. His dislike of the Gestapo is enough for him to allow treatment to be given to tortured prisoners who are occasionally dumped in the hospital to die, but only if he thinks there is a chance the prisoner's life can be saved.



STR 12 CON 9 SIZ 12 INT 11 POW 8
DEX 14 APP 13 EDU 17 SAN 40 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 30%, damage 1D3
P'08 Luger 30%, damage 1D10

Skills: Accounting 25%, Biology 20%, First Aid 35%,
Medicine 60%.

First Impressions: Nervous, scruffy, clumsy.



Personal Details: Lumpf was an undistinguished administrator in a regional hospital when several of his colleagues fell foul of the Nazi regime. After this unearned and unwanted promotion he was drafted into the Wehrmacht's medical branch and has been posted here where it is felt his limited talents can do the least harm.

Secrets and Goals: Lumpf loathes the Nazis. His disappeared superiors were his friends and he never had any real problem with the fact they were socialists. He does what he can to aid those persecuted by the Nazis but in this, as in all things, his efforts are feeble.

Playing Stabsarzt Lumpf: Look over your shoulder frequently, act jumpy.

Wolfgang Todt, Gestapo Henchman

Todt is a lieutenant (Kriminalobersekretär) within the Gestapo and a leading figure in the fight to hunt down spies and members of the Resistance. A powerfully built man in his early thirties, he also holds a commission in the SS, but he is currently fully employed by the internal security service.



A thoroughly repellent character and a sadist, it is during his watch that prisoners suffer the worst of tortures and, often, fatal injuries as a result. He likes inflicting pain personally and those serving under him fear his bouts of temper. While this makes him a useful tool of the local Gestapo it has also meant that his career has stalled; his immediate superiors would rather not see him rise further in the ranks. Oskar Kalb considers Todt to be useful but thoroughly disposable, and will happily sacrifice him if it helps Kalb achieve his goals.

Todt will likely head any force of Gestapo thugs the investigators come up against.

STR 16 CON 14 SIZ 15 INT 12 POW 11
DEX 14 APP 15 EDU 14 SAN 55 HP 15

Damage Bonus: +ID4

Weapons: Fist/Punch 65%, damage 1D3+1D4
Walther PPK 55%, damage 1D8

Skills: Command 60%, Disguise 40%, Fast Talk 45%,
Law 45%, Sneak 30%, Tradecraft 60%.

First Impressions: Tall, strong, sneering.

Personal Details: If there is unpleasantness to be done Todt is someone the local commanders know they can rely on. He probably enjoys his job too much, in their minds, but his appalling character serves a purpose.

Secrets and Goals: Todt feels he has been unjustly overlooked for promotion on more than one occasion and this only makes him more vicious. If he could get his own back on those promoted instead of him or his superiors he would, but he fears they may be even more vengeful and sadistic should they find out. This frustration makes him all the more unpleasant and unlikely to achieve advancement.

Playing Wolfgang Todt: Todt is an obvious villain and straightforward to play. He will enjoy making threats and it is obvious all those of a lesser rank hold him in fear.

THE BUBRY CULT

The remnants of an ancient cult that was once centred on the small village of Bubry can now be found within Rennes. These depraved individuals have been quietly murdering people as part of their blasphemous ceremonies for untold centuries but moved to Rennes only in the mid 19th century. Few have ever suspected the existence of this tiny cult although individual members have been found and executed by the authorities, the most notable being the mass murderer Hélène Jégado, who was guillotined in 1852 in Rennes for two murders, although she was suspected of many more.

The traditional method for disposing of enemies of the cult is by poisoning, using arsenic. Should cholera ever strike Rennes then it is likely the cult will strike out at its perceived enemies at that point, using the disease's similar symptoms to hide their activity.

The cult has been searching for their lord for countless years and it was the insane Jégado who brought them to Rennes, convinced he would be found there. When she was caught they lost the ability to find the Sleeper but with its recent stirrings they are in a state of excitement. Fortunately for the rest of the city the cult is very small and largely powerless, but they will become a nuisance that will have to be dealt with one way or another by the investigators.

Yvonne Caradec, Cult Leader

STR 10 CON 13 SIZ 8 INT 14 POW 17
DEX 12 APP 9 EDU 12 SAN 0 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 30%, damage 1D3
Knife 40%, damage 1D4+2

Skills: Cthulhu Mythos 22%, Sneak 40%

Spells: Call / Dismiss the Sleeper, Contact the Sleeper, Gate, Send Dreams, Summon / Bind Byakhee.



First Impressions: A middle aged woman, short cropped hair, harmless.

Personal Details: Caradec has led the cult for some 15 years and until recently was the only one who received dreams from the Sleeper. These may or may not have been true and might have been wishful thinking on her part but since the air raid they have been real enough. Furthermore the recent dreams have been shared with others among the cult. Thoroughly in thrall to the Sleeper there is nothing Yvonne or the others would not do in order to bring back their god.

Secrets and Goals: Caradec's aims are simple: to obey her god and to direct others in the cult to obey it.

The cult has been frustrated in its search for their god, but with the recent dreams it has sent out they have renewed heart. They feel certain the Sleeper is within the museum but have not yet acted upon this information; their god has other roles for them and they are happy to obey their strange, new dreams. Caradec directs the activities of the cult in carrying out these orders.

Playing Yvonne Caradec: The other members of the cult are totally expendable. Even you are expendable. Nothing else matters other than the will of your god. Obey him and destroy his enemies!

THE SLEEPER IN THE MUSEUM

A potent Mythos creature, when fully awakened it poses a severe threat. Fortunately it has been in a dormant state for many centuries, the result of wards placed upon it by Saint Pol de Léon, one of the seven founding saints of Brittany. The Sleeper's human followers were never able to assassinate Saint Pol, their preferred method was (and still is) to use poison but the saint's simple, vegetarian diet was always prepared from fresh ingredients gathered by Pol himself or his closest followers. This diet may well have been influenced by his knowledge of the cult's practices.

Even in its current, mostly dormant, form the Sleeper is dangerous, sending out disturbing dreams to those receptive to them. This would include any who have had contact with the Mythos in the past (and hence all the investigators). The being is only able to project these dreams over a few miles unless exceptional conditions occur, such as the mass slaughter of the bombing raid.

WHAT IS THE SLEEPER?

Although N has identified there is Mythos activity in Rennes and the investigators will (hopefully) uncover the Sleeper and return it to its dormant state it is likely that the players will try to identify what the Sleeper actually is. The Keeper should allow them to make any guess they like, but should neither confirm nor refute any theories they may form. The Sleeper might be unique or one of many similar creatures or it might even be an avatar of a Mythos deity. Part of its mystique is its unknown provenance.



KEY LOCATIONS IN RENNES

Although a small city, Rennes is an important junction for the railways leading to the ports of the Atlantic coast. The Germans are well aware of this and have reasonably strong forces in the area, as well as both Abwehr and Gestapo personnel on the ground. They also have the assistance of some of the local nationalists, those who are fascistic in their political outlook.

GESTAPO HEADQUARTERS

The Gestapo headquarters is located on the rue Jules Ferry at the Cité des étudiants, a school that suits their purposes well enough. The local Gestapo are a particularly brutal bunch and have gotten in trouble for their overzealous interrogation of suspects. In order to hide their activities as much as possible they have taken desperately injured prisoners to the PoW hospital nearby where they can die away from their buildings, and thus hide their appalling activities from their superiors. As such the official death in custody rate is more in line with other Gestapo locations of a similar size found elsewhere (as awful as that rate is).

PRISONER OF WAR HOSPITAL

The Prisoner of War hospital, Frontstalag 221W, is run by Captain (Stabsarzt) Lumpf. Lumpf is an incompetent and conditions in the hospital are very poor with not enough supplies of anything (linen, clothing, decent food, medicines and medical equipment) but Lumpf does little about it other than fret, as he does not wish to highlight his own lack of ability to his superiors. The hospital staff are mostly PoWs themselves, with French, British and Polish doctors, aided by local French volunteer nurses, although most of the latter are not professionally trained. The orderlies are mostly drawn from Senegalese prisoners usually confined to a nearby PoW camp to the south-west of Rennes. The latter do bring in some food for the patients plus whatever clothing and medicines they can safely sneak past the hospital guards. The guards themselves are either Austrians or Germans too old for front line work, none of whom are happy with their lot. Most of the patients are either horribly mangled survivors of the 1940 air raid or captured allied aircrew. The hospital is located on the rue Jean Macé.

MUSEUM OF FINE ARTS

The Museum of Fine Arts (Musée des Beaux Arts) is a pivotal location in this scenario. Within its large basement

is stored an odd artefact from the original collection, having been confiscated from one of the local churches during the Revolution. The statue is considered to be 'oriental', although there is not even a tentative guess as to its exact origin. Indeed there is little information within the museum's records and it is listed as 'Statue: Oriental. Seven foot high, stone. Unknown origins.' In fact, no one has sought to examine it too closely due to the wards placed upon it and whenever a new caretaker comes across the piece it is never put on display, remaining hidden in storage ever since the museum's founding. Gottfried von Laue spends a considerable amount of time in the museum (as might be expected, given his position), but both of the others do visit on occasion, trying to discover where the statue is located.

CAFÉ MORVAN

Café Morvan is a small, family-run affair on the rue Paul Bert and is favoured by members of the Bagadou Storm, a Breton nationalist militia, members of the Breton Nationalist (Parti National Breton) movement and staff of *L'Heure Bretonn*. The latter is a pro-Nazi newspaper that publishes much propaganda. René Celle is a frequent visitor, hoping to cultivate some contacts amongst the clientèle.

HOTEL CASSARD

A small hotel, named after a previous proprietor, also on the rue Paul Bert. The hotel is important because one of the investigators' targets, the Alsatian villain René Celle, has taken up residence here. It is a cheap but clean place: the main advantage for Celle is its close proximity to the Café Morvan.

The Hotel Cassard is an unexceptional building, nestled between two similar establishments. The exterior of the building is looking a little shabby, it was due to be repainted in the last year but the war came and as a result it looks poorly maintained from the outside, something its proprietors dislike intensely. Inside, though, it is kept in a good condition with the owners (the le Hénaffs) busying themselves with its upkeep whenever they are not looking after the wellbeing of their guests.

Unlike many of the other nearby hotels it has not been taken over by the German military and used as billets for their personnel. Business is not good as there are few visitors to Rennes these days. The le Hénaffs are using a number of otherwise empty rooms to house some refugees who fled to Rennes but made it no further



when German travel restrictions made it difficult to return home. Several local families whose homes were destroyed in the air raid are also in residence. While their custom is hardly making the Cassards rich it does help cover their costs.

THE LE MOAL FARMWORKER'S HOUSE

The investigators will be put up at the Le Moal farmhouse, in one of the otherwise disused farmworkers' houses at the edge of the farm. The building is located at the end of a dirt track and as such does not normally get much traffic. There is a small copse at the back of the house, allowing investigators to slip out unnoticed by any watchers if they are careful. Unfortunately its isolated position and the copse do allow the place to be approached stealthily should hostile forces wish to attack. Located to the north of Rennes it is about two kilometres away from a second location where some of the investigators will be put up.

The Le Moals are aware the property is being used by the Resistance but only know a single member of the local group, that way if anything goes wrong they are less likely to reveal information to the Gestapo. Only their friend in the Resistance and the three leaders of the group know how the property is being used.



THE HOUSE IN BETTON

The second safe house available to the investigators is in the village of Betton, about eight kilometres north of Rennes. The village itself has a population of 1700 or so, with a number of refugees and those who lost their homes in the air raid also reside there. The house is a two storey affair on the western edge of the place and is normally inhabited by a middle-aged married couple who lost their son in the invasion of France in 1940. They are not members of le Pennec's Resistance cell although they are eager to help any who oppose the Germans. They are happy to have guests stay in secret at their home and are brave and loyal; they will never reveal any information unless under torture. They are polite hosts who will not discuss anything specific with their guests regarding what they are doing, understanding that the less they know the better.

EVENTS

During their stay in Rennes the investigators will have numerous minor encounters with the occupying forces, with them being stopped in the street and asked for papers, witnessing arrests or just observing troop movements. The Resistance will also call on their expertise, they will potentially need to provide training for existing and new recruits, arrange for a parachute drop of supplies or perform minor acts of sabotage. All these, and more, can be handled by the Keeper but there are specific encounters that might occur that are more important in resolving the situation with the Sleeper.

BAD DREAMS

Soon after the investigators try to find out what the three occultists in Rennes are up to they will come to the attention of the Sleeper. Fortunately it is still mostly dormant and its assault on their senses is limited, but one by one they will start to suffer from its attacks.

The Sleeper will begin to project dreams into the investigators' sleep, causing them restless nights and, worse, slowly leaching them of their sanity, so disturbing are the visions. To begin with they will awaken from a dream and feel thoroughly disturbed, although with no memory of what it was that caused them discomfort. As the attacks continue and they lose more and more sanity, and memories of the dreams will come in snatches. These visions are thoroughly disturbing on an emotional level and often they will not be able to tell what it was in the dream that made them feel so wretched, only that they are aware that it is the dream that is affecting them.



The Sleeper is initially attracted to those who pose the most threat to it (those with the highest POW). The investigator with the highest POW will be targeted first; after several nights the investigator with the second highest POW will also begin to suffer the dreams and so on. As the nights pass more and more investigators will be affected until the entire party suffer from the dreams every night.

Every time they dream (and after their first dream they will have a disturbing dream every night they sleep until the Sleeper is stopped) they will lose a point of SAN. A character can avoid sleep, but will suffer a -10% penalty to all skills after one night's lack of sleep, and this penalty will increase cumulatively by 10% for every night they avoid sleep. They will also need to make a CON roll to remain awake, on the first night it is CONx5, the second it is CONx4 and so on. By the fifth night they will need to make a CONx1 roll, and it will remain at this level until they finally succumb to their less than sweet dreams.

However staying awake has no long term benefit for their Sanity. By avoiding sleep they become more and more exhausted, so that when they do finally go to sleep the Sleeper's attack will be much more effective as they will be unable to awaken from the dream and will be subject to a far more sustained and damaging attack on that night. The loss of SAN on that night will be equal to the number of nights they avoided sleep +2.

You can provide **Handouts 4-8: Bad Dreams** (page 32) to the players to describe their dreams, as desired.

FINDING THE TARGETS

Both of the German officers will be easier to find than Celle, since the investigators will not be able to show pictures of the trio to locals without attracting attention from the occupying forces.

Since Kalb is based at the Gestapo headquarters he will be known by sight by Maelys, who works nearby. v. Laue's men are the only members of the Dienststelle Westen based within Rennes. It would be a simple matter of looking out for their insignia within the town and sooner rather than later word will come back to the Resistance that they are spending a lot of time in the Museum of Fine Arts.

Celle is far more difficult to find, but as an outsider it is possible to track him down by asking around for an Alsatian stranger. Should the investigators spend any

major amount of time casing the museum both Kalb and Celle can be spotted on different occasions watching the place in the hope of gaining access (Kalb can do so but unfortunately he cannot get access to the more restricted areas under v. Laue's direct supervision since he will not be able to get the right permit to do so).

FOLLOWING THE TARGETS

Kalb may be the easiest of the three targets to find but he is also the best protected, spending much of his time at Gestapo Headquarters. When going anywhere he always has several Gestapo agents to do any dirty work he needs done, and on occasion he will have additional support from SS or Heer troops when making arrests.

He is also very alert to anyone trying to follow him; he is a paranoid Gestapo thug who has more enemies than most thanks to his history of dabbling in the Mythos. He will travel the town and examine local records kept at town halls, churches, museums and libraries. While he does so he is at his most vulnerable, but there will always be one or more guards nearby.

v. Laue spends his time at the Museum of Fine Arts, at the hotel where he and other German officers are billeted and travelling between these locations. While he is conducting his search for the Sleeper he has had the museum shut down, there are various Heer troops under his control who guard the building, but these are of a decidedly inferior quality. He does send items back to Germany for the private collections of top Nazis but is getting frustrated at his lack of progress in finding what he is really after, with the various seals keeping it hidden.

Celle is by far the most accessible of the three: he attempts to find friends among the local Breton Nationalists and can be often found in bars and cafés they frequent. It is even possible to get a room in the same hotel where he is staying. Besides trying to make local contacts Celle will, like Kalb, visit various local sites where he can examine records; unfortunately for him Kalb has placed orders to prevent others from examining town hall records.

KIDNAP AND INTERROGATION

It is possible that the investigators will decide to capture one of their targets and discover exactly what they are up to. To try to kidnap Kalb is almost suicidal, as he is always in the company of others and unlikely to be taken by surprise. The only real hope is if he is lured away from Gestapo headquarters into some sort of trap, but

even then he will have plenty of other Gestapo agents, and possibly Heer or SS troops, with him. Should he be captured he is the easiest to break, however. He is someone willing to inflict harm on others but his knowledge of torture makes him dread it all the more. As a result he will fold quite easily, believing he has a greater chance to survive that way.

v. Laue is also difficult to ensnare. Like Kalb he is accompanied most of the time and is pretty secure when holed up in the museum. He is also unlikely to go anywhere where there are no German troops within shouting distance and in some ways may be even more difficult to secure than Kalb. More resilient than the Gestapo man, he will think he has no chance of surviving if captured, believing that he is in the hands of the Resistance. As such he will try to withhold any information for as long as possible, hoping against hope that he will be rescued by German troops searching for him.

Celle is the easiest to catch, as he is on his own in the city and largely powerless. He will make claims that he is only here to investigate the dreams he has been suffering from and nothing else.

All three will confirm details in N's dossiers about them, if asked. They will also provide the information in the following handouts. Should one of them be captured the Sleeper will make the others aware there are enemies after them via new dreams. As a result they will start to take extra precautions and become even more paranoid, making capture without raising the alarm nearly impossible.

Handout 9: The Promise to Celle (page 33)

Handout 10: The Promise to Kalb (page 33)

Handout 11: The Promise to v. Laue (page 33)

INCRIMINATING PAPERS

All three of the men keep personal records. Celle has a diary and the others have official notebooks they use. These books may come into the possession of the investigators by several possible methods. They might pickpocket or mug one of the men, break into a vehicle they are using or their private quarters, or they may remove it from the corpse of a villain.

The Keeper is encouraged to show the relevant handout whenever the investigators have successfully performed a task that could reasonably result in them getting hold of one of the books.

Handout 12: The Celle Diary (page 33)

Handout 13: The Kalb Notebook (page 33)

Handout 14: The v. Laue's Dossier (page 33)

CELLE'S ROOM

The location of Celle's room can be gained by subterfuge or bribery. A quick peek at the guest register should one of the investigators take a room here is probably the easiest method, although the owners or staff will also reveal the location for a small bribe or if threatened (they suspect that anyone offering money or making a threat is somehow tied with the Resistance or local criminals, neither group being one they would wish to anger over the unpleasant M. Celle).

The room is on the first floor, overlooking the rue Paul Bart. The lock is simple and can be picked relatively easily. Alternatively bribing or threatening the owners or staff to open the door will also work, such is their desire to avoid getting between Celle and his enemies. Forcing open the door is also possible but will make unwelcome noise and alert any on this floor of the hotel. It also makes it obvious that someone has entered the room.

It is furnished with a neat bed, a writing desk, chair, sidelight, ashtrays, bedside table, drawers and a wardrobe. There is nothing apparently unusual in the room unless the bottom of the wardrobe is checked, here Celle has hidden an old French revolver dating from the last century (plus ammunition), several thousand francs worth of gold (for bribing the right people, once he can figure out who they are) and an old tome. The latter has a fake cover indicating it is in Arabic, however inside is a Mythos tome written in Hebrew (Celle would hope to deflect the ire of any Nazi discovering it by claiming it is in Arabic script, not in Hebrew). Both the gold and the tome are stolen from the Colmar Treasure. The gold jewellery is obviously medieval Jewish work to an expert (such as v. Laue); it would leave Celle with a lot of questions to answer.

Mythos Tome (untitled): Four weeks' study.

Sanity Loss: 1D3/1D6.

Cthulhu Mythos: +4%.

Spells: None.

RESCUE!

At some point the investigators will learn through Maelys that Kalb has a prisoner (Paol Bosser – see below – although Maelys is unaware of his identity) that he has been 'interrogating'. The prisoner has been taken to the



PoW hospital as he is dying from his injuries. Lumpf is allowing one of the Polish doctors to help the man, whose injuries are severe and life threatening but he may recover (although this will only lead to him being returned to the care of the Gestapo). What is unusual about this case is that the prisoner is being guarded not by an orderly at the hospital but by one of the Gestapo men from across the road, an unheard of occurrence that indicates the value of the injured man to Kalb.

The investigators should seriously consider rescuing this man as he leads them to some information about the Mythos threat. Maelys will not help them directly in this – she does not wish to compromise her position at the hospital – but will provide details on the guards at the hospital, its layout and the best escape routes. Once the prisoner is secured he will point the investigators in the direction of Chateaubourg and the Saint Pierre church.

Gestapo Stooge

Terrified of his superiors (Kalb and Todt) this guard will nervously walk back and forth outside the room, sit down and then rapidly stand up, open the door and check on the prisoner every few minutes. This all makes it difficult to take him completely by surprise but it is also likely the investigators can get the drop on him.



STR 13 CON 11 SIZ 13 INT 10 POW 12
DEX 15 APP 10 EDU 12 SAN 40 HP 12

Damage Bonus: +0

Weapons: Fist/Punch 45%, damage 1D3

Walther PPK 45%, damage 1D8

Skills: Dodge 45%, Listen 40%, Spot Hidden 55%

Hospital Guards

These are older men or those suffering from some condition that keeps them from frontline duties. Most just want the damn war to be over so they can go back to their homes and families. They patrol the hospital irregularly and a couple are always on duty at the front entrance. At any point in time there are five or six of these men on duty, with the PoWs all quite badly injured there is little chance of them attempting to escape, keeping the guards' numbers and vigilance at a low level.

Use the Soldier (Recruit) statistics on page 110 of *World War Cthulhu: The Darkest Hour*.

Paol Bosser

A short, ugly, middle-aged man, Paol lives at the Manoir de Bourchevreuil in Cesson-Sévigné, which is a small town on the eastern edge of Rennes. He is one of two men who have some knowledge of the threat to the city, although he believes it to be some sort of Satanic cult rather than of Mythos origin. He knows Kalb has gone to arrest his associate, Francois Omnes, who he is terrified will be unable to resist the torture; he was barely able to do so himself.

Once he is certain that any rescuers are not part of a Nazi trick he will happily divulge what he knows in order to keep his secrets safe, passing on details on where to find the documents relating to the imprisonment of a demon at a local abbey. These documents are at the Church of Saint Pierre in Chateaubourg, a little further east of Rennes than Cesson-Sévigné.



STR 9 CON 12 SIZ 13 INT 15 POW 13
DEX 11 APP 8 EDU 17 SAN 61 HP 13

Damage Bonus: +0

Weapons: None (too badly hurt even to raise his arms to defend himself)

Skills: Library Use 65%, Occult 75%

Francois Omnes

M. Omnes lives in Montgermont to the north-west of Rennes, a small village of several hundred people. When Paul Bosser is taken by the Gestapo he immediately attempts to leave, making his way to friends in Rennes. While there he will attempt to make contact with the Resistance in order to leave the country, although he is unaware who to ask. Eventually he will come into contact with the notoriously incompetent Carte organisation. This only increase the threat from the Gestapo who will be out looking for him since Carte has no real security and it becomes widely known that Omnes has asked them for help.



Omnes should only come into play if the investigators fail to rescue Paul Bosser. Yann Abgrall will hear from his militia friends that they are on the look out for Omnes on the instructions of the new Gestapo officer, Kalb. He will pass on this information to the investigators who should then set about looking for him. Abgrall can find out some facts about him, where he comes from and the fact he is known to have friends in Rennes, the party will eventually be informed that one of the Carte organisation is in contact with Omnes and will have to arrange a meeting. This will lead to them going to where Omnes is hiding, but the Gestapo will not be far behind them and they are likely to have to deal with at least a couple of inquisitive secret policemen before escaping with their new ally. Omnes is not in the best of health, but is happy to provide the same information as Bosser, leading the investigators towards the Saint Pierre church. Omnes has the same statistics as Paul Bosser.

CHURCH OF SAINT PIERRE

Located at the heart of the village of Chateaubourg, the Church of Saint Pierre is an attractive building that is well kept by the local population. There are no Germans permanently stationed in the village although patrols regularly pass through several times a day. When the church was built a secret hollow was created under a stone bench within the vestry. To get at it the slab of stone that rests atop it will need to be smashed, as will the bench; something Fr. Kerviel, the church's priest, will be very unhappy about.

Paul Bosser or Francois Omnes will tell the investigators where exactly they can find the hidden material and it will be up to them to recover it by any means they feel necessary, although their Resistance contacts will be extremely unhappy should they harm Fr. Kerviel, who they consider to be a good man and a potential friend to the cause.

If the investigators break through the slab (a couple of decent blows will do it) and reveal the contents hidden beneath it, Fr. Kerviel will cease his objections. He will be very curious, but not so upset as it is obvious these strangers know secrets about his little church. Indeed it is possible, if he had not been too badly handled beforehand, that the priest will become quite helpful, offering to translate any of the texts should they need help (the texts are in Breton, which Fr. Kelviel has learnt for the benefit of his parishioners).

If the investigators are not careful Fr. Kerviel may summon Chateaubourg's lone gendarme, who will challenge them, and who will be backed up by a number of, potentially very angry, locals. An additional problem might occur should Kalb discover the location of the stash, as Todd and a car load of Gestapo turn up to recover the material.

If the investigators end up in a firefight with the Gestapo then German reinforcements will make their way towards them from Rennes. They should flee at the earliest opportunity and get away from the village, re-entering Rennes from some other direction. Hiding out or staying put are not good options and will leave them doomed as more and more Gestapo and Heer forces arrive.

The consequences for the villagers would be more serious were it was not for Oskar Kalb. He will come to the scene and see the damage to the church. Both Pichon and Fr. Kerviel will state that it was a gang of thieves who were responsible for the fight and after examining the damaged vestry and questioning survivors among his



own men he will come to the conclusion that the priest and gendarme are correct and will order his men to leave. They will not be happy about this but Kalb will now be aware he has opposition and is more keen to use his resources to find them rather than to punish the locals for something he thinks them ignorant of.

The Demon's Bane is a written account of Saint Pol's conflict with the 'demon', with instructions on how to reinforce the wards to strengthen them. These instructions are necessary if the Sleeper is to be returned to a dormant state. It counts as a Mythos Tome as it touches on more than just the conflict between Saint Pol and the Sleeper, and although much of its advice in dealing with various demons is unusable there is enough information here to increase a reader's Cthulhu Mythos skill.

Give the players **Handout 15: Saint Pol de Léon and the Demon of America** (page 34).

Mythos Tome: *The Demon's Bane* 1 week's study.

Sanity Loss: 1D2/1D4.

Cthulhu Mythos: +2%.

Occult: +5%.

Spells: Elder Sign.

Father Kerviel

Kerviel is a passionate man who dearly loves his flock and the Church of Saint Pierre. In his early thirties, the role at Saint Pierre is his first independent position within the church.



He will be outraged should anyone damage the building and will need to be restrained should he interrupt the investigators as they recover the stash. He knows Paul Bosser as someone from outside his parish who travels to the church due to some dislike of his own parish priest.

He has never met Francois Omnes as the latter leaves it to Bosser to keep an eye on the church and its secrets. Kerviel is protective of those under his spiritual care and dislikes the arrogant Nazis, seeing them for the evil men they are.

STR 12 CON 14 SIZ 12 INT 15 POW 13
DEX 10 APP 15 EDU 17 SAN 65 HP 13

Damage Bonus: +0

Weapons: Fist/Punch 30%, damage 1D3

Skills: Library Use 65%, Occult 40%, Persuade 75%.

Luc Pichon

In his early forties and his once fit form has long since surrendered to flab, Pichon is the local gendarme responsible for Chateaubourg and several other villages to the east of Rennes. He rarely has any trouble in his patch, just the occasional poacher or drunk who needs to be led home. Since the invasion he has continued in his old role, but is unhappy about the whole thing, for one thing the Boche poke their noses in his work and often manage to make matters worse. He tries to keep an eye on things but without strong direction from his superiors he is at a loss as to what he should do most of the time.



STR 13 CON 15 SIZ 16 INT 10 POW 14
DEX 12 APP 12 EDU 11 SAN 70 HP 16

Damage Bonus: +1D4

Weapons: Fist/Punch 40%, damage 1D3+1D4

Revolver 45%, damage 1D8

Skills: Hide 45%, Sneak 50%, Spot Hidden 70%.

Angry Farmers

A mixed group of men who are angry at the fate of their country and outraged over any perceived attack on their

EUROPE ABLAZE

local church. Although they will follow the instructions of Pichon or, more obediently, Fr. Kerviel. It is possible one of the more trigger-happy members of the group will fire on the investigators if they do something too provocative.

If the Gestapo arrive these men will mill around unless any conflict occurs, when they will scurry back to their homes, none will wish to get involved in a gunfight which could bring real trouble to their homes.

STR 13 CON 14 SIZ 13 INT 14 POW 10
DEX 12 APP 12 EDU 10 SAN 50 HP 14

Damage Bonus: +ID4

Weapons: Fist/Punch 45%, damage 1D3+1D4
Shotgun 55%, damage 4D6/2D6/1D6
Rifle 60%, damage 1D6+2

Skills: Hide 30%, Sneak 35%, Spot Hidden 60%.

Gestapo Unit

Arriving in a couple of cars these men in overcoats are grim and dangerous. They are led by the despicable Todt, who will allow his men to take all the risks. Should it appear they are in danger of being defeated, Todt will call a retreat, regrouping outside the village. Should his men be overwhelmed Todt and any other survivors will scatter, but will be keen to exact revenge on the investigators at a later date.

Use the Secret Police statistics on page 110 of *World War Cthulhu: The Darkest Hour*.

RENNES LIBRARY

It is quite possible the investigators might wish to visit the Rennes library to see if they can dig up any information on cults or strange local legends. This will require a successful Library Use roll for each piece of information, with each success resulting in one of the two relevant references being found.

The first is a reference to a cult in a local history book; the book's writer has a small article written about him in the paper and died at the end of the last century. Several copies of his book are on the library shelves as he deals with all kinds of mysteries in the Brittany area, his musing on the Poisoners' Cult were quite scandalous at the time, since the poisoner discussed was a local mass murderer who had been executed only a few decades before the book was published (see **Handout 16: The Poisoners' Cult** on page 34)

The second document is in a collection called Letters of the Revolution in which a Revolutionary describes a sculpture found in a local church and its removal, with the death of the priest who attempted to prevent this (see **Handout 17: Letter from Citizen Tanguy** on page 34).

ABBAY DE SAINT POL IN BRUZ

It is possible the investigators will try and find out more about the abbey, however a brief visit to Bruz or a look at local records will find that the place was burnt down during the Revolution and never refounded. Nothing remains of the site today, just a few burnt bricks in an overgrown field at the edge of the village.

Investigating the order that lived there might prove more beneficial. If the Keeper allows it the investigators may gain the help of a local member of the clergy who will aid them in finding out what happened to the small order based there. Here they will discover the names of two local members, Paol Bosser and Francois Omnes, although it is unlikely they will meet with either before Kalb gets his hands on Bosser and Omnes goes into hiding.

ASSASSINS!

At some point the Cult of Bubry will make an appearance. Their first attack will be a harassing affair, when one of them takes a pot-shot at one of the investigators. As the investigators make progress the cult will attempt something more daring. Those members of the party at the safe house in Betton will be attacked, with the cult attempting to kidnap one or more of them one night. As they make their move the cultists will awaken a dog, allowing the investigators to be alerted by the barking. The noise of someone stumbling over an obstacle should put them on full alert. If the investigators are smart they should attempt to flee, after all they are likely to suspect anyone coming after them in the dark is likely to be the Gestapo, not the members of a previously unknown cult.

As they flee they should have the chance to shoot one or more of their attackers; while they may not recognise the



group they should come to realise they are not dealing with Germans but some sort of local force as at least one of their assailants is a woman and they are all speaking in Breton.

There will be too many cultists to fight off and as they flee the cult will summon a Mythos agent after them. After outpacing their pursuants they should arrive at the other safe house where the rest of the party will be holed up. At this point a large, leather-winged creature will attack. The investigators will have to kill it or drive it off long enough to flee again.

Both safe houses will be compromised and the group will need to go back to their Resistance contacts to find somewhere else to hole up. Fortunately one of the Resistance group is (unknown to the party) based in Betton and will quickly arrive at the scene of their fight with the byakhee to lead them to an emergency safe house several miles away, taking them there in the back of a delivery van.

Should the investigators try to hold their ground then the nearest member of the Resistance will arrive at some point and urge them to retreat to safety, for the Germans are sure to send a patrol this way to investigate the firefight. They should then escape and face the byakhee, and have to flee once again with their ally to the emergency safe house. This is a great opportunity to deprive them of as much of their equipment as possible (especially any explosives they may have), which should limit their options later on and give them an added incentive to track down their attackers.

The German authorities will officially attribute the firefight to warring black marketeer gangs and nothing to do with the Resistance. This is due to Kalb's influence, which he uses to keep the investigation to a minimum as the evidence of a Mythos creature and occult paraphernalia on any cultist's body left behind will make him more paranoid than ever. He will manage to convince his superiors that this is to do with his current investigation in Rennes and it is vital that no one endangers his progress by looking too closely at the firefight. The only noticeable effect of the night's activities will be a slight increase in the number of German patrols in the area.

Cultist Attackers

An ancient sect who worship the Sleeper, the cult has been made aware by their 'god' that the investigators are enemies who need to be dealt with. They are fearless, if untrained, opponents and their relentless nature will

mean the characters have to stay alert for future attacks. While even just one of the cult remains alive they will make it their business to eliminate the investigators.

They have a variety of weapons available to them, from double barrelled shotguns to old pistols or hunting rifles.

STR 13 CON 13 SIZ 14 INT 12 POW 9
DEX 12 APP 12 EDU 11 SAN 0 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 30%, damage 1D3+1D4
Shotgun 60%, damage 4D6/2D6/1D6
Revolver 35%, damage 1D8
Rifle 40%, damage 1D6+2

Skills: Hide 35%, Sneak 40%, Spot Hidden 50%.

Byakhee

STR 20 CON 14 SIZ 20 INT 8 POW 12
DEX 15 APP - EDU - SAN - HP 17

Damage Bonus: +1D6

Weapons: Claw 40%, damage 1D6+1D6
Bite 45%, damage 1D6+ blood drain

Armour: 2 points of fur and tough hide

Skills: Listen 60%, Spot Hidden 55%.

Sanity Loss: 1/1D6 Sanity points to see a byakhee.



Although the cult has historically poisoned its enemies with arsenic this method is impractical when dealing with the investigators as they are unlikely to be in a position to be served poisoned food or drink. However, if one of the cult has become a trusted source for an investigator, providing him with clues that will not hurt the cult, for example, then there is a chance that this method will be used to try and eliminate one or more of them.

TRACKING DOWN THE CULT

With the cult hunting them it is probable the investigators will want to find out who their new enemies are. There are several potential routes of enquiry they might take.

One possibility is to try and find if there are any groups of newcomers to Rennes who arrived after the air raid. This is, unfortunately, a waste of time. Not only are there many outsiders who have found themselves virtually trapped in Rennes the cult is not among their number, having been in and around the city for a century. Asking around might only raise suspicions amongst the locals or occupying forces that the investigators are up to no good.

If they shoot a cultist they can try to find out where they have been treated for their injuries. Maelys knows most of the local doctors and can find out if they have treated anyone who was shot recently. If the characters do have Maelys ask around then they will be given a name and address.

The party may also try and take counter-surveillance measures. If they are careful they might, spot a child who seems to always be nearby. The child, Anton Ollivier, is a member of the cult and can be followed back to their temporary base of operations, among the buildings ruined in the the air raid.

Anton Ollivier

A child who appears to be around nine years of age (he is in fact thirteen), Anton is a fanatical agent of the cult. He watches the investigators and is one of those most suited for this task, however the small numbers of cultists means they have only a few who are capable of such work and sooner or later this will cause one of them to be recognised as a spy. Investigators may be lulled

into thinking he is a harmless pawn but little Anton is as deranged and vicious as any in the cult.

STR 7 CON 12 SIZ 8 INT 13 POW 13
DEX 10 APP 11 EDU 9 SAN 0 HP 10

Damage Bonus: -1D4

Weapons: Fist/Punch 35%, damage 1D3-ID4

Knife 45%, damage 1D4-ID4

Skills: Hide 50%, Spot Hidden 50%, Sneak 60%.



THE HOUSE OF LOUIS STEPHAN

If the investigators manage to track down a cultist who they injured then they will be directed towards the home of Louis Stephan. The house itself is an old farm located on the outskirts of Chevaigue, to the north of Rennes. Stephan is in a terrible state, his wound has become infected and the cult realises that if they take him to a hospital it is likely they will be asked awkward questions, perhaps leading to the cult's exposure. As a result Louis is slowly dying in agony, causing his family members no end of heartache and making them hate those responsible for his injuries.

There are several members of Stephan's family guarding his home. The farm itself is well maintained and looks relatively prosperous; although much of the work is carried out by hired hands, the Stephans are competent farmers in their own right. It is possible that one of those in the place will be recognised by an investigator as being among their attackers at Betton.

To investigate the house the family members will need to be somehow removed. They will need to be killed or incapacitated, as all are fanatically loyal to the Sleeper and would rather die than surrender. Fortunately for



the investigators any gunfire at the farm will not be investigated; this is due to enchantments placed by the cult, spells taught to it by the Sleeper.

A cult document describing the horrid teachings and activities of the Sleeper and its cult can be found within the house.

Mythos Tome: *Giver of Dreams* 8 weeks study.

Sanity Loss: 1D3/1D6.

Cthulhu Mythos: +4%.

Spells: Call/Dismiss the Sleeper, Contact the Sleeper, Gate, Send Dreams, Summon/Bind Byakhee.

Stephan Family Cultist (3)

The cultists believe themselves to be trapped; if their enemies have tracked them here it is better to die than to risk capture and betrayal of their god. They are armed with double-barrelled 12-gauge shotguns, which they normally use to hunt.

STR 13 CON 13 SIZ 14 INT 12 POW 9
DEX 12 APP 12 EDU 11 SAN 0 HP 14

Damage Bonus: +0

Weapons: Fist/Punch 35%, damage 1D3+1D4

Shotgun 60%, damage 4D6/2D6/1D6

Skills: Hide 35%, Sneak 40%, Spot Hidden 50%.

THE CULT OF THE SLEEPER

The cult is based in the ruined buildings just south of where the air raid took place. These blasted buildings were once small factories and workshops, but were severely damaged when the ammunition train exploded and many were killed or injured. After initial salvage and rescue efforts the area has remained in a state of ruin, with events elsewhere hindering the provision of supplies needed to rebuild. It has become the centre of worship for the Bubry Cult. The threat of unexploded ordnance and the general state of ruin in the area keeps normal folk from entering. The area is full of unstable ordnance that does, on occasion, cause a small explosion, so the locals and the occupying forces are likely to ignore all noises from all but the most sustained of gunfights in the area. Even then the Germans will try to seal the area and wait until sunrise before entering the ruins, since they do not wish to risk losing men unnecessarily.

Within a mostly intact old warehouse is the cult's headquarters. Half a dozen of them now reside here, protecting it and preparing to move against the cult's

enemies at a moment's notice. Another handwritten copy of *Giver of Dreams* is among their possessions (see *The House of Louis Stephan* for details of this tome).

Cult Guards

These men and women will be distraught that they have been discovered by their enemies and only the death of their foes will satisfy their god. They are reckless in their attacks, thinking they have failed somehow. The racket they make should make the investigators fear attracting the attention of the German troops; however the cult's enchantments will keep their activities unnoticed.

STR 12 CON 11 SIZ 12 INT 11 POW 10
DEX 10 APP 12 EDU 12 SAN 0 HP 12

Damage Bonus: +0

Weapons: Fist/Punch 32%, 1D3

Revolver 34%, 1D8

Rifle 42%, 1D6+2

Shotgun 59%, 4D6/2D6/1D6

Skills: Hide 35%, Sneak 40%, Spot Hidden 50%

THE MUSEUM OF FINE ARTS

The museum is where the Sleeper has lain undiscovered for many years. Locked away in a basement room the very enchantments the Mythos creature used to protect itself and its cult now work against it, making it impossible to discover without the right knowledge. If the investigators uncover either *Giver of Dreams* or *Saint Pol de Léon and the Demon of America* they will be able to both find the Sleeper and return it to a dormant state.

The museum is a fine building with two floors dedicated to various displays. The museum's portfolio (including the Sleeper) was originally gathered from churches during the Revolution but since then has grown significantly with bequests from private collections. The top floor of the building is dedicated to offices and workshops where restoration work can be carried out. Beneath the museum, in its basement, are several large storerooms where the bulk of the collection can be found. It is here, in a small storeroom, that the Sleeper is kept. The creature has been entrapped and appears as some sort of statue, however when not looked at directly it appears to move ever so slightly. The 'statue' is disturbing to look at, which is one of the reasons it was locked away.

Most times of the day v. Laue can be found in the building. He spends most of his time cataloguing the pieces in the basement, occasionally deciding that one

is of high enough quality to send back to his superiors in Berlin. His lack of success in finding the Sleeper frustrates him, but he fears stopping in case someone else beats him to it.

Beside v. Laue there are a number of French civilian employees. Most of the time they are kept out of the way on the third floor while v. Laue continues his search although he will consult with the experts there once in a while. Guarding the building are a small number of garrison troops. None are particularly alert and are unlikely to respond to trouble in the basement, any noise there will not reach them. It is possible the investigators will try to attack them and, while they can be easily overwhelmed or routed, such a direct approach is bound to attract more capable opposition.

v. Laue is not alone in his search as there are another three more junior members of the Dienststelle Westen aiding him in picking out the best works of art. These are most often found in the basement with orders that if they find anything unusual to let v. Laue know immediately. None are competent fighters, but they may put up resistance if encountered.

Finally Oskar Kalb sometimes visits the place. Unfortunately for Kalb he has no real reason to enter the basement and v. Laue has no fear of the Gestapo man, having his own strong political allies, standing his ground against any threats made towards him. This makes Kalb all the more furious, he plans on entering the museum one night when his rival is away and searching the place thoroughly then. However, he suspects he will need to find out more on the Sleeper before he is able to locate it, hence his activities in Rennes to try to find clues.

Museum Staff

Use the Dienststelle Westen Personnel statistics below, but with no firearm.

Dienststelle Westen Personnel

STR 11 CON 11 SIZ 13 INT 16 POW 12
DEX 12 APP 10 EDU 17 SAN 60 HP 12

Damage Bonus: +0

Weapons: Fist/Punch 35%, damage 1D3

Walther PPK 35%, damage 1D8

Skills: Art 75%, Library Use 70%.

Guards

Use the Soldier (Recruit) statistics on page 110 of *World War Cthulhu: The Darkest Hour*.

THE LOCKED ROOM

Within the museum's basement is a locked room that is not on any plans. It was an addition to the place many years ago by a man who was just the latest in a long line who have been attempting to ensure the Sleeper never again threatens Brittany. Paul Bosser is aware that the room exists but not of its location; its enchantments ensure it remains concealed, although it is only a matter of time before v. Laue or one of the others will be able to find it thanks to the dreams the Sleeper sends them.

To find the room and seal the Sleeper for another thousand years the investigators will need first to retrieve the documents from the Church of Saint Pierre. Within these ancient texts are instructions on how to find the room and reinforce the wards that will cause the Sleeper to return to its dormant state.





Once the door is discovered it is a simple matter to enter the small side chamber where the Sleeper is currently hidden. the Sleeper is an entity trapped between two gates that face one another. Saint Pol de Léon was aware of the cult and how it could call their god to earth to create havoc among their enemies and led a force of warriors to seize the cult's headquarters. There he discovered their blasphemous writings and the gate through which the entity would enter this world. Reading the texts Saint Pol realised he might be able to entrap the being if there was a second gate ready to receive it.

Spending several years to prepare the trap, all the while persecuting the remnants of the Sleeper's cult, he was able to fashion the twin gates and then summoned the creature, sealing it between the two, trapping it in a sort of limbo.

The gates themselves were of a size that allowed their transportation and were placed in the vaults of an abbey near Bruz. The Revolution led to the abbey being looted by anti-church forces and the contents were removed, becoming the first items in the museum's collection, where they have remained ever since.

The gates themselves seem to move ever so slightly, warped by the presence of their prisoner. This effect is only apparent when not looking directly at them. With the Saint Pierre documents, the Elder Signs sealing the gates can be correctly reinforced, although the characters will need to learn the spell from the papers. The greatest threat to the characters sealing the gates in this way is if they are discovered by the German guards, the situation will become very dangerous.

If the investigators decide to destroy the prison with explosives the results will be very bad indeed. They will succeed, but the first thing that happens is that the Sleeper will be freed. It will then find the investigators when they next sleep and drag them back into its own home. Here they will be tortured as the Sleeper enters their minds and inflicts upon them a near endless series of nightmares, as it takes revenge upon those who sought to thwart it. It will also be free to prey upon the people of Brittany once more and any of the surviving trio of villains will become its high priests, taking over the remnant of the cult and sacrificing any they can over the coming years.

Viewing the Sleeper's prison costs 1/ID6 Sanity.

AFTERMATH

The investigators will hopefully have been able to discover the Sleeper and put it back into a dormant state. If they have been fortunate they may even have eliminated one or more of the three men they came to Rennes to investigate. It is probable they will think their mission complete once they have dealt with the Sleeper, but unfortunately for them N has other plans. When they report back to N, they will be directed to meet with an SOE agent who will provide their new orders.

It is important that by this stage that at least one of the three original targets is still alive. Have one escape at the first opportunity if the investigators are too efficient. They will get their chance to tidy things up very shortly afterwards.

ANOTHER BRIEFING

You are gathered in your safe house when there is a knock on the front door, you open it to reveal a short, nondescript man wearing a slightly worn suit. He provides the correct identification code and you all take your places to listen to the new orders from N this man has brought. Clearing his throat he stands and faces you all.

"Gentlemen, I am told by our superiors you are capable agents in the field and because of this you are being given additional responsibilities. You came to Rennes looking for three individuals and it is imperative that all three are eliminated. None of these men can be allowed to live. Unfortunately we do not wish to bring attention to the fact that these three men were our sole targets, the local Gestapo might get suspicious and delve into their backgrounds. This would not be good.

"As a result you are to disguise the real targets of your assassinations by killing additional figures that are important to the occupying forces. These include local garrison officers, Gestapo agents and collaborators. Try to eliminate as many as you can before you leave the city. You have just over a month to target these men, you do not have to kill them all but enough to make things difficult. After this time you will be collected by Lysander and transported back to England.

"N has provided me with files on potential targets to pass on to you. Now I really must be going, I have plenty of others I need to speak to."



PDNNE MCBQP
TYNCW DLVNS DC
OHNDW OLSMJ K

With that the agent leaves, and you examine the thin file detailing various Nazis and their friends, from amongst whom you have to decide who to kill.

OPERATION RATWEEK

In January 1944 the SOE conducted a well coordinated series of operations throughout occupied Europe. Members of the Gestapo, collaborators, informants and double agents were all targeted for assassination and scores were killed. The aim was to degrade the ability of the occupying forces to interfere with the build up of the Resistance in the run-up to Operation Overlord.

The success of RATWEEK varied from place to place; in France the operation had limited returns. Only in Lyons was there any real benefit to the Allies, where the ARMADA network's driver, codenamed Chaland (whose cover as a taxi driver greatly helped him in this task), successfully eliminated eleven senior Gestapo figures.

THE TARGETS

N has been generous in the potential targets he has provided. Some will be very difficult to kill, others will be far easier. They include the following:

Kriminaldirektor (Major) Karl Krause

Krause is a Gestapo officer stationed at the Château de Trevarez on the outskirts of the city. This building is used to hold prisoners in a degree of secrecy; the château itself is disguised as a Rest and Recuperation centre for the U-boat crews that now operate out of ports on the French Atlantic coast. He is suspected of being an interrogation officer of some skill.

Use the Secret Police statistics on page 110 of *World War Cthulhu: The Darkest Hour*. Krause is armed with a Walther PPK pistol.

Kriminalassistentenwärter (Corporal) Werner Mayr

Mayr is an expert technician, vital to the smooth running of the Rennes Gestapo. He is skilled in tracking down

radio transmitters, being able to do so far more quickly than most.

Use the Secret Police statistics on page 110 of *World War Cthulhu: The Darkest Hour*. Mayr is armed with a Walther PPK pistol.

Kriminalassistent (Staff Sergeant) Hans Möller

An important administrative figure, Möller is a key agent in Rennes. His loss would severely hamper the efficiency of the Gestapo in the city until a suitable replacement can be found.

Use the Secret Police statistics on page 110 of *World War Cthulhu: The Darkest Hour*. Möller is armed with a Walther PPK pistol.

Kriminalkommissar (Captain) Günther Hoffman

A Gestapo field commander, Hoffman often leads his men on raids of suspected members of the Resistance and enemies of the state. While he is personally very brave he is an utterly committed Nazi who acts with complete ruthlessness towards those he sees as his enemies.

Use the Secret Police statistics on page 110 of *World War Cthulhu: The Darkest Hour*. Hoffman is armed with a Walther PPK pistol and his skill with it is exceptional (increase it to 85%).

Kriminalobersekretär (Lieutenant) Wolfgang Todt

Oskar Kalb's right-hand man in Rennes and an example of the worst of the worst of humanity, Todt's elimination is to be encouraged as he has some ties with the Sleeper and is a well known and loathed member of the local Gestapo.

Todt's statistics can be found on page 13.

Josse Robillard, Breton Nationalist Militiaman

While the leadership of the pro-German militia are difficult to target some of their more competent henchmen are far easier to eliminate. Robillard is a very nasty piece of work; he has a couple of cousins who have volunteered to join the SS and often goes on raids with the local Gestapo. His local knowledge makes him a real thorn in the side of the Resistance and he is a dangerous man to cross.

Use the Soldier (Recruit) statistics on page 110 of *World War Cthulhu: The Darkest Hour*.

**Tanguy Hinault, Breton Nationalist Militiaman**

A committed Nazi, Hinault wishes to see an independent Brittany fighting alongside the Germans in a war against the common enemy (in his case he considers this to include communists, the British, Jews and other Frenchmen). A cruel man, he is known to have tortured one member of the Resistance to death and he frequently bullies members of the gendarmerie, confident that his close friendship with a number of Gestapo agents will protect him from any repercussions.

Use the Soldier (Recruit) statistics on page 110 of *World War Cthulhu: The Darkest Hour*.

Armel Goff, Breton Nationalist Propagandist

Goff is a talented speaker for the Breton cause who is now collaborating fully with the occupying forces, encouraging Bretons to throw off the chains of France and look towards Germany for friendship.

He writes regular pieces for *L'Heure Bretonn*, the local Breton newspaper that acts as a mouthpiece for the Nazis. He is capable of turning popular opinion around to some degree, making it more difficult for the Resistance and SOE agents to operate in this region of France by reducing the number of locals willing to help the anti-Nazi cause.

Use the Informant/Collaborator statistics on page 110 of *World War Cthulhu: The Darkest Hour*.

Yann Caradec, Informant

Caradec is a suspected informant. He has been seen in the company of Gestapo agents on more than one occasion when arrests followed shortly afterwards. Surprisingly he takes few precautions, believing his friends will protect him from any retribution.

Use the Informant/Collaborator statistics on page 110 of *World War Cthulhu: The Darkest Hour*.

Erwan le Bris, Informant

An avid communist, le Bris is following the Stalinist instructions to cooperate with the Nazis in the aftermath of the Ribbentrop-Molotov agreement to partition Poland. While many communists have merely been muted in their opposition to Hitler and his troops le Bris has been positively helpful, having pointed out (non-communist) notables likely to cause trouble. He always carries around a pistol to protect himself from retribution, something he is allowed to do by the authorities on account of the assistance he has given.

Use the Partisan statistics on page 110 of *World War Cthulhu: The Darkest Hour*. He will be carrying a Beretta Modello 1934 handgun rather than a rifle, and has a skill of 55% with it.

Oberstleutnant (Lieutenant-Colonel) Dieter Ahrends, Heer Officer

A staff officer considered to have a bright future in the upper echelons of the military, Ahrends is an efficient officer and planner. Removing him will prove of great benefit as any replacement will be far less capable. He will often have a staff officer and a driver in attendance, although he does not have a bodyguard. Ahrends spends most of his off duty time mixing with other officers at various restaurants and cafés across Rennes.

Use the Soldier (Elite) statistics on page 110 of *World War Cthulhu: The Darkest Hour*. He is armed with a Walther P38 rather than a rifle and has a skill of 70% with it.

Herve Ollivier, Factory Owner

M. Ollivier owns a small factory on the outskirts of Rennes producing quality machine tools that he sells on to the Wehrmacht for a good profit. He was approached in an attempt to get him to reduce the supply of these vital tools but went on to betray his contact, who died resisting arrest. His refusal to cooperate would mark him down as a figure to be dealt with at some point but his betrayal of a brave Resistance fighter has led to him needing to be killed quickly.

Use the Informant/Collaborator statistics on page 110 of *World War Cthulhu: The Darkest Hour*. Ollivier is armed with a Beretta Modello 1934 handgun and has a skill of 35% with it.

Sous-Lieutenant Stephan Sez nec, Gendarme Officer

While most of the gendarmerie have just gotten on with their day-to-day duties or even helped the Resistance by ignoring or losing evidence, Sez nec has been of great assistance to the occupiers. A keen fascist he applauds Hitler and helps in any way he can. He often has a gendarme bodyguard and it is preferable he is unharmed if Sez nec is targeted. Sez nec is attached to the regional headquarters of the Gendarmerie Nationale, which is currently based in Rennes, helping to oversee their operations in the small towns and villages across Brittany.

Use the Secret Police statistics on page 110 of *World War Cthulhu: The Darkest Hour*.

Luftwaffe Personnel

With the ongoing battle above the skies of Britain the Luftwaffe forces based at local airfields are a good target. An attack on aircrew, perhaps when travelling between the local Rennes airfield and the city, could be an effective way of hurting the German war effort aimed against English shores.

Use the Soldier (Regular) statistics on page 110 of *World War Cthulhu: The Darkest Hour*. They can be armed with almost any weapon available to the German forces, depending upon where they are attacked, but are most likely to be using Walther P38s with a 40% skill.

ELIMINATION

The investigators may approach their targets in a number of ways. They may wish to begin by targeting collaborators first since these are more exposed to danger than members of the occupying forces. Unfortunately for the investigators there are no suppressed firearms available for them to use, so they will find it difficult to quietly shoot their targets and then escape.

Kidnapping individuals and driving them elsewhere to be killed is one option that may occur to the players. They may also decide to use knives if they can get close enough to a target.

The use of explosives could produce results, although these are notoriously bad at eliminating the target, often causing many collateral casualties. Another option is to lure a target somewhere and then eliminate him there. How the investigators manage this and what their lure will be depends on the group.

A major problem with this part of the mission is the local garrison. German troops, Gestapo and gendarmes are all likely to respond to violent attacks, the number and speed

of responding forces will increase depending upon how close to the centre of Rennes the attacks occur. Stealthy attacks are the best, but failing that a well thought out plan of escape will be crucial. Any investigators captured during an assassination attempt (whether successful or not) will be treated without mercy; there is a high likelihood the first responding troops will shoot any prisoners out of hand.

Once the first attacks against German personnel have been successfully carried out it will become more difficult to continue with the killings. There will be more patrols and checkpoints and the potential targets are more likely to be on alert. Such a crackdown will be centred on where the attacks have taken place.

Should the investigators have initially targeted Germans outside of Rennes (either dumping bodies or setting up ambushes some distance away) they may actually make it easier for attacks in Rennes itself as troops will be sent on patrols and checkpoints away from the city.

The three main targets might well use their spells to protect themselves. Of course, a summoned servitor could also wreak havoc amongst the targets and cause panic among the occupying troops. While such steps could be effective they will also anger N; after all he does not want there to be widespread knowledge of the Mythos in such troubled times.

ESCAPE

If the investigators kick up a storm they will need to get out fast. If they can survive for long enough, the Lysander pick up will go smoothly, allowing them to escape back to England. However, it is possible that they will be discovered by a Gestapo or military patrol as they prepare to leave and be forced to engage in a brief firefight before taking off...





HANDOUTS

Handout 1: Oskar Kalb

- SPECIAL OPERATIONS EXECUTIVE REPORT -

SUMMARY: Oskar Kalb is a repellent but highly efficient Gestapo officer, a rising star in their counter-espionage operations, and that alone would mark him out as an enemy worth eliminating. Little is known about his early history; he hails from southern Bavaria and there were whispers of a cult operating in that region during his youth. Kalb was an early convert to the Nazi cause and a keen recruit into the Gestapo; however it is his success in hunting down degenerates that kick-started his career. Most of these early successes were against small cults or known sorcerers, and it is likely Kalb was busy eliminating potential rivals or those that would not cooperate in helping him acquire power. N has confirmed Kalb requested a transfer to Rennes, away from his usual hunting grounds, for him to do this is a clear indication that there is something within that city which is dangerous.

Handout 2: Gottfried von Laue

- SPECIAL OPERATIONS EXECUTIVE REPORT -

SUMMARY: Gottfried von Laue is from a long line of debased aristocrats, the black sheep of the v. Laue family. Whispers about the practices of these v. Laues have been common currency of rest of the family, and Gottfried may well be the most despicable of the lot. He, like his forbears, has used his knowledge of the otherworldly to live in a grand style, flaunting their successes to their more honourable, but never as wealthy, cousins. A member of the Dienststelle Westen, his rank is largely nominal as far as the rest of the Wehrmacht is concerned. Originally assigned to Paris his transfer to Rennes was sudden and unexpected as he was previously cataloguing some major art collections in Paris, Rennes was not previously seen as a major priority as far as looting art was concerned.

Handout 3: Rene Celle

- SPECIAL OPERATIONS EXECUTIVE REPORT -

SUMMARY: Rene Celle is a dangerous criminal, well known and feared in his native Alsace. He has many criminal contacts as well as some within the Nazi hierarchy, notably including several members of the Thule society. He is also believed to have access to several dark tomes that were originally part of the Colmar Treasure; it is these that are the source of his real power. It is almost unknown for him to travel outside of Alsace, although he is suspected of visiting Paris before the war to meet with a well know occultist.

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Handouts 4-8: Bad Dreams

BAD DREAMS: A RESTLESS NIGHT

You wake with a start, your sweat causing your nightclothes to stick to your body. You feel physically weak, although this soon passes. You feel as if something knows you are in Rennes and it will do everything in its power to destroy you and your allies.

BAD DREAMS: DISTURBING VISIONS

You find yourself running from something you fear greatly. Behind you there is an inhuman cry that assaults your senses. You are both an enemy and prey to the thing at your heels. All around you can see people looking curiously at you: men, women, children. You know that they are all as doomed as you as the horror gains ground; you feel its sickening breath upon your nape, just before it has you in its grasp you wake and find yourself shuddering despite the warmth in your hideaway.

BAD DREAMS: A BAD TRIP

There was nothing that you could have done to save the child. She was being led to an altar with the three sorcerers grinning at their sacrifice to their god. Their giant, misshapen heads barely able to stay upright on their thin necks, but you recognise these three men and know them to be your enemies. You run, and are always running, from what happens next. There is nothing you can do to save her. To save yourself. To save Brittany.

BAD DREAMS: A NIGHTMARE REVEALED

The small child walks towards you, fear in her eyes. Her fate is sealed, though, and you will have no mercy. The two men either side of you nod sagely as she approaches. They have accepted, as you have done, the prize and now you rule over the shattered land. A small part of yourself screams at what you are about to do, but you are long lost. You eagerly await the return of your lord as the sacrifice is made; soon you shall have all your dreams come true.

BAD DREAMS: A FUTURE WITHOUT HOPE

The landscape is long ruined; you do not know how long the world has been this way, perhaps it always was like this and everything else you remember is but a dream. The dead and the dying lie everywhere, black puss oozing from their mouths, noses, eyes and ears. All have the same horrified expression, pleading for help, but you know there is no hope here. You have foolishly tried to prevent this, and your punishment is to be the last to fall, when all others have succumbed to the pain and misery of this slow death. Then it comes to you, and the agony is intense. It seems to last for days, or weeks and then you can bear no more. And you wake.

**Handout 9: The Promise to Celle**

I came to Rennes because He promised me great wealth. I was to help him and he would give me all the riches I desire. It is right that performing a great service should be rewarded, is it not? You cannot stop him, you should join me and together we shall reap the rewards, no?

Handout 10: The Promise to Kalb

He visited me in my dreams, I can see that he visits you too. Can you not see that you are doomed should you resist him. Accept him into your heart and he will grant you your wishes. He has great power and I will serve under him, if you follow him also I shall be merciful and you can serve under me!

Handout 11: The Promise to v. Laue

My forefathers have always followed such as He. He was unknown to them but visits me every night as I lay in slumber. Oh, the prizes He offers to those who serve Him. And the punishment for those who will not bend their knees to him are great. You do not want to anger him. Together we can serve him and gain great prestige as we do so. We shall be like princes. Kings even.

Handout 12: The Celle Diary

My contacts with the local Breton militia are quite cordial, however I do not feel they trust me yet. I believe there are others looking for the Sleeper, however they seem to have limited their search to the Museum of Fine Arts. Judging by the sour looks of the men there I guess they are having little luck. Although I feel the museum is important I suspect there are some within Rennes who know more of the Sleeper, if I can find them and gain their help I feel I will be in a better position than my museum-based rivals.

Handout 13: The Kalb Notebook

Another dream last night. I feel I am blessed and the Sleeper will reveal more once I have done its bidding. There are enemies in Rennes, and I have information that may lead to their discovery. With their defeat I will know more of the Sleeper and will gain its favour. That fool v. Laue will not be able to keep me out of the museum after I have done this!

Handout 14: The v. Laue Dossier

The vile Gestapo man was hovering around here again, but he is unwilling to push his luck, I think he is well aware of my friends. Meanwhile my search is fruitless, I know what is to be found here is vital, but there is no sign. The records indicate the piece was part of the collection and was put in storage, never leaving the museum. But can I find it? I am sure it is in the basement somewhere, when I do uncover it I will teach that Gestapo fool to fear me!

Handout 15: Saint Pol de Léon and the Demon of Amorica

... in those times Amorica was plagued by fearful servants of Satan and one of his demons ran amok among the poor folk there. The chieftains of the place were fearful of these most vile of the damned and turned to Saint Pol and begged him to save them. Saint Pol had several of the men and women that had been captured sliced open, so all would know by their screams that he feared not the wrath of their master. He then locked himself in his rooms for days, taking with him the scrolls that had been confiscated from the prisoners. There in deep prayer to Our Lord he was strengthened and came forth ready to face the demon. He took with him twelve of the best and bravest of the folk and from among his own people went off to face the demon. Later he returned, his features haggard, but he said the demon was entrapped and that its prison would be left in the care of one of his people. Only the king viewed the prison and his hair turned white at the sight of it.

Having seen the demon trapped he fell to his knees and was baptised in the name of Our Lord and his people likewise. In this way Satan was defeated and The Word was spread among the ignorant people of Amorica.

Handout 16: The Poisoners' Cult

(Conclusion)

...as I have shown, there has been an ancient and evil group of poisoners within Rennes and, I fear, they are still active today. Their witchcraft allows them to operate almost with impunity, it was only with great luck that their leader Hélène Jégado was caught in 1851, if men had not become suspicious her crimes would have gone unpunished, concealed by her charms and magics. With her crimes exposed she was sent to the guillotine but how many more victims are there, even today?

Handout 17: Letter From Citizen Tanguy

Citizen, I write to you regarding a depraved sculpture we found at the Abbey de Saint Pol in Bruz. It was most extraordinary, when the glorious soldiers of the revolution began to cart off the gold and treasures of the church for the good of their fellow citizens the abbé did nothing, but when the statue was taken he flew into a rage forbidding them to take it.

A good citizen soldier forced back the priest, using the butt of his musket, but the man would not let us depart with our rightful treasures. All he babbled about was the statue and he got a musket ball for his troubles, falling screaming to the ground. Another militiaman stepped forward and bayoneted the wretch; all traitors to the revolution should feel such pointed steel!

As for the statue I believe it should be broken up and destroyed, and it is for this reason I write to you, friend citizen. It is a most disturbing thing; to look upon it is to know evil, I have little doubt the abbé worshipped the foul thing. Why else would he react so? I leave this affair in your capable hands, you will find it among the other items taken.

Your friend and honest fellow citizen,

Tanguy



• THE PLAY IS THE THING •

Date: Any time prior to 1943, between late autumn and early spring

Location: Northern Italian village of Pendio, north-east of Milan

INTRODUCTION

Three centuries ago the Yellow Troupe tried to summon Hastur through a portal in a lake. Fortunately they were thwarted by their own hubris and bad timing, as bubonic plague ripped through the region and they simply could not gather enough psychic energy to open the portal. The leader of the Troupe became an Unspeakable Horror and, decimated, the remnants of the Yellow Troupe went into hiding. They would crop up from time to time to try and re-enact the ceremony, but without a true Golden Mask all they've managed to do is keep the ceremony alive.

Today a member of the Yellow Troupe is an up-and-coming Italian actress, Paola De Luca. She is also a mistress of Prime Minister Mussolini and has manipulated him into preparing the ceremony for her through the guise of a propaganda film. She has inserted herself into a local festival as the 'Sfida Queen' and hired the rest of the Yellow Troupe, all film industry workers, to join the shoot. Together they plan to complete a ceremony three hundred years in the making.

Their initial efforts in priming six of the nine monoliths needed to create the gate to Carcosa has released a bubonic-like 'yellow plague' that has devastated two villages in the region. This prompts the Italian army to tighten security in the region as it investigates possible Allied biological warfare as well as establish a field medical team to stop the plague from spreading.

The Yellow Troupe's preparations are almost complete. All that is left is to prime the final three monoliths that sit in the lake harbour of the village of Pendio. They've tied this ceremony to a radio broadcast that, through the new Golden Mask, will touch the minds of many Italians and permanently open the gate. It will also ultimately cost the lives of anyone listening to the broadcast.

Ironically, Allied Command is also wondering if the plague is the result of biological warfare. Given the presence of noted Italian medical scientists in the region Allied Command believes they may have lost control of an experiment. N sees things differently. Although he is unaware of the propaganda film, he does know that the play is being performed and that, in the past, it was tied to Hastur and created a yellow plague. He wonders if that is happening again and has tasked a trusted agent, Captain Jessica Frost, to put a plan together to insert investigators into the region. Officially, they are to discover whether the

NO TWIRLING MOUSTACHES REQUIRED

There are many parts of this adventure that tend to paint the Italians in a bad light: trigger-happy soldiers, propaganda films, medical experimentation, a captive populace, a mass grave and even the summoning of dark forces. This is intentional; these things add to the feelings of paranoia and dread to the investigators.

For the Keeper, it's important to remember that things aren't always as they seem and the entities of the Mythos rarely care a whit about humans and their wars. In this adventure the Italian military is just as in the dark as the investigators and its actions are taken to protect its people, not harm them. The Italian

authorities believe that the Allies, not some unspeakable deity, are responsible for the plague. Their actions are designed to contain the threat and determine the cause without unduly alarming the Italian people.

Given this, it's entirely possible that the investigators can sway Captain Gennaro or even Colonel Caprone to their side if they can be convinced that the Brotherhood of the Yellow Sign is actually responsible. Of course, it's unlikely that they'll pursue this option, at least at first, due to their predisposition to see the Italians as the enemy (which, technically, they are!).



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Italians are conducting experiments in biological warfare. Unofficially, they are tasked with investigating the play and ending any cultist activity resulting from its use.

BACKGROUND

In the early 17th century Gualtier Rossi was the toast of Milan, a locally renowned artiste who was a true Renaissance man; he was a master of art and theatre, liberally applying science to enhance the beauty of his works. He travelled throughout Europe, taking work from different patrons and performing plays he'd written in local theatres. Unfortunately one day, his creative mind was touched by Hastur. The Yellow King showed him the unearthly beauty of Carcosa and revealed to him that it could be brought to Earth. His mind now snapped, Rossi gathered his most fervent followers to form the Yellow Troupe and hatched a plan to connect Earth to Carcosa.

The plan required a great lake in which nine monoliths would be installed; it was Gualtier's brainchild that grand sculptures of the Nine Muses would adorn the monoliths above the water, both for the artistry and as a disguise. He placed the monoliths in the lake on which he built his home, Lago Valtina. He toiled for almost two decades, gaining a reputation as 'the Mad Sculptor' both for his exacting attention to detail and his paranoid nature. He finally finished in 1629 and announced that he'd write a play in honour of the feat.

The play he wrote was called *Carcassa*, which told the story of a queen in an electrum mask (erroneously remembered as a Golden Mask) who re-forges a kingdom out of its ashes (the 'carcass' of the title). Gualtier Rossi, of course, played the lead role (it was common for males to play female roles at the time) as he and his followers performed the play in front of each of the monoliths. Those who attended unwittingly became part of the ceremony to create a permanent dimensional bridge between Earth and Carcosa. Touched by Hastur, they also manifested a unique strain of the bubonic plague. Fortunately for Rossi and his group, they had tattooed yellow signs on their persons and were immune to the disease. Also, a great plague had broken out in and around Milan, leading most to suspect that the strain around Lago Valtina was simply a part of it.

The last performance occurred at Pendio, where three of the nine monoliths were positioned. It was Rossi's intent to prime these three at the same time and finally open the gate to Carcosa. Unfortunately for him, in his delirium

he'd misinterpreted Hastur's desires. Hastur had wanted him to place the monoliths in the harbours of port cities throughout the Mediterranean, not some obscure lake in Northern Italy. Without nearly enough psychic energy the ceremony failed, and in retribution Hastur transformed Rossi into an Unspeakable Horror.

With the ceremony thwarted and the original Golden Mask destroyed, the remnants of the Yellow Troupe were never able to successfully recreate the ceremony; all they'd managed to do was keep the play alive. Still, the psychic energy they'd generated remained in the lake and slowly bled out over the centuries. People boating, swimming or even standing on the lakeside sometimes had strange visions; a few even went insane. Over time, these incidents gave the lake a cursed reputation even as the psychic energies diminished and Lago Valtina was renamed Lago Bisbiglio (Whisper Lake).

The Nine Muses, however, weren't so lucky. While the statues themselves were decorative, the foundations were not and, over time as the statues crumbled so did parts of the bases. Four of the monoliths suffered significant damage during the Great War, when an Austrian incursion was repulsed by Italian forces and several mortar shells damaged them. Without the Golden Masks and nine intact monoliths, the ceremony was useless.

Fortunately for the Yellow Troupe, one of their descendants, Paola De Luca, cast the *Unspeakable Promise* and Hastur favoured her, revealing a blueprint for the ceremony and putting her in a position to carry it out. Not only did she become a popular actress but she also caught the eye of Prime Minister Mussolini. Noting that the village of Pendio performs an annual Sfida (Defiance) festival at the very lake that holds the monoliths, De Luca convinced Mussolini to repair them as a gift to the festival. She arranged for a propaganda film adaptation of *Carcassa* to be made and ensured that the other members of the Yellow Troupe were hired as cast and crew.

The plan is simple. Using her celebrity status, De Luca has secured a position as 'Regina di Sfida,' a role she is to play both in the play and at the festival in general. Her troupe will perform the play at the uppermost Muses (where two smaller villages are) while filming separately at the other four monoliths above Pendio. She's arranged for a radio adaptation of the play to be broadcast live in Pendio, where it will potentially reach millions of listeners. She has also prompted her powerful paramour to create a special electrum mask for her, which she's modified according to Hastur's whispered messages.



Fortunately, the actions of the Yellow Troupe have garnered attention. The priming of each monolith requires psychic energy that is drawn from anyone hearing particular verses from the masked Regina di Sfida. Only those protected by the Yellow Sign (which has been secretly incorporated into the identity papers of cast and crew, both for the play and the film) are immune. Those who have their psychic energies tapped manifest a magical form of the bubonic plague that give them jaundice and yellow, scaly scabs. It is also quite lethal; the jaundice manifests within 12 hours of the psychic tapping and death comes within 24 hours after that. Given that the first two performances were in villages, the 'yellow plague' outbreak was significant enough to get the Italian military involved.

Believing this to be the result of an Allied biological attack, the Italian authorities have chosen to keep its effects quiet as it cordoned off the region. Unfortunately, they couldn't cancel the festival without causing alarm, so hundreds of visitors have poured in from primarily Milan and Brescia over the course of the week. Several of them have attended the rehearsals of film scenes along the lakeside, further spreading the 'plague.' Being magical, the yellow plague is resistant to medicine. The medical team involved is very concerned, as they are unaware that the plague is not communicable.

The entire region is now under the control of Colonel Sergio Caprone, who has made the old Rossi villa his headquarters, while Captain Giacomo Gennaro has set up a field hospital and laboratory in a nearby farm. Military checkpoints have been established and fighter planes

and anti-aircraft guns have been positioned to stop any further Allied bombing in the region.

The plague and its corresponding troop movements have caught the Allies' attention. Allied Command believes it is the result of Italian biological warfare experiments gone wrong and wants to send a team in to investigate. N has his own reasons for wanting a team in there, as he fears a centuries-old connection amongst play, plague, and Hastur may be playing out again. The investigators are to be inserted into Pendio, where they must ascertain the cause of the plague and stop any biological experiments or cultist activities taking place.

RUNNING THIS SCENARIO

Once the investigators are inserted into the Pendio region, *The Play is the Thing* becomes something of a sandbox and the scenario may progress differently than the assumptions made here. Combined with the many suggested encounters, navigating through the scenario information can be challenging, especially during a session. To help Keepers stay organised, this section maps out the adventure.

The investigators start with the **Insertion**. This section begins with the mission briefing in Malta. Following that they are whisked aboard a converted bomber and take off during an air raid. The rest of the flight is uneventful until they reach the Pendio region, whereupon they are hit by anti-aircraft fire and the pilot is forced to drop them 5 miles away from Pendio. The investigators must parachute to safety while eluding the chance patrol that spotted them.

THE SFIDA FESTIVAL

The Sfida Festival celebrates Pendio's (and Lombardy's in general) survival through various plagues and wars over the centuries, including a recent minor battle in the Great War. The theme is defiance and many events involve shooting away demonic creatures representative of the Four Horsemen of the Apocalypse. Sfida is a week-long festival with the performance of *Carcassa* as one of its main events. *Carcassa* is significant because it is said that the play defied the plague in 1630 and was to be performed regardless.

The organisers point to Hannibal's invasion in 218BC as its first 'event,' although there is little proof that the festival existed before the 18th century. *Carcassa*, along with several other events, was retroactively integrated into the narrative.

We've given no date for the Sfida festival because due to its nature it could easily take place whenever convenient for your campaign, so long as it takes place during the colder months of the year (late autumn through early spring).

At this point, the investigators should head east through the **Haunted Wood**. There are several routes to take, including the road, the shoreline or directly through the wood. They may also take the high ground to get their bearings. Each route offers its own challenges. The roads are increasingly patrolled, the woods are swarming with wolves (some of whom are infected) and the shoreline plays games with the investigator's heads. The ghosts of the lake hint at preternatural horror, while infected remains (including mass graves), fleeing civilians and corpse-eating wolves point towards a field hospital not far from Pendio.

This scenario presumes that the investigators investigate the **Field Hospital**, where they discover a government cover-up over the extent of the plague while the overwhelmed medical staff tries to deal with it. At this point, the investigators should realise that the Italians aren't in control of whatever is going on. If the investigators don't investigate the hospital first, simply skip ahead to Pendio, which is their most likely destination next.

Bait and Switch finds the investigators entering the village of Pendio and investigating the possible influence of the play. Pendio is a village under siege although few civilians realise the scope of it. The Italian forces in the region, led by Colonel Caprone, are doing their best to keep the full extent of the plague under wraps. Once the investigators get through the checkpoint and inside the festival they'll likely investigate the play first, as not-so-subtle hints abound that *Carcassa* could be a variant of *The King in Yellow*.

The investigators gather evidence that it's not the play that's the problem, but the film crew. They may also discover that the film crew has been filming at sites around the lake that correspond to the outbreaks of plague. In any case they'll realise that they need to stop the radio broadcast from succeeding. This leads to **The Final Ritual**, where the investigators must infiltrate the Rossi Villa and acquire the Golden Mask from Paola, which can be problematic if she's transformed into a monster!

Once the investigators have succeeded or failed horribly enough to warrant an exit then tie it up with **Extraction**. The investigators are offered an opportunity for an airlift home if they can get to a remote stretch of road near Milan during a bombing raid. If not, then they will have to make their way to Switzerland and wait for N to arrange for their release.

Once the Keeper has a handle on this outline, it should be straightforward enough to shuffle parts around based on the actions of the investigators. It's entirely possible that one group may try the shoreline and immediately follow clues to a monolith, while another group may presume that the villa HQ is more important than the festival and infiltrate it first. Most of the encounters can be shuffled around as suits the investigator's actions; the only fixed event is the radio play that forms the scenario's climax.

Remember, a good Keeper should never force the investigators down a particular path. The investigators have their mission goals; let them decide how to best accomplish them!

INSERTION

N sends orders to the investigators and arranges to have them brought to the island of Malta for a briefing by one of his most trusted agents, Captain Jessica Frost. Under British rule, Malta is currently under siege by Axis forces (this siege is only lifted in November 1942). Given the siege the investigators are transported to the island via submarine, which likely means a cramped and uncomfortable journey (you can even spice this up a bit with some cat-and-mouse against Axis submarines or even Italian bombers dropping bombs in the waters near shore).

In spite of the dangers the investigators should arrive unscathed in the early evening. They are given makeshift quarters in town, as N doesn't want to risk them being bombed in barracks before their mission. Their hosts ensure that they receive a good breakfast and bath before a sergeant arrives to take them to the base to meet Captain Frost. The investigators can cut the tension on the base with a knife. Every aircraft in the sky, no matter how distant, and even some birds, are targeted by soldiers manning anti-aircraft guns. The sergeant helpfully explains that Italian air raids can occur at any time.

THE BRIEFING

Captain Frost greets the investigators in her office where a young Italian man is also sitting. In spite of her name she is rather warm and friendly, offering them tea and biscuits before getting down to business. She has a map of north-western Italy displayed, particularly a region just north of Milan around Lago Bisbiglio, a lake fed by the Valtina River. Lago Bisbiglio has three 'fingers;' the Valtina continues through the westernmost one. Much of



the region, including a mile around Pendio and the lake, is covered by woodlands. A few farms and orchards lie further south. The bottom of the easternmost finger of the lake is circled with the word 'Pendio' written in large black letters.

Frost notes that Lago Bisbiglio is considered cursed by the locals; there are numerous tales of ghost sightings and bouts of madness over the last couple of centuries or so. The rumours stem from an outbreak of the Plague back in 1630. Frost then unlocks a drawer from beneath her desk and produces an old illuminated tome. She opens it to a bookmarked page and invites the investigators to read it. It's written in Latin, and if no investigator can read it she translates for them. Due to troop movements during the Thirty Years War a great plague hit the region around Milan in 1629/31 and killed almost 300,000 people. The book also notes that there was a 'yellow plague' in the region around Lake Bisbiglio at the same time.

Frost closes the book and notes that a strange plague broke out in the Pendio region a week ago that also leaves yellow scarring and colouration. The Italian military has cordoned off the region and has a medical team in place. RAF Intelligence believes that the Italians may be experimenting with biological warfare agents and the experiment has gotten out of control. Towards that end the SOE wants a team to infiltrate Pendio, determine whether the Italians are performing biological warfare and, if so, terminate the program.

Of course, Frost notes, that is not why N summoned them.

Currently, Pendio is host to thousands of visitors that are enjoying the annual Sfida Festival. This festival is popular in the region and Prime Minister Mussolini has recently restored 'the Nine Muses,' several statues that stand over the water in the lake. It is believed that thousands are in attendance. N is concerned because the play being performed at the festival is *Carcassa*, which he believes may have some connection to *the King in Yellow*, an occult play of infamous repute.

Frost notes that N is acting on a hunch, but she's learned over the years to trust his hunches. While determining the cause of the plague and neutralising any biological warfare program is still the investigator's official mission, N is also ordering them to neutralise any cultist activity. Each investigator is to be given antibiotics that N has specially secured in case the plague is natural. She leaves the implication hanging regarding an unnatural plague.

Given the amount of security around the region and the possibility that time may be a factor, the investigators are going to be air dropped onto a heavily farmed area just outside Pendio. Frost has ordered Sergeant Moore to take them to the site. Frost has intelligence that an air raid may be coming this evening; she plans to use that to cover their take-off and flight path. Each investigator will be given an identity card that claims they are from towns outside of Turin.

Frost then turns to the Italian man and introduces him as Enzo Riggoli. He's an Italian agent from Lombardy who is familiar with the area. He is also well-versed in the best escape routes out of Italy once the mission is complete. He knows several safe houses that the



investigators can stay in until they can get out of the country. Once the investigators make it to a safe house, they can radio for a pick up under the cover of an air raid on Milan.

Frost then asks the investigators if there are any lingering questions before she dismisses them, telling them that they need to be back at base by 20:30 hours for take-off. The investigators can use this time to ask Riggoli any questions, although the Italian plans to spend his

early evening having a good meal and wine – they'll have plenty of time to talk once they are airborne.

Captain Jessica Frost, age 48

Captain Jessica Frost is one of N's most trusted agents; their association goes back to the Great War. Not that anyone would know about it, of course; if she's learned anything over the last couple of decades it's how to keep a secret. Currently she's one of his most trusted senior operatives.

CARCASSA

Players or investigators with a passing familiarity with the Mythos may quickly surmise that the names 'Carcassa' and 'Carcosa' are similar for a reason, and they'd be correct. They'd also be correct in assuming that the play being performed in Perdino serves a similar function as that of *The King in Yellow*. They'd be correct in that as well. What they may find unusual are the contents of the play itself. *Carcassa* is not some mind-bending play that drives its performers and patrons insane; it's actually a rather innocuous play, technically an opera, and a fairly well-known one at that, as any investigator that makes an Art roll can attest. Investigators that make a Cthulhu Mythos roll recognise *Carcassa* as a harmless variant of *The King in Yellow*. While the basic plot and themes are the same, the Mythos content has been watered-down or excised.

First written in 1630 by Milano bard Ricardo Martel, *Carcassa* is set in a medieval Italian village that is occupied by a foreign army during a war. The villagers defiantly take whatever troubles the occupiers give them and refuse to lose hope that they'll be free again. The previous ruler of the village, Princess Camila, sneaks into the village as a travelling bard to better understand her people's defiant spirit. She falls in love with a peasant and, when her secret is discovered, the peasant sacrifices himself so she can get away. Anguished by his death

but inspired by his spirit and that of the villagers, Princess Camila returns with an army and, together with the villagers, retake the village.

What makes *Carcassa* unique is its interactivity with the crowd (who are invited to join in the storming of the stage in the final scene) and relies heavily on Italian patriotism and regional humour. The orchestral score is also a bit odd, as it plays more like sound effects for what's happening on the stage rather than as music in its own right. Its patriotic fervour has made it a favourite amongst theatre producers, especially during times of war.

Unfortunately, *Carcassa's* structure and its need for a large cast (there are 25 distinct roles) have limited performances in its pure form. Instead, many playwrights have adapted the opera into a more condensed form, often changing nationalities and the regional humour to accommodate a foreign audience. In some instances, its message was changed entirely; in Europe during the 19th century it was adapted into the popular communist play *Red Hearts* (in which the queen role was replaced with a villager inspiring the others to revolt) and in pre-World War I America it ran as *Southern Spirit* and was set on a Confederate plantation, with the stoic southerners being subjected to atrocities under Union occupation (again, the Confederates act on their own and they realise that their cause may ultimately be lost).



Born into a comfortable middle class family, Captain Frost became a field nurse during World War I. It was during this time that she first came face to face with the Mythos intertwined with the horrors of the war. Rather than break her it steeled her resolve and, once the war was over, she continued to ferret out cultists and other horrors both home and abroad.

When war broke out again N saw to it that she received a senior nurse position and placed her where he thought she could do the most good; right in the thick of things in Malta. Thus far Captain Frost has proven to be more than up for the challenge and coordinates many of N's operations in the Mediterranean.

First Impressions: Friendly, warm, matronly. There's grim understanding in her eyes behind her smile.

Personal Details: Beneath her inviting manner Frost is all too aware of the fragility of life and sanity. Her good-natured humour and overall cheeriness are her defences against falling into despair over the horrors she's seen and the fleeting victories that she knows are all too temporary. She occasionally lets slip that her relationship with N is a bit more than professional, but quickly changes the subject.

Secrets & Goals: Frost's biggest secret is that she knows (or at least she thinks she knows) N's true identity. Her only driving goal is to hold back the darkness for another day.

Playing Frost: Act good-humoured and maternal.

BON VOYAGE!

The investigators are to be flown into Italy in a modified Vickers Wellington from Malta. The SOE plans to use an Italian air raid on the besieged Malta as a distraction and provide a fighter escort for at least part of the journey. Once the low-flying bomber reaches Pendio, the investigators are expected to parachute onto a field near the village.

The perils begin as soon as the investigators prepare to board the bomber, at 21:00 hours. The airfield is under attack by an Italian air raid and the airfield defences struggle to contain them. Anti-aircraft guns and British fighter planes keep most of them at bay, but the occasional Italian fighter and bomber breach the defences as British pilots and technicians struggle to get the rest of the planes in the air. The investigators may have to drop as

the runway is strafed or seek cover as a bomb destroys a nearby aircraft or opens a new crater along the runway.

At this point there is no actual danger to the investigators, although if you prefer you can get them more involved in the action by making a few Dodge or Jump rolls to keep clear of shrapnel. If they wish, an investigator may even help by manning an anti-aircraft gun, although Captain Frost soon drags them away – their mission is more important than downing an extra plane.

The pilot and gunner, Sgt Randall Moore and Cpl William Hill, are waiting for them in the plane; Moore has already started the engines. Riggoli is already inside and strapped in when they arrive. Once the investigators are strapped in as well, Moore makes a quick take-off amidst a hail of machinegun bullets. His gunner fires away as one Italian fighter gets dangerously close. Moore tells the investigators to relax –they're in for a four hour flight. Fortunately, things get considerably calmer after the bomber clears the dogfighting around Malta.

Things are relatively uneventful for a while after the bomber penetrates the Italian coast; British Intelligence really did find a hole that they could exploit. During this time the adventurers can freely pepper Riggoli with questions about Pendio and the surrounding region. Riggoli can give them the general lay of the land, important people in town, and basic information on the Rossi Villa. Riggoli also knows several safe houses; the closest of which is the Derrico farm just off the road to Milan.

THE LINGUA FRANCA

Most of the social skill checks in this adventure presume that the investigators are speaking Italian. Thus, when a social roll is called for the investigator uses the lower of that skill or Other Language (Italian). Other Language (Italian) rolls are not necessary if the investigators aren't concerned with maintaining cover and the people they are talking to understand English or another language in common.

A DIFFICULT DROP

Unfortunately, the investigators' luck runs out when they reach Pendio. While Moore suspects that there might be



PDNNE MCBQP
TYNCW DLVNS DC
OHNDW OLSMJ K

EUROPE ABLAZE

anti-aircraft guns embedded around Pendio, he doesn't expect them this far afield. Unfortunately, the increased security in the region has stepped up air patrols and two Fiat G.50 Freccia fighter planes are actively looking for agents. When one pilot spots the investigators' plane flying over Pendio's airspace, he drops and attacks as the bomber approaches the drop-off point.

Sgt Moore barely has time to shout a warning before the plane is peppered with machinegun bullets! The investigators hear the bursts and bullet holes appear along the wall of the plane. Several flashes of light momentarily illuminate the interior as bullets bounce against metal. Within seconds there is an explosion and the airplane rocks. A Listen check made at half value enables an investigator to hear a grunt from the cockpit.

At this point in the mission, the machinegun fire is meant to drive home the point that the investigators are in dangerous territory, not cripple them before they even get started. If you wish to increase the lethality of this attack then each investigator has a 12% chance of being hit for 2D6+2 damage (the plane will soak 4 points of this).



Moore yells back to them that he lost an engine and the investigators need to jump now! Investigators that make a Spot Hidden check note that there's a hole in the cockpit glass and Moore is obviously bleeding: he's been shot somewhere in the torso. He refuses any aid, telling the

investigators that their mission is more important. If need be, Moore or even Hill draws his pistol and orders them to jump. Hill remains with Moore aboard the likely doomed plane.

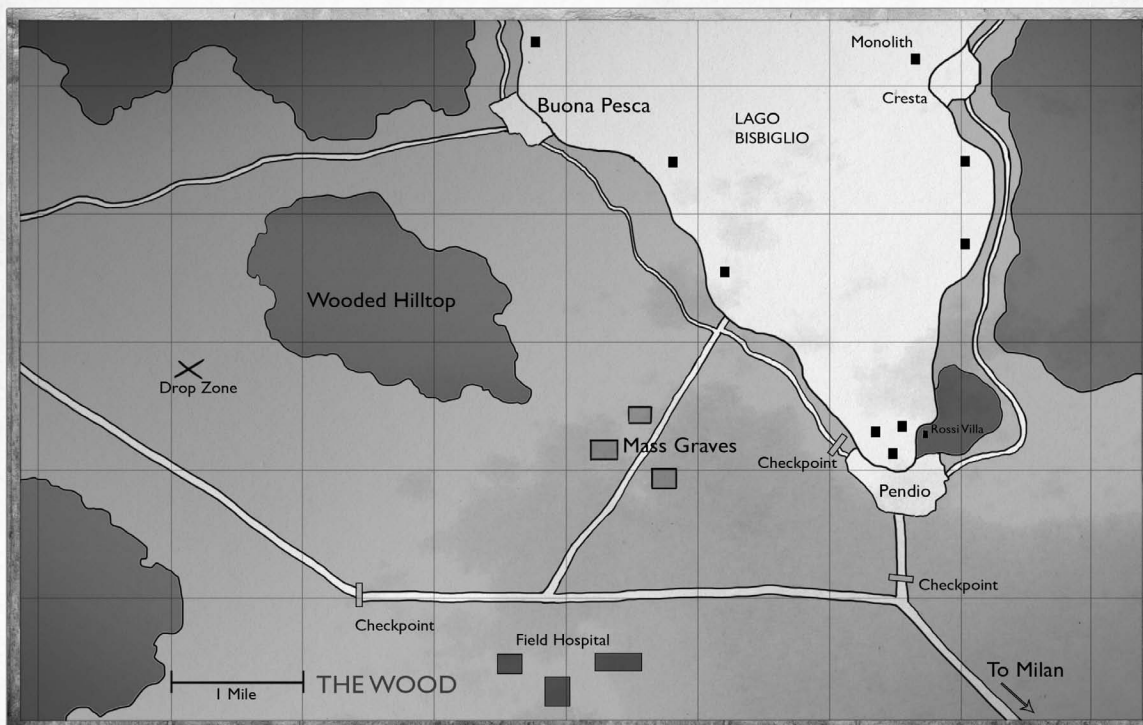
Due to the shakiness of the damaged bomber the investigators must make a DEX x5 roll to jump clear of the aircraft and pull the ripcord. If this roll is failed the investigator can attempt to rectify it with another DEX x5 roll; a failure in this case means that the machine gun bursts have damaged the chute (the gunman doesn't necessarily see the investigators, he's continuing to fire at the bomber).

From this point forward the investigators should use the parachuting rules to make it safely to ground; unfortunately they dropped out over the woods, meaning that they need to avoid hitting trees on the way down. Each investigator should also make a Luck roll; on a failure one of the Italian pilots spots him and circles to give local patrols guidance (see **Getting to Safety**), firing a few rounds at the parachute. Given that the pilot is circling and it's dark, the pilot only has a 20% chance to shoot an investigator, inflicting 2D6+4 damage on a hit. He only has time to take one shot at each investigator before they hit the tree line.

As the investigators drop they have a chance to see their surroundings. Lago Bisbiglio is in the distance cradled in the foothills of the mountains, although some clarity is lost due to a night fog. Pendio can be seen in the distance, as it is alive with revellers enjoying the festival late into the night. The investigators are falling into a wood behind a hill that sits alone between the southwestern edge of the lake and one of the main roads into Pendio. The bomber shakily heads into the mountains trailing smoke as one of the fighters pursues it.

THE FOG OF WAR

The Pendio region is often foggy during the winter, limiting visibility. The Keeper should apply the Dimness and Darkness penalty unless she decides it is particularly clear at that moment. Note that the fog works both ways. While an investigator may prove harder to hit, she also has a chance of walking right into a soldier or plague victim without warning!



GETTING TO SAFETY

Once the investigators land they'll want to conceal or dispose of their chutes. This is easier said than done if the chute is caught in the trees; an investigator needs to Climb in order to get it down. A Conceal roll is necessary to hide the parachute, although a Survival roll can be substituted, indicating that the investigator found natural cover, such as a hole in the ground or a pond.

When the investigators regroup they realise that Riggoli is not with them. A successful Spot Hidden roll locates him hanging from his chute with much of his head missing; he was hit by machine gun-fire as he parachuted. Seeing him in this state causes the viewer 0/1D3 SAN.

The actions in the air alert the local forces and Col Caprone orders a search. Two Breda TP32 trucks carrying six soldiers apiece travel up the road, following directions given to them from the air. The trucks generally stick to the roads as the soldiers use flashlights to pan the woods. Investigators can use Hide rolls to keep from being spotted.

If an investigator is spotted then three soldiers leap out of a truck and pursue him into the wood (more jump out if several investigators are spotted). These soldiers believe (correctly!) that the investigators are enemy agents and want to capture them. They shout for the investigator

to stop; if he doesn't then they shoot, hoping a good hit will Shock the investigator into unconsciousness (of course, good hits are more likely to kill). Fortunately, the darkness and fog make investigators difficult to hit without cover. Fleeing investigators that aren't attacking back can use Hide rolls to seek cover.

Investigators that wish to use their cover identities can use Fast Talk or Persuade (assuming they speak passable Italian) to convince the soldiers that they are lost – this may actually get them a ride to the field hospital! Unfortunately, heavily armed 'civilians' draws suspicion and such investigators need to make a Special roll (1/5th score) in order to convince the soldiers to let them be (perhaps by claiming they found the 'discarded' weapons).

The patrols are under orders to take any prisoners to the field hospital to ascertain whether they have the plague before escorting them to the villa (see **Earlier Visits to the Villa** on page 56). Once at the villa any captured prisoners are placed in the basement cells awaiting Colonel Caprone's interrogation. This takes place first thing in the morning after breakfast.

Investigators wishing to avoid detection can use Sneak if they are moving or Hide if they are still. Fortunately, unless an investigator was sighted coming down or a

parachute was left in the trees then the patrols from the convoy are satisfied with finding Riggoli. Even if they realise that someone they were shooting at couldn't possibly be Riggoli, they rationalise it as a frightened civilian in the wrong place at the wrong time.

Italian Patrol

	STR	CON	SIZ	DEX	POW	HP	DB
No 1	10	12	8	10	15	10	+0
No 2	12	11	12	11	10	12	+0
No 3	9	9	10	12	7	10	+0
No 4	13	10	9	10	11	10	+0
No 5	10	11	13	9	12	12	+0
No 6	8	12	14	10	10	13	+0

Weapons: Rifle 35%, damage 2D6+2

Skills: Spot Hidden (40%)

THE HAUNTED WOOD

The investigators begin this section 6 miles away from Pendio. It is 01:00 hours (or even later if they had a big problem shaking the convoy). Between them and Pendio is a hill, the lake and the field hospital. The wood itself is full of strange mysteries, from plague-ridden wolves, to body parts and mass graves.

In addition, there are ghostly sightings along the coast. Besides these strange events, the mundane problem of increasing patrols and plague-infected civilians poses constant threats to the investigators as they make their way towards Pendio.

Fortunately, regular patrols only occur to the right of the westernmost checkpoint on the map; the patrols sent out make a cursory patrol through the woods and, so long as they net Riggoli's corpse, consider the sweep a success. Once the investigators have made a successful Hide roll they aren't in danger of being spotted again from the initial patrol. Of course, they don't know this.

Once the patrols have left, investigators making Listen rolls hear wolves howling in the woods around them. At this point, the wolves aren't following them, but investigators that press on during the night may find themselves being followed (see **Wolf Pack**). The airdrop put them about 6 miles out of Pendio, although the trees and the fog make it difficult to ascertain the direction. Fortunately, since the investigators took note of the area as they parachuted, a Navigate check is enough to generally pinpoint where they are on a map.

SETTING UP CAMP

Should the investigators elect to settle down for the remainder of the night, a Survival roll enables them to find or create adequate shelter. If they brought their own tents and bedrolls they'll want to camouflage them; the Survival roll can also uncover a hunter's shack or abandoned shed, perhaps from an old farm that is now overgrown.

Overnight, while the investigators are sleeping is a good time to spring a tense encounter on them. This could be a wolf encounter (see **Wolf Pack**) or an **Escapes** encounter, as panicked civilians make their way through the woods. There's even the opportunity for a patriotic Italian civilian to take to the woods himself in search of enemy agents. Such a hunter isn't disciplined by war and likely starts panicking and shooting if he encounters any unexpected resistance. The occasional pair of fighters flies overhead, but unless the investigators are being extremely obvious they pass over without noticing them.

MOVING THROUGH THE WOOD

Whether they wait until dawn or start walking in the middle of the night, the investigators are eventually going to move through the wood. They essentially have four avenues to pursue. They can head east and follow the shoreline, they can head south to the road, they can head south-east through the wood, or they can climb the hill to get their bearings.

Heading south along the road enables them to use their identity cards, but the fact that they are on foot arouses suspicion, especially if they are carrying weapons (again, requiring Special Fast Talk or Persuade rolls). An Idea roll dissuades the investigators from this option (although by all means let them do it if they are determined!), as they are likely to attract attention, and sticking to the woods keeps them away from soldiers. Investigators that do pursue this option may hitch a ride (see **Hitching a Ride**).

There are a number of possible encounters depending on where they are and what time of day it is. The Keeper should read through the encounters in this section and use them when appropriate. Remember that when using these encounters less is more. A couple of preternatural events are enough to drive up the investigators' paranoia (and cause SAN loss), but the majority of encounters should be with average Italians, both civilian and military. The real threat to the investigators at this point comes from the barrel of a gun, not the machinations of Hastur.



Investigators heading north likely encounter the village of Buona Pesca (see **Ghost Village**). If they reach the lake and head along it then they may encounter ghostly spectres (see **Lake Spectres**). Investigators climbing the hill get a better view of their surroundings and can spot the three villages around the lake, the Rossi Villa and its anti-aircraft guns, and the field hospital.

Investigators moving in any direction towards Pendio can encounter wolves (see **Wolf Pack**), body parts or whole plague victims (see **Plague Dinners**), **Army Patrols**, or **Escapees**. Only investigators moving through the deep wood stumble across the **Mass Graves**, although clues from the plague victims (or frightened descriptions from escapees) can direct the investigators towards them.

Wolf Pack

One of the non-human or preternatural threats the investigators have to deal with in the Pendio Woods is the presence of wolves. While dangerous normally, some of the wolves in these woods have been feeding at the mass graves, making them more aggressive towards humans than usual. Fortunately, the frequent military patrols have thinned the wolf population, but more constantly enter from the mountains and surrounding regions.



Wolves hunt either alone or in small packs (1d4 per encounter). If they haven't tasted human flesh (which comprise the majority of wolves beyond a half-mile radius

of the mass graves), then they growl at the investigators to intimidate them but don't actually attack unless they feel threatened or the investigators make a run for it. Wolves that have tasted human flesh attack on sight.

After an encounter with wolves, it might occur to the investigators to check any dead wolves for signs of the plague; there are none, even though the wolves have been feeding on plague victims.

Wolves

	STR	CON	SIZ	DEX	POW	HP	DB
No 1	11	11	3	14	14	7	-1D4
No 2	17	5	13	12	14	9	+1D4
No 3	12	9	10	12	5	10	+0
No 4	16	11	9	9	12	10	+1D4

Armour: 1 (fur)

Weapons: Bite 30%, damage 1D8 + 60%

Ghost Village

Buona Pesca is a small village along the lake northwest of Pendio that is locally renowned for its fishing. Unfortunately, it also sits between two monoliths and, once the Brotherhood had activated the six furthest monoliths from Pendio, both Buona Pesca and Cresta were swarmed by plague-ridden flies. Without quick access to sulphur and relatively small populations, both villages were ravaged by the plague. The Italian army tried to evacuate them both, although by that point most of the civilians were dead.

When the investigators arrive, they are in for an eerie sight. It's only been two days since the village was evacuated, so it looks as if someone just came by and scooped the people away. The view, coupled with the knowledge of the plague, calls for a 0/1 SAN check. The small town has little of value, although enterprising investigators can find local clothes and operational vehicles (including boats).

If the investigators think to look for one then they can find a radio in the abandoned harbourmaster station (which also serves as the police station). While it can't be moved, the radio can be used to send encrypted messages back to Malta. This can be useful in arranging a bombing raid (if they order it early enough – it takes 4 hours to get there from Malta) or an extraction. Unfortunately, whenever they broadcast there is a chance that the Rossi Radio Station picks it up and realises someone is using the Buona Pesca radio, even if it can't decipher the message. Whenever the investigators use the radio (which requires

an Operate Radio roll), roll Col Caprone's Luck. Success means that the transmission was picked up.

Given its proximity to the lake, the investigators may also be plagued by **Lake Spectres**; see the next section.

Lake Spectres

The 'priming' of the monoliths by the Brotherhood of the Yellow Sign has stirred up the psychic energy within Lago Bisbiglio. Investigators that stray too close to the lake may be affected by the emanations.

'Lago Bisbiglio' means 'Whisper Lake' and this is the most common emanation. Voices startle sleeping investigators or echo behind moving investigators. The voices speak in an older form of Lombard or Piedmontese

(an investigator that knows Italian can make out the basics, but she wouldn't understand it word for word unless she was born or studied in northern Italy). Any investigator hearing the voices takes 0/1 SAN. The voices are conversations between two or three unseen people talking about the plague and its unnatural effects (yellowed, scabbed skin), claiming it to be the work of the Devil.

The second most common emanation is a spectre walking along the lakeside. She wears a hooded cloak and yellow, scabby skin can be seen between the bandages over her arms and legs. She looks behind her as if she was fleeing someone as she makes a poor attempt at running (more of a hobble). She only gets a few feet before she vanishes, causing those watching her to lose 0/1 SAN.

ARRANGING AERIAL SUPPORT

If the investigators manage to contact an Allied base then they could arrange for a pick-up or an air raid. A pick-up is easy; as long as the investigators can get to a designated 'safe extraction area' (either the Derrico Farm or another location closer to where the investigators need to flee) then they can arrange pick-up within 6 hours. For obvious reasons the extraction would probably occur at night so long as Italian 'friendly's can light the runway.

An air raid is a bit more difficult. RAF Bomber Command is going to be hesitant about bombing a largely civilian target with questionable military value; Paola De Luca's presence only complicates that. The investigators have two choices. They can lie and pretend that there is a significant biological threat (well, it isn't a total lie!) or they can be as honest as possible while convincing Bomber Command that the raid is necessary. The former requires a Fast Talk roll and the latter a Persuade roll (which can be troublesome if the investigators don't have a lot of time). A successful Tradecraft roll used in conjunction with these avoids uncomfortable questions later. Crafty investigators that want to use an air raid to cover an extraction could suggest limiting bombing

to the Rossi Villa, leaving out the fact that De Luca is staying there.

At best Bomber Command can organise an air raid to arrive within 5 hours of communication, so it isn't going to do the investigators a lot of good if they try to contact Bomber Command at the last minute. The bombers are also at the mercy of Italy's defences, especially those in the Pendio region. The bombers will rely on the investigators to even the odds a bit through the sabotage of fighter planes and AA guns.

Investigators that try to infiltrate an area being bombed have a good chance of getting hit themselves. They need to make Luck rolls at half value to avoid being hit (they can't really dodge falling bombs) each round that they remain in the area. If they fail they take 4D6 damage. If they miss the roll but would have made it at full value then they take half-damage. A special result means that they found cover that protects them for the duration of the bombing (assuming they don't move). The Keeper should keep in mind any uses of cover or other attempts by the investigators to protect themselves (but don't forget that Italian soldiers in the area won't ignore them either, no matter how many bombs are dropping!).



Other spectres may also be viewed, including 17th century soldiers hunting the sick or concerned friends calling for fleeing loved ones. Spectres commonly appear at night. The rarest and most powerful emanation is two men dressed in 17th century peasant clothing digging a grave along the shore. A body lies wrapped in a bag next to the hole, which the men, once finished digging, pick up and toss into the hole. They then cover the body over with dirt as they offer prayers to God. They then vanish like spectres, causing the same 0/1 SAN loss. If an investigator digs at the spot, he discovers the long-decayed corpse of a plague victim, causing a 0/1D4 SAN loss.

Investigators that are near a monolith may spot a spectre beckoning to them from the edge of the lake. She has an anguished look on her face and wails as she holds a spectral lamp. She frantically beckons the investigators to her before she looks at the water in horror. Spectral yellow tentacles burst forth from the water and rip the spectre to shreds before dragging its ectoplasmic remains into the lake. Seeing a monolith spectre costs 0/1D8 SAN.

The Nine Muses

There are nine large (9 foot tall) statues, each of a Muse, strewn about the lake in a rough 'V' pattern. Each is gorgeous marble and recently restored. They stand about 50 yards into the lake. While these Muses are decorative, what they are standing on are not. These monolithic bases are consecrated to Hastur. The oddly non-euclidean shaped rocks are 9 cubic yards in volume and covered in strange, indecipherable pictograms. They are half-buried in the lake bottom and their tops are several feet beneath the surface of the lake.

An investigator swimming in the lake and making a Cthulhu Mythos roll recognises it as a monolith dedicated to the summoning of Hastur. A Special result means that the investigator realises that this monolith is different – the pattern won't trap Hastur but instead open a permanent gateway between Earth and Carcosa. Understanding the implications of this costs 1/1D8 SAN. The investigator also learns that the Golden Mask is the key. It has a permanent connection with Hastur and without it the gate won't open.

The monoliths are made of solid stone and chipping away at them has little effect. It's doubtful that the investigators have the ordnance with them to significantly damage a monolith. What is perhaps more dangerous are the psychic emanations from the monolith. Any investigator that gets close enough to read the symbols or touch the stone gets psychically attacked. Match the investigator's POW against POW 13 on the resistance table. If the investigator fails the roll she loses 1D2/1D8 SAN as her head is flooded with images of Carcosa and the King in Yellow.

Even if the investigators do manage to significantly destroy one or more monoliths, the Brotherhood goes through with the ritual anyway, which will still likely cause the death of millions, not to mention the possibility of unleashing an Unspeakable Horror.

Plague Dinners

As the investigators get closer to the mass grave site, they may come across clues that something is terribly wrong. Have the investigators make a Spot Hidden roll. Success enables them to find a random body part, such as a hand,



foot or eyeball, lying in the grass. It's chewed but not particularly bloody. This causes 0/1D3 SAN loss.

A successful Medicine check reveals that the body part was already dead prior to dismemberment and that it was diseased – it is jaundiced and has scaly scabs. A successful Biology roll indicates that the chewing came from a wolf, and a successful Track roll can follow the wolf tracks backwards to the **Mass Graves**.

In addition to body parts the investigators could also come across a partially dismembered plague-ridden corpse lying in the shrubs. If the investigators haven't seen the body parts yet then this is worth 0/1D3 SAN; if they have then they risk no SAN loss. As with the body parts the tracks can be followed to the mass graves.

Mass Graves

One back road that has gotten a lot of use is the one that connects the farmstead where the medical team is stationed with the lake. Previously used by the farmstead owners, the Tartaruga family, to take boats to the lake or bring back catches of fish, this mile-long rutted road now serves another purpose: the dumping of bodies.

Currently three mass graves have been dug, each holding a score of corpses. Two of the graves have been covered over with dirt. A pile of dirt rests next to the third, where half a dozen corpses have been somewhat unceremoniously dropped into the hole. Wolves have dug up part of the others; pieces of bone and flesh stick out of paw-dug holes. Seeing the graves causes 1/1D4+1 SAN loss.

Have the investigator with the highest Luck make a Luck roll. If she succeeds then a Breda TP32 truck drives up the road from the field hospital. Have the investigator with the lowest luck make a Luck roll. If she fails then the driver and passenger spot the investigators. Inside the truck is a driver and three soldiers escorting three more corpses to the grave. All are wearing gasmasks and carrying Glisenti Modello 1910 pistols (use the same statistics for the Italian Patrol under **Getting to Safety**, but they have Pistol 40% and only inflict 1D8 damage.

Should any of them be captured and interrogated, they can provide some of the information that the investigators could glean from the field hospital. They honestly believe that the Allies are responsible for this 'plague warfare' and they've killed dozens of innocent Italians. At the Keeper's discretion, they could also know anything else that would help move the scenario along.

Escapees

While the soldiers staking out Pendio and points north are 'gently persuading' most civilians to stay put and enjoy the festivities, there are several civilians that are willing to risk violating martial law to try and get out of the region without risking being tagged as plague carriers or 'volunteers.' While most escapees are simply frightened civilians, the investigators may come across an infected individual — the plague isn't contagious, but the investigators don't know that! Escapees tend to be individuals or small groups of less than five (1D4). Use the Six Civilians found in the **Pendio** section.

While the investigators could simply stay out of their way, they could learn valuable information from the escapees, including the locations of the checkpoints, the general lay of the land, where the Army Headquarters is, and any of the information found in the **Gathering Intel** section. Unfortunately, there's also the chance that one or more of the escapees are infected; the investigator with the lowest Luck score makes a roll. If she fails, then one of the escapees is infected. While the victim is unable to pass the disease onto the investigators, they probably don't know that at this point.

Besides the plague, another problem with escapees is that they are likely to be pursued. Again, make a Luck roll using the lowest Luck score of any investigator in the area. On a failure a four-soldier squad is in hot pursuit and likely notices the investigators. Even if the roll succeeds, investigators making a Spot Hidden roll note that pursuers are nearby.

Army Patrols

Col Caprone has ordered the area to be secure; in addition to setting up a checkpoint on the only road into the village (and other villages in the area as well), his forces have established a perimeter and make routine patrols in the woods, farms, and vineyards between the villages and the perimeter. Most of these are squads of five (including a driver) and use the same statistics for the Italian Patrol above.

Due to the plague, the soldiers have also been issued gas masks; most soldiers completely bundle up while on patrol. In order to keep the locals from becoming too alarmed, Col Caprone has ordered the soldiers to remove their gas masks while inside the village. As a result, most soldiers stay away from the village centre unless directly ordered otherwise. Because the nature of the plague is unknown, the soldiers have orders to capture rather than kill any suspected agents so that they can be brought to



the villa for interrogation. That said most of the soldiers are rather jumpy and would rather shoot first and hope for the best.

investigators travelling through the woods have a good chance of crossing paths with at least one patrol, as they are constantly looking for stray festival-goers, wolves, and foreign agents. If the investigators are close to a road then the patrol is in a truck; otherwise they are on foot.

FIELD HOSPITAL

The field hospital is actually a farmstead converted to military medical use. The Tartaruga family, owners of the homestead, unfortunately went to watch one of the earliest filming rehearsals and caught the plague. The main buildings of the homestead, a farmhouse, a barn and a stable, have been surrounded by barbed wire and converted into a military hospital run by Captain Giacomo Gennaro of the Army Medical Corps.



The farmhouse is where Captain Gennaro makes his headquarters. It is also where his staff and the army officers of the soldiers are quartered outside stay. The stables make up the main hospital where plague victims in the initial stages are ineffectually treated with sulphur; the laboratories are here as well. The barn houses the

dead and dying; it also serves as the 'garage' for the truck that takes the bodies to the mass graves.

Just outside the wire in a fallow farm field is most of the military garrison. Four anti-aircraft Cannon da 90/53s are emplaced around the field hospital to guard against Allied attack while several trucks sit outside the tents that serve as temporary barracks. There are no tanks here, but three fighter planes are parked outside and a makeshift runway has been cleared in the field.

How the investigators approach the field hospital is up to them and the Keeper should call for appropriate rolls as necessary. investigators playing the role of possibly infected locals are allowed inside to be tested, but they need to make successful Persuade rolls to avoid being discovered as imposters.

If things go wrong and an investigator gets captured, he is interrogated by Captain Gennaro before being escorted to the Rossi Villa. With a Persuade roll, the investigators may even receive some help from the doctor; he is relieved that this is not an Allied attack and therefore wants to root out the real perpetrators. He's also very interested in the investigators' antibiotics. Offering them to Captain Gennaro is akin to treason, but as the investigators are in custody he can take them anyway. In any event he'll try to rule them out as useless, as they don't work any better than the sulphur drugs (i.e. not at all).

The extent of Gennaro's aid depends on the circumstances. He certainly can't go against Col Caprone's orders so if the investigators were captured the best he can do is 'let them escape' and keep the antibiotics as a mitigating circumstance. Keepers should remember that while Gennaro can be swayed to help, he certainly isn't going to buy into any 'cultists created the plague with the help of an old play' nonsense. If anything, spouting such is a quick ticket to the Rossi Villa.

In any event, any investigators that can get into position to observe the goings-on inside the wires can, with a successful Listen check, realise that the medical staff are acting fairly standardly to a plague outbreak; an Idea roll pieces together the various bits of conversation for the investigator to realise that the Italians have no idea how this plague got started; it certainly isn't an Italian project and, if anything, they are blaming the Allies.

Inquisitive investigators may learn some interesting clues through conversations with Captain Gennaro or his medical staff. First, the plague seems isolated primarily to the

north of Pendio, which is odd given the lake in between coasts. Only a few civilians in Pendio have caught the plague thus far. Second, hardly any of his medical team has come down with the plague. Very few soldiers have either. This, of course, is because they need to hear the Regina di Sfida speak and only a few military personnel have. Speaking to the infected soldiers or piecing together overheard information allows an investigator to make an Idea roll. A successful roll enables them to make the connection with the play.

Captain Giacomo Gennaro, Medical Scientist, age 44

A veteran of the First World War, Captain Gennaro knows only too well the horrors of biological and chemical warfare. He cheered the Geneva Protocol in 1925 and hoped that spelled the end of such horrible weapons in war. Now, he finds two things about this war disconcerting. The first is that Italy's allies in the Great War are now its enemies and secondly, and perhaps more importantly, those former Allies have disregarded the treaty and are unleashing biological weapons on Italians.



Currently, he's doing his best to contain the plague and treat its victims as best he can. He doesn't recognise this strain of bubonic plague and the sulpha drug isn't working. He's waiting to hear from German colleagues about getting new 'antibiotics' shipped to him, but he isn't holding out much hope. For his staff and his patients, Gennaro tries to remain optimistic, but that optimism increasingly comes from a glass of wine.

First Impressions: Weary eyes that have seen too much, hard to surprise, grim smile

Personal Details: Gennaro is drinking to relax but he doesn't have time to retreat into a bottle; he constantly smokes. He genuinely cares about his patients and tries to make their lives more comfortable, even if they only have hours left.

Secrets & Goals: Gennaro has the research of other scientists from Germany and America. He and his team are trying to develop a strong antibiotic to treat the victims and lower the death toll.

Playing Gennaro: Short-tempered but pleasant. Agitated whenever you have to deviate from his routine, no matter how small. Constantly smoke and always look for a few minutes to enjoy a glass of wine.

STR 9 CON 12 SIZ 9 INT 17 POW 16
DEX 11 APP 8 EDU 18 SAN 60 HP 11

Damage Bonus: +0

Weapons: Pistol 25%, 1D8 damage

Skills: Biology 65%, Command 45%, Credit Rating 55%, English 40%, First Aid 85%, German 40%, Latin 55%, Pharmacy 70%, Persuade 70%, Psychology 40%.

Four Italian Medical Personnel

	STR	CON	SIZ	DEX	POW	HP	DB
No 1	9	8	14	8	12	11	+0
No 2	14	14	16	9	10	15	+1D4
No 3	16	3	13	13	7	8	-1D4
No 4	6	10	12	7	7	11	+0

Weapons: Pistol 20%, 1D8 damage

BAIT AND SWITCH

At some point the investigators are going to want to enter Pendio, probably to approach the people involved with *Carcassa*. Their first concern is how to get inside the village. Given that the investigators have identity papers and the village is packed for the festival, it's easy enough to blend in once they break the treeline. Unfortunately there are regular patrols and, if spotted, the investigators will be interrogated and forced through a checkpoint. Again, investigators carrying weapons are going to have problems explaining themselves.

HITCHING A RIDE

While Col Caprone is doing his best to keep infected people contained, in the interests of keeping up appearances he



is allowing travellers to enter Pendio for the festival. Such travellers only have to deal with a cursory search at the checkpoint before being allowed through. In addition to travellers many commercial trucks are also coming through to resupply the festival.

These vehicles provide the investigators with a perfect way to enter the village undetected, so long as they can find a way to surreptitiously hitch a ride, convince a driver to take them, or steal a vehicle to drive through the checkpoint themselves. There are several farms and vineyards around the woods that contain vehicles open to theft, but investigators should be mindful that it won't be long until the theft is reported (presuming that the owner doesn't come running out of his cottage brandishing a shotgun).

Investigators that make an Idea roll note that there is no railway into the village, but a popular festival probably has a regular bus service. Simply lying in wait long enough (or making a Luck roll) is enough to spot a bus making its way up the road. Presuming that the investigators wave it down a Fast Talk roll is necessary to get aboard.

Investigators trying to hide aboard a vehicle going through a checkpoint must make a Conceal roll. Investigators actually driving through the checkpoint must make a Fast Talk or Persuade roll (Fast Talk gets them through the checkpoint; Persuade alleviates any lingering suspicions, including if the investigators drove through the checkpoint with a stolen vehicle).

PENDIO

Pendio is a typical Italian lakeside village with a beautiful view of the lake cradled by mountains on either side, although the frequent winter fogs makes it look a bit haunted. Pendio has all of the amenities typical of a village on a pristine lake, including a small marina, three hotels, a large Roman Catholic Church (St Peter and Paul's), several small restaurants, and general stores.

Pendio Hill overlooks the village from the north-east, its beautiful villa facing the lake. It seems somewhat out of place for a modest fishing village and the sheer 50 foot drop to the lake makes it rather less ideal for a lakeside home. The Rossi Villa adorns its top, built by the 'Mad Sculptor' over three centuries ago. It is currently the home of Donna Chezarina De Filippo, a wealthy widow who also serves as Pendio's librarian, but it is occupied by the Italian Army. The barrels of two antitank guns can be clearly seen from the village.



Pendio has a year-round population of about 2000, but the festival has caused that number to swell to five times that much. As such, the streets are overflowing with people. In addition to the fully booked hotels in the village centre every home has boarders and a few warehouses have been converted into makeshift dormitories. Tent cities have sprung up in various points around the village.

A banner is hung over the main road into the village advertising the Sfida Festival in bold block letters. The main streets are lined with decorations, some official, some home-made, and there is a field to the right of the village that hosts most of the festival kiosks, events, and games. The town square is actually open to the sea and an open outdoor amphitheatre is built right on the lake's edge. Several advertisements for the nightly performance of Carcassa are plastered on walls and tacked on trees all over town.

Of all the decorations for the village festival, the most ubiquitous are the posters of Paola De Luca. Practically every street corner has enlarged stills and photographs of her from previous films and interviews, and many promise her participation in the nightly performances of Carcassa or autographing sessions. In short, she is obviously the main draw to the swelling crowds now willing to risk plague for a chance to meet her.

EUROPE ABLAZE

Investigators making a Special Listen roll (1/5th skill rating) overhear some of the festival-goers grumbling. In spite of all the promises to see Paola De Luca, she's been surprisingly absent. Further inquiries reveal that she initially did perform for the first couple of nights and held an autograph session, but for the last few nights she's been absent. There is the promise of hearing her voice on the radio broadcast tonight, but the festival-goers could have stayed home for that!

For the festival the entire village has been wired with a public address system with which periodic announcements are made over loudspeakers. While the investigators likely won't know this the first time they see it, the public address system is wired to the villa and will carry the radio broadcast in the evening.

Half a mile outside the town is the checkpoint, which is a makeshift building and some barbed wire that goes into the trees on either side far enough to prevent vehicles from driving past without stopping. A dozen soldiers wearing gasmasks man the checkpoint along with four members of the medical team. Incoming vehicles have a much easier time getting through the checkpoint than outgoing vehicles. Those deemed sick or 'volunteers' are escorted to the field hospital. There is also a checkpoint to the west of Pendio, but as this covers a local unpaved road that hugs the lakeside to Buona Pesca, it is lightly guarded by two soldiers and a nurse that checks for plague.

A few soldiers are on patrol within the village; they are unmasked and simply do their best to look menacing while not actually interacting with anyone lest they catch the plague.

Six Civilians

	STR	CON	SIZ	DEX	POW	HP	DB
No 1	10	8	14	12	7	11	+0
No 2	9	11	14	11	8	13	+0
No 3	8	15	13	8	10	14	+0
No 4	12	10	15	13	6	13	+1D4
No 5	6	5	8	9	8	7	-1D4
No 6	14	7	8	12	9	8	+0

Weapons: Club 25%, damage 1D8

GATHERING INTEL

Once the investigators are inside Pendio they'll probably want to start talking to the civilians for information. Getting information in this manner generally requires an APP roll on the Resistance Table against the civilians'

POW. Note that losing doesn't necessarily mean that the investigator was rebuffed, simply that they haven't gathered any useful intelligence in the time they had with the people she was speaking to.

Presuming that the investigators succeed, they can learn the following information:

- **The three Muses are now fully restored.** Part of the reason for the festival is Mussolini's commissioning of the restoration of the Nine Muses. It was sorely needed; one of Pendio's muses was missing an arm and wing. At least two of the other statues were completely destroyed over the years.
- **The Army is overreacting to the Plague.** Most civilians don't see the need for all the security. They've heard that a couple of villages were affected, but why haven't there been more cases in Pendio? And why are the soldiers so frightened?
- **People are afraid to leave because people have been coerced into 'volunteering' for military experiments.** This is true, but only because the army wants to keep quiet about the number of cases of plague in the village. Anyone who looks jaundiced is 'volunteered' and sent to the field hospital rather than be part of the official tally.
- **Paola De Luca is not performing.** While Paola is the lead in the play, she's claimed that she can't make tonight's performance due to the radio broadcast. This is upsetting a lot of people who arrived just to see her. As the festival ends tonight, they feel they've lost their chance.
- **There is a radio play tonight.** Most of the festival activities cease at 8pm so that the radio play can be heard over the loudspeakers. It's also being broadcast; anyone that wants to can hear it and a good portion of Italy certainly will be tuning in.
- **The owner of the Rossi Villa is Donna Chezarina De Filippo.** Furthermore, it's mentioned that Donna Chezarina is the local historian and head librarian in town. In fact, she is staying at the Pendio Library while the military uses her home.
- **Did you know that the play was first performed during the Great Plague of Milan?** The investigator is directed to Donna Chezarina, who knows all about it.



- **You want to meet someone working on the movie?** There's one right there! The civilian points to Gianna Toscan, who is drowning her sorrows at a sidewalk café.
- **There's something going on in the wood.** Military trucks are constantly driving in and out of the wood. Maybe they are building something?
- **On a Special Roll: The Mad Sculptor had a secret passageway built beneath his home.** The investigator is talking to one of De Filippo's servants who know about the passage. He can be persuaded to tell them where it is.

THE PENDIO LIBRARY

investigators that wish to speak with someone knowledgeable about the Rossi Villa can find Donna Chezarina De Filippo at the library. An avid book reader, the widow fills her time sharing her passion with others and has stocked the modest library with many books that used to be in her home. The library is a small building only a block from the harbour and is open to the public. When the investigators arrive she's sitting in the reading room knitting while discussing Machiavelli versus Locke with an elderly patron.

Donna Chezarina welcomes the investigators with a broad smile. She's a handsome old woman with a hint of the fiery spirit that defined her youth. She enjoys meeting newcomers and asks them what kinds of books interest them. She seems to know more than she's saying, but she helps them as best she can.

As the village's foremost historian she knows about the original performance of *Carcassa*. She admits that it is an adaptation of *The King in Yellow*, although she doesn't have a copy of that tome. What she does have is an account of the play in Latin written by a Spanish traveller, Felipe Escobar. In it he describes the play as moving around from village to village, performing in front of the Mad Sculptor's Muses. The Mad Sculptor was like a pied piper, those who saw the play were struck down with a yellow plague distinct from the one raging in Milan. On the night of the final performance, the Mad Sculptor performed in front of the three muses of Pendio. Then something terrible happened; he was possessed by the Devil and gained superhuman strength, snapping the necks of the actors around him. He ripped into the crowd with a mad fury until he was felled by a villager with a pitchfork who ripped the mask off his face.

The part about the mask is especially intriguing to Donna Chezarina as she notes that she had a fairly ornate mask from performances of *Carcassa* in the late 18th century and Giorgio Pentelli, the producer of the play, asked to borrow it this morning. Apparently Paola De Luca isn't going to perform the play tonight and isn't allowing Pentelli to use the mask she brought with her from Rome.

If asked about the villa, Donna Chezarina shrugs and says she acquiesced because she could see that Col Caprone is an honourable man and would treat her house with respect. She was allowed to remain but thought it best to relocate in the village; besides, she loves being with her books. With a twinkle in her eye she wonders if the army has found the secret passage. If pressed, she mentions that Gualtier Rossi was paranoid and had a secret exit built into the basement of his home. If asked about the location of the entrance, she simply smiles and says "let music be your guide."

Donna Chezarina is invited to the radio performance this evening but has decided against going. With a sly look she notes that she doesn't have an escort. If an investigator offers to accompany her she changes her mind.

Donna Chezarina De Filippo, Historian, age 68

Donna Chezarina claims to be from Brescia, but her accent marks her as Occitan (Southern France) or even Spanish. What is known is that she came to Pendio as a widow and purchased the Rossi Villa to live out her 'golden years.' She is friendly with everyone she meets and often seems to know things about them that they don't know themselves. She's always willing to help.



First Impressions: Pleasant and disarming, but there is something behind her friendly eyes.

Personal Details: Donna Chezarina is knowledgeable about a broad range of topics. She is well-versed in the play as well as (of course) her home on the hill.

Secrets & Goals: Donna Chezarina is intentionally an enigma. The Keeper may interpret her coyness as she sees fit. Donna Chezarina may be an occult investigator, the immortal daughter of the Spaniard that recorded the first yellow plague, or simply a helpful old historian. If the investigators are having trouble, Donna Chezarina can put them on the right track.

Playing Donna Chezarina: Helpful, coy, knowledgeable. Knows things others don't.

DISILLUSIONED ACTRESS

With little to do tonight before taking a bus back to Milan and then a train to Cinecittà, Toscano is retreating into a bottle for the night. She accepts any company, especially if an investigator has APP 12 or higher. She spends most of the conversation lamenting her position, but with a Persuade roll she does offer some useful information.

She notes that as a propaganda film 'Paola' thought it was important to shoot scenes in front of all of the muses, as they were restored by Mussolini. Toscano notes that De Luca is 'a good friend' of the Prime Minister and that she and her 'favourites' (the other members of the Yellow Troupe) seem to be running the shoot. Tarpucci is constantly acquiescing to her demands and Toscano lost several lines and scenes in the film due to her machinations. Toscano isn't even considered important enough to be on the radio guest list tonight.

Toscano also notes that the plague seems to follow them. She's noticed that the first outbreaks were in Buona Pesca and they'd spent the first night performing there and the second night shooting scenes along the lakeshore. The same thing happened after they performed in Cresta and shot a few scenes along the lakeshore there as well. Toscano also notes that several people from Pendio came to watch the shoots. She laments that one of them, Luca, was a soldier who showed an interest in her. Unfortunately, he came down with the plague the next day along with the two soldiers who came with him.

On top of all this, Toscano mentions that Paola held impromptu radio play readings in front of the muses and

closed the set to everyone but her 'favourites' (this was to prime the monoliths). Of course these are the actors performing tonight.

Gianna Toscano, Camera Crewman, age 22

Ever since she saw her first motion picture as a little girl, Gianna Toscano wanted to be in the film industry. Unfortunately, she wasn't a very good actor and her appearance, although attractive, wasn't enough for filmmakers to compensate. She thought she was destined to simply be a background extra until she found a husband and left the industry entirely. Then the war came, and with it new opportunities. Cosimo Tarpucci asked her to join his camera crew for the filming of *Carcassa*, as she could do double duty as a camera crewman and minor role in the film that actually had a few lines!

Unfortunately, Toscano's new job has not turned out to be as glamorous as she'd hoped. As an inexperienced young woman she's been intimidated by the rest of the film crew and that's led to some uncomfortable situations. She's also disturbed by some of the events surrounding the filming and the final insult that, for the radio version, she's been completely cut out.



First Impressions: Attractive in a 'girl next door' way. Frustrated and depressed, drinking a bit more than she should.

Personal Details: Toscano has a lot of positive qualities: she's young, ambitious and attractive. Unfortunately she doesn't believe any of it, as she feels she falls short in each category. She's become very demoralised and regrets leaving home for the bright lights of Cinecittà.



Secrets & Goals: Toscano has no secrets other than that she indirectly knows that the Yellow Troupe is up to something. A small part of her still wants to be a film star, but currently her goal is to find someone to take her out of her current situation.

Playing Toscano: A devil-may-care attitude that hides behind a bottle and shattered dreams. Enjoy any attention showered on you.

A SUSPICIOUS PLAY

No matter where the scenario takes the investigators it's likely that they'll want to investigate the play at some point. If so, it shouldn't be long before they meet Giorgio Pentelli, the harried producer who's been spending all day with De Luca's understudy. Pentelli is upset with De Luca and the film production because De Luca only performed for the small crowds in the two fishing villages. She has not been available for autographs and tonight, on the biggest of all nights, she is skipping the performance!

Pentelli also notes that he had to scrounge up another mask from Donna Chezarina because De Luca wouldn't allow him to use hers as she needed it for the radio broadcast. This really upsets Pentelli because wouldn't any mask do for radio?

In spite of his animosity, Pentelli does plan to attend the live broadcast tonight. The play runs from 17:00-19:00 hours, so he'll head up to the villa around 19:30. He is allowed to bring a guest and can be persuaded to take an investigator.

Giorgio Pentelli, Play Producer, age 45

Giorgio Pentelli's life is the theatre and the theatre is his life. He doesn't understand the appeal of film because he believes an actor needs to feed off of the audience – how can you do that if the audience is a camera? He was a fairly popular actor throughout Italy and became a director and producer as he aged. He is well-versed with *Carcassa* and considers Tarpucci's desire to translate it to film an affront to artistic integrity.

Pentelli came to Pendio to produce the festival version of *Carcassa* because it was a childhood favourite. While he is a Torino, his parents often took him to Pendio for the festival and he enjoyed the theatre productions back home. While Pentelli found De Luca difficult to work with, he is more offended that she lacks the proper dedication to her craft by skipping out on the audience a few performances early.



First Impressions: Stuffy, haughty, dedicated to the craft.

Personal Details: While rather arrogant in person Pentelli feeds off his audience and is very funny and dramatic on stage when warming up the crowd. He also sports a couple of bruises from being hit with objects from audience members who didn't appreciate hearing that De Luca wouldn't be performing that night.

Secrets & Goals: Pentelli simply wants to be respected and renowned as a play producer. He feels like the film production is threatening that.

Playing Pentelli: The consummate artist. You know of what you speak.

THE FINAL RITUAL

The final part of this scenario involves stopping the radio play and taking the Golden Mask. The investigators need to infiltrate the villa to accomplish these goals (the threat of an air raid may do the job), and they are likely to want to retrieve the Golden Mask personally. Unfortunately, this is quite difficult, as the Rossi Villa is heavily guarded. Fortunately, there are a number of ways to disrupt the play.

The Rossi Villa is a beautiful two-storey home built in the baroque style. A stone wall runs around the property about 50 yards out; the property to the rear of the house is open to the lake. Currently barbed wire has been laced over the walls and across the open section and two Cannons da 90/53 sit at the back, ready to shoot

down enemy aircraft. Four soldiers patrol the roof while eight are stationed around the perimeter. These soldiers stay in the converted carriage house, which is a separate building to the north of the villa. 12 more soldiers relax here until the next shift.

In front of the house is a large garden that is dominated by a raised fountain over which a statue of Pan silently plays a flute. The garden actually sits outside the perimeter wall, so it is unguarded. It is here, at the base of the fountain, where the secret entrance to the villa is covered in stone.

In spite of the plague and perceived allied threat the soldiers are a bit lax – the most action they've seen over the last few days is discouraging inebriated festival-goers from trying to get into the villa. Thus any coordinated plan on the part of the investigators is likely to take them by surprise (halving their DEX scores for the first round).

Some investigators may try to covertly enter the villa with a suitable cover story. As the guards are on heightened alert for the guest list any attempts are made at half skill

EARLIER VISITS TO THE VILLA

It's possible that one or more of the investigators may visit the villa early, either because they are captured or they want to steal the mask at an earlier opportunity (if they've guessed its location). Col Caprone, De Luca, and Tarpucci remain ensconced in the villa all day. Absent troubles, De Luca and Tarpucci rehearse with the other actors and crew in the salon, while Col Caprone spends most of the day at his desk, occasionally calling his superiors or checking on Captain Gennaro's progress, or lack thereof.

Investigators brought in as prisoners are actually treated quite well. Col Caprone believes that honey is the best way to ensure cooperation. Investigators are locked in a guest room on the first storey, with the windows hastily barred to prevent escape. A guard is also posted at the door. The Colonel has juice, fresh fruit and bread brought to them, and has hot beverages available on demand. The Colonel interrogates them at breakfast (or the next appropriate meal) which he has on the second floor balcony that overlooks the lake.

Col Caprone wants to know whether the Allies are using biological warfare, noting that this 'yellow strain' is resistant to all treatments. He also tells them that it is only a matter of time before Italian medical science discovers a cure and that Italy won't hesitate to use chemical and biological weapons in the future if the Allies have truly disregarded the

Geneva Protocols. If he knows that the investigator is a soldier, Col Caprone notes the limitations of interrogation due to the Geneva Convention but hopes that the investigator realises the gravity of the situation and cooperates accordingly.

Investigators making a Psychology roll note that the Colonel has doubts about Allied involvement. Captain Gennaro assured him that, given his pre-war contacts with Allied scientists, he simply cannot believe that they came up with such a perfect weapon. Nor does he understand why the weapon was tested in Italy instead of Germany and why tests are limited to this one remote location; wouldn't it be more effective in Milan, Turin or Rome?

Should investigators bring up the Golden Mask, Col Caprone notes that De Luca has one and plans to wear it for the radio broadcast in order to lend authenticity to her voice. He does not believe that a play can be behind the plague, although a successful Persuade roll piques his interest enough to investigate. Unfortunately, De Luca's charms are enough to convince him otherwise and she does so out of earshot of the investigators.

Should the investigators confront De Luca directly she laughs off any suggestion that the Golden Mask is some type of 'evil relic.' This one is a gift to her from Mussolini and no more magical than a gifted necklace or ring.



level, although the Keeper should allow an investigator a normal skill roll if she comes up with a particularly believable cover story. Acceptable cover stories include soldier reinforcement (if the investigator is in uniform), last-minute food or wine deliveries or official guest (if they've managed to ingratiate herself with Donna Chezarina De Filippo or Giorgio Pentelli).

THE SECRET ENTRANCE

If the investigators learned of the secret entrance then they can find it in the garden beneath a statue of a harp-strumming cherub standing atop an inactive fountain. They still have to avoid detection, using Hide rolls to stay out of the occasional panning of the spotlight from a soldier at the villa wall. Presuming the investigators get to the fountain with little trouble they may find the secret entrance with a Spot Hidden roll. Removing the stone requires a roll on the Resistance Table against STR 12, as it has been unused for centuries. Once the stone is removed it reveals a slight drop into the ground.

A barely human-sized passageway is carved through the ground, leading to the basement of the Villa. It is here that the investigators find a ladder and a trapdoor leading into the building. While the trapdoor is not difficult to open it is buried beneath an old empty wine cask, requiring an investigator to make a roll on the resistance table against STR 11 to open it. Because the military is unaware of it there are no soldiers down here, although the occasional servant comes down to grab more wine or other items stockpiled down here.

The basement steps lead to the kitchen, where six servants attend to the dining room or prepare refreshments if the

radio play has started. They aren't looking to be heroes; the servants acquiesce to anyone holding a gun. That said the investigators may convince one or more of the servants to work with them, especially if the servants believe that the villa is in imminent danger of being destroyed or riddled with gunfire.

INSIDE THE VILLA

The villa is a shining example of baroque architecture and the last architectural project Gualtier Rossi designed before spending the rest of his life chiselling monoliths and performing a play. The main rooms of importance to the investigators are the dining hall, the salon and the radio room. Six soldiers are posted inside the villa at various points; six more may be summoned from their basement 'barracks.'

The festivities begin in the dining room across the hall two hours previous, where the tables have been arranged to display a sumptuous buffet of Northern Italian cuisine. All guests (and any disguised investigators) are escorted into this room upon arrival where they are met by Col Caprone and leading members of the production, including Cosimo Tarpucci and Paola De Luca. For the radio play the roles have been reduced to six – all are members of the Yellow Troupe. Two more members act as technical support.

At 20:00 hours, the radio broadcast of *Carcassa* begins. The salon itself is arranged with several chairs and couches facing the makeshift stage where the broadcasting equipment is set up. Cables run from the salon to the radio room where the radio operators can broadcast the play as it happens. The radio play actors and staff congregate in



the room around 19:30. Guests are escorted into the salon beginning at 19:45. While the actors aren't in costume Paola still dons the Golden Mask in order to infuse her voice with the power of the King in Yellow.

How the investigators choose to disrupt the ceremony is up to them. This is a case where a 'brute force' approach would work, as tossing a few grenades or shooting out some windows would be enough to halt the transmission.

If the investigators choose subtle or less 'overwhelming' means then members of the Yellow Troupe not currently speaking (1D3) and any soldiers present try to stop them. They only resort to gunplay if the investigators do; after all, there are guests in the house. Unfortunately, Paola has already primed the mask for tonight's performance and any interruption incurs Hastur's wrath (see **Curtain Call**).

Colonel Sergio Caprone, Local Commander, age 55

A career army officer Colonel Sergio Caprone is a veteran of several wars, including the Great War. An orphan and troubled teenager, Caprone found little solace in the Church that raised him and would have likely spent his life in prison had he not joined the army. For the first time in his life he had order, discipline and respect. While he has little taste for war Caprone is as dedicated an officer as they come.



He's completely flummoxed by this plague and wants – some may say needs – an answer that fits. Thus far he's found it in 'Allied bombing;' any evidence to the contrary

would shake his nerves. He enjoys hosting Paola De Luca but he is a proud family man; her charms only work so far with him.

First Impressions: By-the-book military officer. Firm but fair. Not a hair out of place.

Personal Details: Caprone is not a man who needs luxury; he chose the villa for its strategic location and allowed his subordinates to use it as they see fit. He's no fool either; while he sticks to his Allied theory as long as possible he will allow contrary evidence and opinions to persuade him otherwise.

Secrets & Goals: Caprone wants to solve the mystery of the yellow plague and save as many people as he can.

Playing Caprone: Efficient, by-the-book, a realist.

STR 11 CON 14 SIZ 13 INT 15 POW 12
DEX 18 APP 12 EDU 16 SAN 55 HP 14

Damage Bonus: +0

Weapons: Pistol 45%, damage 1D8

Skills: Command 80%, Credit Rating 75%, Dodge 40%, Other Language (English) 35%, Other Language (French) 40%, Other Language (German) 25%, Military Science 60%, Persuade 65%, Psychology 60%.

Six Italian Soldiers

	STR	CON	SIZ	DEX	POW	HP	DB
No 1	10	12	11	13	9	12	+0
No 2	11	10	12	14	12	11	+1D4
No 3	9	12	9	12	10	11	+0
No 4	16	13	14	11	8	14	+1D4
No 5	13	9	11	15	13	11	+0
No 6	14	12	13	11	10	13	+1D4

Weapons: (inside) Pistol 35%, damage 1D8
(outside) Rifle 35%, damage 2D6+2

Cosimo Tarpucci, Film Producer, age 35

A rising star in Italian film production, Cosimo Tarpucci made the transition from stage to film and was an instrumental part of the founding of Cinecittà. He's a favorite of Mussolini's and was thus able to secure funding and cooperation for *Carcassa* as a nationalistic film. He's hoping that his production pushes him into the top tier of Italian filmmakers.

Tarpucci is enamoured of his star and bends over backwards to accommodate her every whim. He is not



a member of the Yellow Troupe, however, and he would be horrified to learn that his film was being used for a 'demonic' purpose.



First Impressions: Perfectionist, needs to frame everything, little time for small talk

Personal Details: Tarpucci fancies himself as a Hollywood director even though he's yet to produce a Hollywood film. He acts as if he is in control, even though Col Caprone, and to a certain extent De Luca, can overrule him at any time.

Secrets & Goals: Tarpucci's goal is to be a Hollywood director (he speaks openly of this if America is still neutral).

Playing Tarpucci: Act overworked and underappreciated. Pretend De Luca's whims are your own.

Paola De Luca, Actress and Cult Leader, age 29

Milanese by birth, Paola De Luca's great beauty and acting skill has made her the toast of Lombardy. Star of several Italian films, she made her mark on the international stage as the title character of *Sabine* (1934), an epic about the founding of Rome portraying Sabine as an Etruscan woman whose hand Romulus and Remus vie for, ultimately resulting in Remus' death.

De Luca is married to Italian film director Mario Catalano but she is believed to be one of Mussolini's mistresses; he certainly lavishes attention on her and she's had

major roles in several Italian propaganda films. This has tarnished her Hollywood star a bit, but De Luca doesn't mind, for soon it won't matter.

First Impressions: Devastatingly beautiful and playfully shy. An avid smoker. She knows she's intimidating and tries her best to be disarming.

Personal Details: De Luca is extremely knowledgeable but feigns ignorance; she knows that men like to be the smartest in the room. She moves as if she is being constantly photographed.

Secrets & Goals: De Luca is the leader of the members of the Yellow Troupe who have been trying to bring Hastur through the Lago Bisbiglio for centuries. It is her hope that the live radio broadcast of Carcassa finally and permanently opens the gate between worlds.

Playing De Luca: Smile politely and be flirtatious. You're calm, the plan is almost complete.



STR 12 CON 12 SIZ 10 INT 16 POW 18
DEX 17 APP 18 EDU 17 SAN 35 HP 11

Damage Bonus: +0

Weapons: Knife 25% 1D4+2

Spells: Unspeakable Promise

Skills: Art 55%, Credit Rating 45%, Cthulhu Mythos 20%, Dodge 40%, Fast Talk 70%, Listen 55%, Persuade 70%, Psychology 45%.

Five Yellow Troupe Members

	STR	CON	SIZ	DEX	POW	HP	DB
Antonio	9	11	12	13	14	12	+0
Giuseppe	13	12	16	10	15	14	+1D4
Mario	11	14	9	14	13	12	+0
Riccardo	12	9	13	11	16	11	+1D4
Zio	8	12	9	14	15	11	+0

Weapons: Knife 30% 1D4+2+DB

CURTAIN CALL

Once the ritual is disrupted, Paola De Luca screams in horror and claws at the mask covering her face. It now glows with a sickly yellow light. Paola's skin turns yellow and scaly as well, as if she instantly contracted the worst of the yellow plague. Her skin flays as if they were strips of flesh covering her real form, a wriggling mass of pseudopods beneath.

Before anyone can act she stands again, now a full 8 feet in height, with inhumanly long arms and legs. Surrounding her is a yellow mist that billows out and fills the room. Everyone in the room must make a SAN check for 1D2/1D8. Everyone in the room, regardless of whether they're wearing a gas mask, is infected with the yellow plague.

The Thing That Was Paola attacks before anyone can act, thrusting her hands, fingers now ending in long bony talons, through the eyes of the closest actors. They die instantly as their psychic energies are absorbed by the creature, which grows slightly larger. Most everyone flees the room, although Col Caprone and one or two soldiers remain behind. Outside, the night sky is now a starless amber. Seeing this causes a further SAN loss of 0/1D4 (this affects just about everyone in Pendio).

The Unspeakable Horror is practically invincible; there is little small arms fire can do to damage it. Bullets burst blood vessels from which yellow ichor spurts, but the wounds heal almost as quickly as they are opened. There are only three ways to defeat the creature:



The first is to simply wait it out. Hastur's influence ends at dawn, after which time the Horror dissolves. This leaves the broken skin of Paola De Luca laying on the floor as little more than a bloody sack of loose bones.

The second way to defeat the Unspeakable Horror is with overwhelming firepower. A bomb from an air strike

THE GOLDEN MASK

This electrum mask depicts a young woman with Roman features and was a gift to Paola De Luca from Mussolini. When he gave it to her it was simply a work of art; through her contact with Hastur De Luca made the inscriptions inside the mask to make it the focal point for the monoliths. It is still an electrum mask and can be melted down or otherwise destroyed as a similar soft metal object.

If someone other than De Luca dons the Golden Mask they are immediately overwhelmed with the psychic energy stored within. They must make a POW roll on the Resistance Table against POW 15 or be knocked unconscious. In addition the wearer loses 1D4/1D10 SAN for experiencing the unearthly, mind-bending beauty of Carcosa.



would kill it (or, more accurately, obliterate enough of it that it doesn't have time to regenerate), while grenades or long arms could slow it down enough to render it harmless while there is enough ammunition to keep it pinned down and regenerating. On a Special success using one of these methods the Golden Mask is torn from the creature's face, closing the gate to Carcosa and destroying the Unspeakable Horror as if it were dawn.

Finally, the Unspeakable Horror can be stopped if the Golden Mask can be torn from its face. This requires two consecutive Grapple rolls, although each may be made by a different investigator.

If the Golden Mask is removed, then the Unspeakable Horror's face, which is simply a mass of writhing pseudopods bursting through the broken flesh of De Luca's face, is revealed. This causes another 1/ID6 SAN loss to anyone in close proximity to the creature. The Unspeakable Horror gets one more round to act, after which it dissolves and collapses into a fleshy bag of bones.

Hastur's influence ends when the Unspeakable Horror is destroyed or at dawn, whichever comes first. At this point, the plague is lifted; skin pigmentation returns to normal and the scabs begin healing. All symptoms of the yellow plague, save for a few scabs and scars, are completely excised.

Unspeakable Horror

STR 23 CON 18 SIZ 20 INT 5 POW 15
DEX 22 APP 3 EDU -- SAN -- HP 19
Move: 10

Damage Bonus: +2D6

Weapons: Claws 1d10+2+DB + Magic Point Drain (1D6)*

Armour: 12 points of writhing pseudopods

Sanity Loss: 1D2/1D8

*Every 3 Magic Points drained add 1 to STR, CON, and SIZ.

EXTRACTION

How the investigators extract themselves from the situation is up to them. If they know about the secret passage they can use it to slip out of the villa unnoticed and then find some way home while evading capture. If they called in an air strike then Captain Frost may send a transport for them, either another bomber or a seaplane.

Investigators that head north into Switzerland will need to turn themselves into the authorities and spend some time in a Swiss prison until N can arrange their release.

If the investigators decide to use the fail-safe option, then they can make their way to the Derrico Farm and wait for an airlift back to Malta or Gibraltar.

PULPING THE ENDING

As with *World War Cthulhu: The Darkest Hour*, this scenario is designed for a more 'purist' style; while there are many dangers, most of them are the result of war and plague the only truly preternatural events are the ghosts around the lake and, in the climax, Paola De Luca's transformation into an Unspeakable Horror.

There is no reason why a Keeper can't 'up the pulp level' if more appropriate for her campaign. In this case, the Brotherhood may have access to several spells that might be used against the investigators, such as summoning a byakhee or a hunting horror De Luca herself could even be a relic of 1630, kept alive by creating a self-ward. Imagine the soldiers' horror as they turn their anti-aircraft guns on what seems to be airplanes heading towards them, only to realise that they are fleshy beasts!



• WE WILL REMEMBER THEM •

Date: Throughout 1942

Location: Norway

INTRODUCTION

The first part of this scenario sees a small group of SOE agents dispatched to Norway, ostensibly to put the Mo i Rana power station out of action. Officially, the agents are then to make their own way out of Norway and in to Sweden, and from there, back to the United Kingdom. The agents are also tasked with the more secret mission to extract a fringe scientist working in the locality of the power plant.

At the start of the game the investigators are returning to consciousness in the back of a crashed truck. They will already have completed their attack on the power plant and are en route to the research facility. The first part of the scenario is then played out through a series of flashbacks. The game looks back to the investigators' training, briefing, sea crossing and attempted demolition of the power station. In the second part of the scenario, the investigators find German soldiers at the research facility and must decide how to proceed. Terrible truths lie in the facility: the scientists have extra-terrestrial help. Worse than that is what the investigators discover about themselves.

Ultimately this scenario will leave them fundamentally changed, and is brutal in the way that it treats the investigators. It is possible that they will survive to participate in future scenarios, but they will hold a dark secret where their human hearts used to be. An option is presented at the end of the scenario which presents an alternative fate for the investigators: see **Changing places** (page 77).

Norwegian recruits were primarily used by the SOE for missions into Norway as they had both the language and the ability to deal with the extreme climactic conditions. For the purposes of this game this restriction can be overlooked and any investigators may be included. Investigators are presented with the opportunity to develop their command of the Norwegian language as part of the scenario (see **Flashback 1: Training**, page 64). If you are creating characters especially for this mission the skills that would be useful include Norwegian

language, Demolitions and Survival. If these skills are not strongly represented by the investigators they may be filled in by the two Non-Player Characters who will accompany the team on this mission. This scenario is set in 1942, but this date could be changed to as early as 1941 or as late as 1944.

BACKGROUND

The background to this scenario is complicated by a major plot twist. The background that is delivered to the players is incomplete and omits important elements, which will be revealed later in the scenario.

Events leading to the opening scene from the players' point of view

As the game starts, as far as the players know, their investigators arrived in Norway earlier that day. Following their sabotage of the power plant they are driven by a member of the local resistance towards the research facility. The vehicle crashed en route and they are now returning to consciousness. Their likely course of action is to inspect the area then move on to the research facility on foot.

Events that have actually led to the opening scene

The investigators were indeed driven in the back of a truck after their act of sabotage. The truck crashed and their bodies were instead discovered by a member of the research team who took them immediately to the facility. This was most opportune for the researchers who wanted human subjects to experiment upon. The investigators were kept sedated. Since then Doctor Magnussen has cloned the bodies of the investigators many times with varying results.

When Germans arrive at the research facility, Doctor Magnussen realises that she is in trouble and puts her back-up plan in to action. Her backup plan is to put unconscious clones of the investigators at the crash site and hope that they carry out their original mission to rescue her and take her to Britain.

For the investigators this means that they are waking up eight months later than they are led to believe. Also, they are in new cloned bodies, a fact that should not be immediately apparent.



DOCTOR MAGNUSSEN AND HER RESEARCH

Magnussen has a science doctorate from Oslo University. For some years now she has been studying the subject of human biology, searching for that spark of life that sustains biological matter and differentiates a corpse from a living being. At first her work was restricted to animals such as mice, rats and dogs but inevitably she escalated to human subjects. Dr Magnussen may be thought of as a Frankenstein or Herbert West type of character.

When Dr Magnussen transgressed university and medical rules concerning experimentation on human subjects, she was dismissed from her teaching post and no longer accepted in academic circles. She sought to continue her work, but such research requires laboratory equipment, assistants or, more importantly, funding. Magnussen's work had the potential to extend the human lifespan, and so she sought sponsorship from wealthy patrons concerned with their own longevity. Though not especially lucrative, the money did allow her to continue her research.

Dr Magnussen's longevity research continued for several years, but with a lack of results her backers became disillusioned and the funding dried up. That was until Dagstygge Hammer came along. Dagstygge is the owner and founder of the Hammer Mining Company who started in construction in 1908. Hammer took an active interest in Magnussen. He investigated Magnussen's background and got to know her personally. When Hammer was satisfied that he knew enough about her, he negotiated a deal. He would fund Magnussen exclusively and in return Magnussen would agree to work with Hammer's scientists. The research project was to centre on the duplication of the human form to create strong, obedient human drones.

Doctor Magnussen accepted the deal but was anxious to meet Hammer's scientists. Nothing could have prepared her for the shock of that meeting. Hammer's associates may be great scientists, but they are far from human.

Hammer met the mi-go while prospecting mining sites in the mountains of northern Norway many years ago. After some initial conflict the two parties saw some mutual interest. Hammer gained wealth, while the mi-go gained an influential human pawn. Hammer was able to keep prying human eyes away from the mi-go mining operations.

The mi-go have the idea of creating durable human bodies. These could be used as workers or potentially

as vessels capable of holding the alien mi-go minds, allowing them to move in human society.

THE HUMAN SIMULATION PROJECT

Doctor Magnussen's research and development has been fast-tracked by the alien technology and scientific understanding of the mi-go. Together they have created something that neither of them could have achieved without the other. At present, neither the mi-go nor Dr Magnussen would be independently capable of duplicating the project. Both sides secretly long to be rid of the other, but each must exercise patience and toleration in order to achieve their objectives.

The equipment in the laboratories is capable of simulating a human form from extra-terrene matter. The resultant body is inert; no more human than a wax dummy, but it does have the capacity for consciousness. The transference process is then run to implant a consciousness into the new body. This consciousness must be duplicated from a human subject. So far Dr Magnussen has been able to ensure that there has been very little progress in transferring a mi-go consciousness into a human simulation.

Hammer and the mi-go have left it to Magnussen to supply the human test subjects. However, Magnussen and her team are scientists and are not adept at kidnapping and obtaining suitable subjects has proven very difficult for them.

ENTER THE INVESTIGATORS

When one of the team came across a crashed truck they seized the opportunity. The occupants of the truck were quickly sedated and transported to the nearby research facility. The crashed truck was then towed to the research facility where it was dismantled and destroyed.

The investigators' original bodies have each been cloned many times. Following the cloning process, the investigator's consciousness is duplicated in to the clone. The clone is then bought to life with an electric shock using a device similar to a defibrillator. After about 30 minutes the thing wakes, confused and disorientated. The last thing it remembers is the moment before it blacked out when the truck crashed, then all was darkness. The doctor explains to each clone that they had been rescued and are safe at the research facility.

Wanting to know who the crash victims were, the doctor questioned the early clones. Some of the clones were



reluctant to talk, but the information was pried from them. The Doctor learned the truth about the SOE agents, who they were and the nature of their mission.

REJECTS AND ROGUES

The cloning process is not without its problems. Many of the clones prove to be unstable and rapidly degrade physically and mentally. In the past these bodies were disposed of by tossing them into the river or the sea, or burying them if the ground was not too hard. Then they started coming back. It was like they wanted to complete their final mission. Some of the things were little more than zombies (see **Non-Player Characters**, page 79). Later on the doctor took to burning the bodies in a bonfire.

DOCTOR MAGNUSSEN'S BACKUP PLAN

Dr Magnussen is a cautious and forward-thinking woman. Knowing that either the mi-go might turn on her or that the Germans might discover the facility, she took steps to insure her future safety. She understood that the investigators had originally planned to rescue her, and so she sought a way for them to complete their mission. She placed one good copy of each investigator in the garage, each hidden in a storage crate. In case of emergency, the plan was to administer an electric shock to each body so that it revived in about thirty minutes. Then the bodies would be put in the back of a truck and driven a few miles away and crashed like the original truck. That way the SOE agents would awaken as they were originally found, crashed in a truck a few miles from their objective. They would wake up and seek to fulfil their mission. The Doctor would be rescued and all would be well.

TIMELINE

January 1942: The investigators are at the training camp in the Scottish Highlands. The events of **Flashback 1** and **2** occur (**Training** and **Briefing**).

18th March 1942: The investigators are aboard a fishing trawler bound for Norway (Flashback 3).

22nd March 1942: The investigators attempt to sabotage the power plant. That same night they meet with a Milorg (Norwegian resistance – see **Norway During the War**) contact who drives them towards the research facility. The truck crashes 5 miles from its destination. The driver is killed in the crash. The unconscious bodies of the SOE team are taken to the research facility. The SOE team are kept sedated and used as experimental cloning subjects.

22nd November 1942: Germans arrive at the research lab and start poking their noses in. The clones (the investigators) are placed at a recreation of the original crash, unaware that 8 months have passed.

OPENING SCENES AND FLASHBACKS

In the opening scene the investigators are in the back of a truck that has crashed off the road in central Norway at night. The characters are slowly becoming conscious of who they are and where they are. This opening scene is delivered in small segments, each one being perhaps only a half-minute in duration. These short bursts alternate with flashbacks that are played out to reveal how the investigators arrived in their present situation. The aim is to allow the players to learn about their characters and their mission, at the same time as building a sense of intrigue and danger. While the players are enjoying their training or listening to their briefing, they know that these things are memories, and that their characters are really somewhere else, in darkness and pain.

For dramatic effect, if it is appropriate to your situation and your group, turn off the room lights (assuming you are playing at night) for each of the opening scenes, turning the lights back on to play through each flashback. Alternatively ask the players to close their eyes in place of turning the lights off. Let the players sit a moment in the dark then read or paraphrase the short statements given for each of the opening scenes. The players will have questions. Don't answer questions in any of opening scenes until the fifth part. Leave a moment of silence at the start and end of each of the opening scenes for dramatic effect.

OPENING SCENE (IN THE BACK OF THE TRUCK), PART 1

Turn out the light or ask the players to close their eyes. The investigators are waking up in the back of a dark truck. Read the following aloud or paraphrase:

"It's dark. Cold. You're on your back."

FLASHBACK 1: TRAINING

Turn the lights back on.

The investigators are at a remote location in the Scottish highlands. This is where they receive training for fieldwork



in Norway. The agents are outside on a cold January morning running through the snow. Go in to some detail about the experience; the heavy packs they wear, the biting cold, the short days and long nights.

That morning the agents are being shown how to disarm an opponent by an officer named Powell. Powell explains that the group is going to practise unarmed combat and what to do if someone attacks with a knife. Point at one of the players (one that has spoken the least perhaps), "You there, come on, attack me!" The officer tosses a wooden knife to them, then proceeds to taunt and cajole the character in to attacking.

Have the officer attempt to disarm and restrain the investigator using a grapple manoeuvre. Play the scene out. If Powell wins he shows his disdain for the investigator, hurting them a little more than is really necessary to teach them a lesson. If the player wins Powell will be pleased and will offer the victor a swig of whiskey from his hip flask.

At the end of the scene allow the players to tick three skills that they think could have been developed during their training. Ask each player to say which skills they have picked and what they have done to improve that skill. If it is hard to justify a certain skill then have them pick an alternative. Then ask them to make a skill improvement roll for each skill using the rules for investigator development in *The Call of Cthulhu* rulebook. The investigators also receive tuition in the Norwegian language. Each player should roll two consecutive skill checks in Norwegian. Most investigators will be starting from the facility skill of 1%, which could be boosted by up to 20 (2D10) additional skill points.

Captain Powell, stern trainer, age 36

A gruff man with a weather-beaten look and a greying moustache. He always looks as if he would rather be somewhere other than here training SOE agents. Anyone unfortunate enough to get up close and personal will smell the whiskey on his hot breath.

Playing Powell: Outstare people with your piercing gaze.

STR 15 CON 13 SIZ 12 INT 13 POW 10
DEX 10 APP 9 EDU 13 SAN 50 HP 13

Damage Bonus: +1d4

Weapons: Fist/Punch 70%, damage 1d3 +1d4
Grapple 80%, damage special

Skills: Command 50%, Dodge 40%, Persuade 60%.



**OPENING SCENE
(IN THE BACK OF THE TRUCK), PART 2**

Lights out or eyes closed again. The investigators hear their driver attacked by a rogue (see page 79).

Read the following aloud or paraphrase in your own words:

*"Your eyes are tightly closed.
Your body hurts.
Your head hurts.
You hear someone screaming in terror.
The sounds are muffled and distant [cover your mouth as you scream them], 'No, god no!'
Darkness."*

FLASHBACK 2: THE BRIEFING

Lights on again.

The investigators are preparing breakfast in their hut at the training centre. The hut's facilities are rather basic. Each day the characters take turns to cook breakfast, consisting of sausages, eggs and black pudding. The first step is to build up the fire in the wood-burning stove. Then the black metal skillet containing the same half-inch of congealed off-white fat that every breakfast is cooked in, gets lifted down from a shelf and placed on the heat. When the fat has once more turned in to a clear shimmering liquid the various parts of the meal are placed in the pan, with the eggs going in last. This is all served with some good hunks of bread on to plates that look clean enough in the early morning light.

Major Danberry, a well-mannered gentleman in his fifties arrives at the hut as breakfast is being cooked. He proceeds to deliver their mission whilst pacing back and forth with his hands clasped behind his back, as the sausages spit in the pan. Periodically he stops talking and stares out of a window, then nods for no discernible reason.



The mission, he explains, will take the agents into occupied Norway. This briefing should also serve as an opportunity to provide a little exposition to the players about Norway in World War II. The section below goes beyond what the investigators would know, but should be provided to players to provide a context for this mission.

Norway During the War

Norway has been occupied since April 1940 after the Allied campaign there ended in disaster. It will be held by the Germans until the end of the war, at which time over 350,000 German personnel are stationed in Norway. The Norwegian government and monarch spend the war in Britain, assisting the SOE in planning and staffing missions to Norway.

During the course of the war the SOE send over 500 agents into Norway on a range of missions including sabotage and assassination. The SOE is assisted by

both the Norwegian government in exile and indigenous resistance groups. Milorg (Militærorganisasjonen) was the main military resistance organisation, and from July 1941 Milorg took on the long-term goal of assembling a secret army.

Norway was of great value to Germany as a source of foodstuffs (fish and fish oil) as well as valuable raw materials such as iron ore, sulphur and copper. These materials were used in the German munitions industry. SOE attacks on factories, power plants and Norwegian infrastructure served two purposes; first it reduced the valuable exports to Germany and second it resulted in the Germans having to protect Norway against such attacks, tying down sizeable troop numbers.

A small naval base was established on the Shetland Islands from where Norwegian fishing boats were used to ferry operatives across the North Sea and Norwegian Sea. Shipping vessels could not attempt the journey between May and August because the long daylight hours made them all too vulnerable.

The way out of Norway was usually via Sweden, which remained neutral during the war.

The Mission Briefing: Operation Carbine

The mission objective is to disable a hydroelectric power plant near Mo i Rana (on the coast of Norway). The power plant provides electricity for a nearby aluminium plant. The plant takes its water from a nearby lake high above sea level.

The mission has two objectives:

1. To blow holes in the pipes that supply water to the power plant. The high-pressure pipes run from the nearby lake and are 7 feet in diameter. Two Nobel 808 (early plastic explosive) collars are to be used for this.
2. To destroy three turbines and three generators in the main hall of the power plant. The Norwegian workers' safety should be prioritised and they should be allowed to evacuate the area.

Major Danberry tells the investigators that the timing of the mission will be dependent on the weather forecasts. They should be ready to leave at a moment's notice. He asks if they have any questions before introducing two Non-Player Characters who will accompany them on the mission.



HISTORICAL NOTE

This mission is based on an actual SOE mission named Operation Musketoon. The pipes and turbines at a power plant near Glomfjord were sabotaged in September 1942. Seven of the agents were captured and sent to Colditz Castle. Later they were moved to Camp Sachsenhausen where they were each executed with a bullet to the back of the head.

The NPCs and equipment

Ask the players what roles they want the two NPCs to fill. They could be Norwegian nationals. Suggested roles include demolitions expert, survival expert and sharpshooter. Sample Norwegian names are included in the NPC section.

Ask the players if there is any particular equipment they wish to take on the mission. Consider any specific requests and ask the players to note their important equipment. They will be supplied with standard equipment including camping equipment, cold weather gear, 808 plastic explosive, timing pencil fuses, firearms and ammunition. Rations consist of high calorie foods such as cheese, butter, chocolate, pemican, sugar and biscuits.

N's Briefing

"I've been asked to give you this." Major Danberry states a little gruffly. He passes a sealed envelope to whichever of the investigators is in charge, then looks thoughtfully out of the window, nods, and then makes his exit.

The envelope contains the mission briefing from N. The team is to travel across country to a rendezvous point where they will meet a member of Milorg with a truck. They are given codes by which they will recognise each other. They are to board the truck and be driven 50 miles to a research facility. The facility is run by a Doctor Magnussen, a leading bio-scientist, who was thrown out of Oslo University some years ago for unethical practises. Magnussen's private research into longevity treatments was funded by wealthy patrons until two years ago. Now there is only one funder; a wealthy businessman named Dagstygg Hammer. Hammer is suspected to have contact with non-human entities and it is believed that his sponsorship of Magnussen is related to this in some way. The team are to find out what is being worked on at the research facility and just how far any work has

progressed. They are then to destroy evidence of the research and, if possible, bring Doctor Magnussen back to Britain.

A map showing the location of the research facility is included. The gender of the doctor is unspecified. N incorrectly assumes the doctor is male.

OPENING SCENE (IN THE BACK OF THE TRUCK), PART 3

Lights out or eyes closed again. The investigators hear the car driver shoot at the rogue.

Read the following aloud or paraphrase in your own words:

*"The screaming has stopped.
Only now do you realise that the words you heard were Norwegian.
You hear other people groaning softly nearby.
Three distant gunshots ring out. Not close. Outside somewhere.
You open your eyes.
Darkness."*

FLASHBACK 3: THE SEA JOURNEY

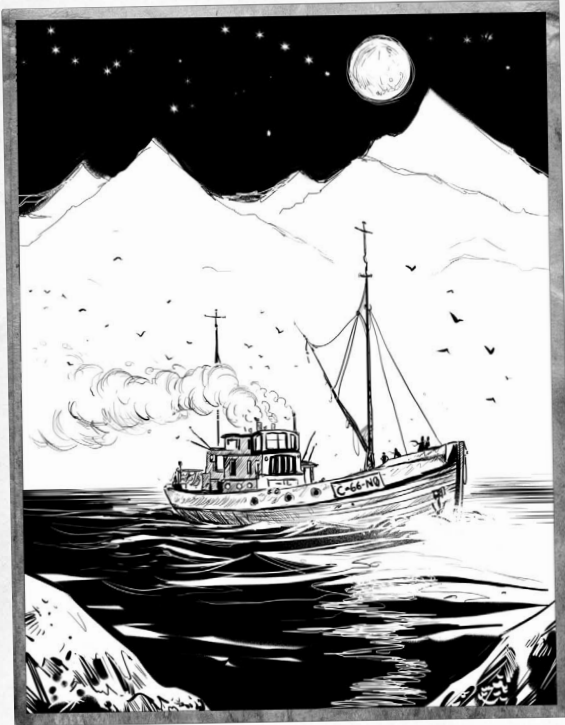
Lights on again.

The investigators are now aboard a fishing trawler having left the Shetland Islands three days previously. Any hit points lost in previous scenes are now healed. Days of cold sea stretch ahead of them. Two months have passed since they received their briefing. Several times the team was readied for leaving, only to be delayed by bad weather.

The team and five crew are packed in tight and uncomfortable living quarters on the boat. The sea is rough and cold, the weather bitter. The conditions are enough to test all but the hardiest of mariners. Ask for a CON roll from each of the players. If this is failed the character is suffering a nightmarish experience of sea sickness, sleep deprivation and disorientation.

One young crew member has an unfortunate fascination with all things incendiary and is unable to resist the temptation to sneak a peek at the team's gear. The crewman sneaks into the hold where the team's equipment is stored, unaware that one of the investigators has spotted him. Choose an investigator who passed the CON roll, or if all failed, choose the one with the highest CON score.





Young Peake is opening the team's bags and riffling through them, looking at papers and equipment. He glances over his shoulder nervously. If the investigator wishes to hide, ask the player to make a Hide roll. If the roll is failed he or she is spotted by the crewman. If the crewman fails to notice that he is being surveilled he will continue, stealing some of the plastic explosive into his pocket, then doing up the packs and leaving.

The reason the crewman is stealing is simply to feed his love of fire and explosives. He is already planning the fun time he will have when he gets back on dry land. If confronted he will be too embarrassed to admit his motivation and will clam up or become violent. Successful use of the Persuade skill may get him to talk more frankly, if his recalcitrance does not see him shot first.

This scene is simply here to add a little colour to the journey. The players may well suspect that Young Peake is an enemy agent. He's not. Play it out to some form of resolution then move on.

Young Peake, Curious Crewman, age 19

Young Peake is a lanky lad with a shock of ginger hair and wide, watery eyes.

Playing Peake: Stammer when nervous.

STR 11 CON 12 SIZ 10 INT 9 POW 11
DEX 12 APP 11 EDU 8 SAN 55 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 30%, damage 1d3

**OPENING SCENE
(IN THE BACK OF THE TRUCK), PART 4**

Lights out or eyes closed again. The investigators hear the rogue try to gain entry to the truck.

Read the following aloud or paraphrase in your own words:

- "You are laid on your back.*
- Laid on metal.*
- You are aware of others beside you.*
- The smell of stale sweat.*
- Behind it the air is sharp and fresh as a razor.*
- The air is still and sounds are muffled.*
- Something is scraping on metal, fumbling at the door.*
- Guttural sounds that seem to communicate dissatisfaction."*

FLASHBACK 4: THE POWER STATION

Lights on again.

Over the past day they have crossed a grassy plain under clear blue skies. Cattle graze nearby as a herdsman shares his cigarettes with the team without making eye contact. Not a single word is exchanged. In the afternoon the team have to traverse an almost vertical rock face; the power station is indeed remote. Two large pipes can be seen running down the mountainside to the power station in the valley.

This scene is played as a flashback and told in brief with a few dice rolls to determine the outcome. Encourage the players to visualise the events, but avoid getting bogged down in the details. Any hit points lost in previous scenes are now healed.

In the late afternoon sunlight the team are now surveying the power station through binoculars. Ask each player for a Spot Hidden roll then take the best level of success achieved by the group:

- If anyone scores a Special success (equal to or below 1/5th of their skill), all the German guards are spotted and a back way in to power plant is identified.



- If anyone rolls equal to or below half their Spot Hidden skill, some of the German guards are spotted and a back way in to the power plant is identified.
- If anyone scores a regular success, they spot that the place is guarded and can see the main entrance.
- If no successes are rolled all that is seen is the main entrance to the power plant.
- Take note of their highest level of success as this will affect the next roll.

Ask the players for their plan. Identify the main role that each investigator and the two team NPCs is taking and the primary skill that they are using. Someone must use the skill Demolitions. Other skills that are likely to feature include Firearms, Fighting, Sneak and Spot Hidden. It is likely that each investigator will be using a combination of skills in the raid, but they will only roll one. Ask each player to make a skill roll for their one key skill now. Also ask someone to roll for the two NPCs.

- If any member of the team scored a Special success on the previous Spot Hidden roll, grant each member of the team +25% to their skill for this roll.
- If any member of the team rolled equal to or below half their skill on the previous Spot Hidden roll, grant each member of the team +10% to their skill for this roll.
- If all members of the team failed the previous Spot Hidden roll, each member of the team takes -10% to their skill for this roll.
- Note down each player's level of success. For this skill roll, treat a Fumble as a failure and a Critical as a Special success.

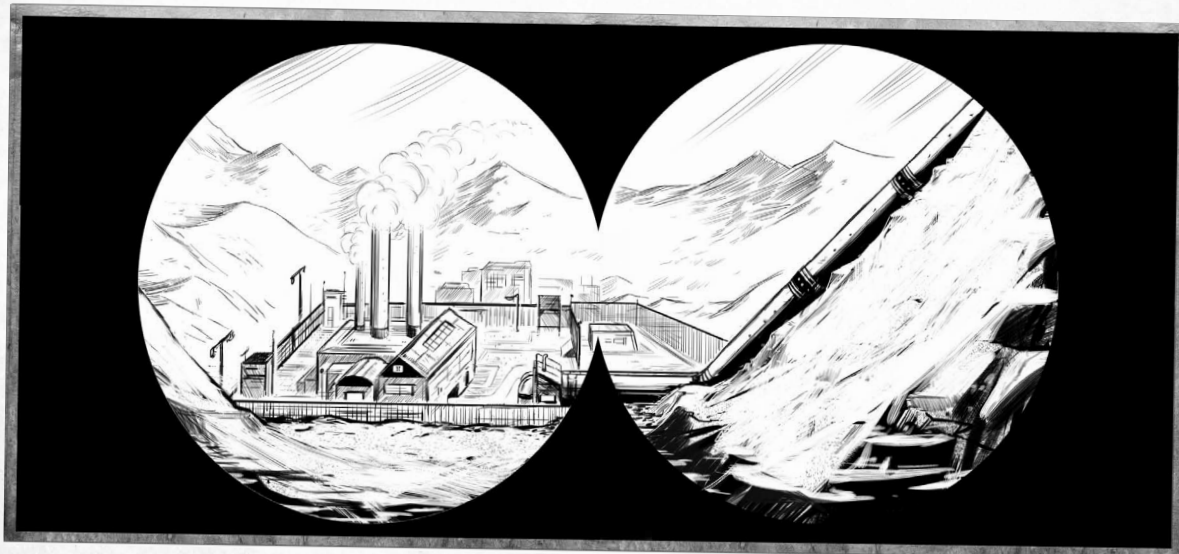
If everyone succeeds in their skill rolls: The mission is a complete success. The pipes and turbines are blown up and the Norwegian workers safely evacuated. The team used only a minimal amount of their resources and escaped safely to the rendezvous point.

If at least half of the group succeed in their skill rolls: The mission is a success. The pipes and turbines are blown up and the Norwegian workers safely evacuated. The team use up most of their resources and escape safely to the rendezvous point.

If less than half of the group succeed in their skill rolls: The mission is a partial success. Either the pipes or the turbines are blown up; not both. Most of the Norwegian workers are safely evacuated. The team use up most of their resources and escape safely to the rendezvous point. Only one of the NPCs made it out alive; the other dies heroically.

If everyone fails their skill rolls: The mission goes horribly wrong. The pipes are not destroyed. Norwegian workers are commanded at gunpoint to remove the explosives in the turbine hall. This results in the death of many workers and the preservation of the turbines. Almost all of the team's gear was used up, or lost in the hasty retreat to the rendezvous point. Only one of the NPCs made it out alive; the other suffers a gruesome death.

Take a freeform approach to narrating the success of the attack on the power plant. You may wish to call for further skill rolls to decide options in your narrative, but the overall outcome should conform to the one described above.



Remember this is a flashback; the present situation has the team members alive and relatively unharmed. Regardless of how poor the players' dice rolls are, they suffer only superficial damage at worst. More than that would conflict with later events.

The following aspects can be incorporated into your story:

- The two 7-foot concrete pipes run from the lake to the power plant, carrying water under high pressure. If the pipes are blown with collars of 808 explosive, millions of gallons of water will gush into the valley.
- Heavy rain can play a role for good or ill.
- A German topographical party in the local area might spy the team as they survey the power plant and raise the alarm.
- A 1 mile-long tunnel runs underground from the power plant to the local village. This is the route by which workers would be evacuated.
- Up to 12 German soldiers are likely to be present at the power plant, along with 20 Norwegian workers.
- Smoke bombs could be planted in the tunnel to deter German reinforcements who are likely to fear the tunnel being blown up. German soldiers will therefore take a slower route, commandeering boats to ferry them to the power plant.

At this point equipment that has been used up should be ruthlessly crossed off in line with the outcome of the mission. Use your discretion as to what the team have left after the raid. A Luck roll might be allowed if a player is especially reluctant to part with a particular item.

OPENING SCENE (IN THE BACK OF THE TRUCK), PART 5

Lights out or eyes closed again. The investigators begin to move and speak.

Read the following aloud or paraphrase in your own words:

"You hear only the sound of other people moving slowly next to you.

"Who's that?" a voice whispers.

Something moves against you, touching, feeling."

Allow the players to talk with one another. No actions only talking.

They recall arriving at the rendezvous point. The Milorg contact was waiting there with a small truck. The players

remember climbing aboard. The back doors were shut and all was dark. The players have no volition in this, it is all flashback.

Memories return: The engine grinds at times as the vehicle climbs a hill. Then it is picking up speed on the other side of the hill. The truck abruptly lurches first one way then the other. A muffled shout is heard from the driver. The whole vehicle jerks hard as if the wheels have hit a deep pothole or kerbstone. For a moment there is a break in the surface noise as the wheels leave road. Then a resounding crash as the vehicle lands again. Everyone in the back of the truck is thrown hard.

The next thing the investigators are aware of is waking up in the back of the truck. The investigators can now begin to move their cold and stiff bodies.

At some point the investigators will realise that they are alone in the back of the truck; neither of the team's NPCs are present. One may have died in the attack on the power plant. The players will want to know if they remember the NPCs getting in to the truck. The truth is that it was dark and as far as they know everyone that should have been in the truck was. Try to leave room for uncertainty in your answers. Rather than giving definite answers use phrases such as "As far as you recall..." and "You seem to remember that..." For more about the NPCs see **Other Team Members**, below.

The rear door of the truck does not have a handle on the inside. It may be opened with a Mechanical Repair roll, or forced with a roll against 2x STR or SIZ. If the roll is failed the door will open but the mechanism is broken, causing a loud noise and the character somehow takes a hit point of damage in the process.

Outside all is darkness. The wind whips into the back of the truck, the wind-chill instantly reminding the investigators that they are in Norway.

Other Team Members

Depending on the success of the attack on the power plant either one or two of the team's Non-Player Characters will survive to reach the rendezvous point. When the investigators wake up in the back of the truck there are no NPCs present. This provides the Keeper with one or two NPCs to play with.

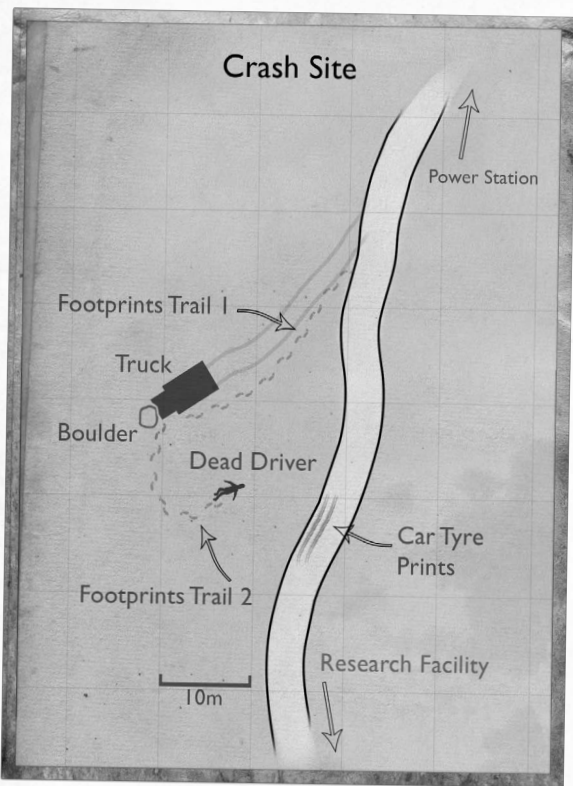
The first of the two NPCs will be encountered as a rogue, a clone of its original self gone bad. This could be the same rogue that killed Leikvard (the truck driver).



If a second NPC made it to the rendezvous point that person was cloned more successfully and is acting as a member of Doctor Magnussen's research team. Choose the NPC with the most appropriate skills for that role. The doctor will want to prevent the investigators from coming into contact with that clone as she knows it will arouse suspicion. Alternatively, if you want to leave out the second NPC he or she can simply have died in the original crash.

The Crash Site

It is 10 o'clock at night when the investigators awaken. It is dark and cold. Inspecting the truck will show that it is a light goods vehicle with a broken rear axle and two flat tyres. The front end of the truck is caved in where it has collided with a boulder. The driver's door is open. There are recently made scratch marks on the side of the truck where the rogue pawed at it; a fingernail can be found torn off in the snow (it looks real enough).



Two sets of footprints can be seen. One runs alongside the tracks left by the truck, from where the driver alighted, wedged the accelerator, then followed the truck as it hurtled towards the boulder. Then matching footprints can easily be followed for ten metres, from the truck towards the road, where lies a mangled corpse.

The body is still warm; he has been dead for less than an hour. The road lies another 10 metres beyond the body. The truck has evidently run off the road, down an incline and hit a boulder.

INVESTIGATOR EQUIPMENT
The players may assume that their characters possess certain equipment that they no longer hold. The investigators are now clones of their former selves, dressed in the very same clothes that belonged to their former human bodies. Where possible each character is equipped with what they had when they were originally found, but certain items may have been lost, forgotten or something may have been substituted.

The Driver's Body

The driver has been attacked and killed by a rogue. The man's coat has been partially ripped open. His neck has been gored, as if bitten savagely. A successful Medicine roll will show that the driver's body has been drained of blood. His hat lies nearby. His fair hair is matted with drying blood. His face is cut and pushed out of shape. Anyone that shines a light on his face and looks closely should make an INT roll. If successful they realise this is not the Milorg contact who met them at the rendezvous point. His bloodstained papers identify him as Leikvard Esse, with an address in Rognan (a town some 50 miles north-east of the research facility).

The Road

Ask for a Spot Hidden roll from anyone inspecting the road nearby. A successful roll will find where the truck skidded and went off the road. There is also evidence that another vehicle pulled off the road nearby and parked, before driving off again. These tracks belong to a second vehicle that accompanied the truck to provide Leikvard with a lift back to Rognan.

Three empty 9 mm bullet casings lie on the ground near where the car was parked. These were fired from the car at the rogue. When it was evident that nothing could be done to save Leikvard the car sped off into the night.

The direction of the truck's travel is quite clearly evident. If the investigators walk a little way down the road they will come across an intersection. A side-road heads up



the hill. Opposite the turn there is a small red post. The investigators will recognise the post; they were instructed to look out for it. A 3-mile walk up the hill to the research facility lies ahead of them.

THE RESEARCH FACILITY

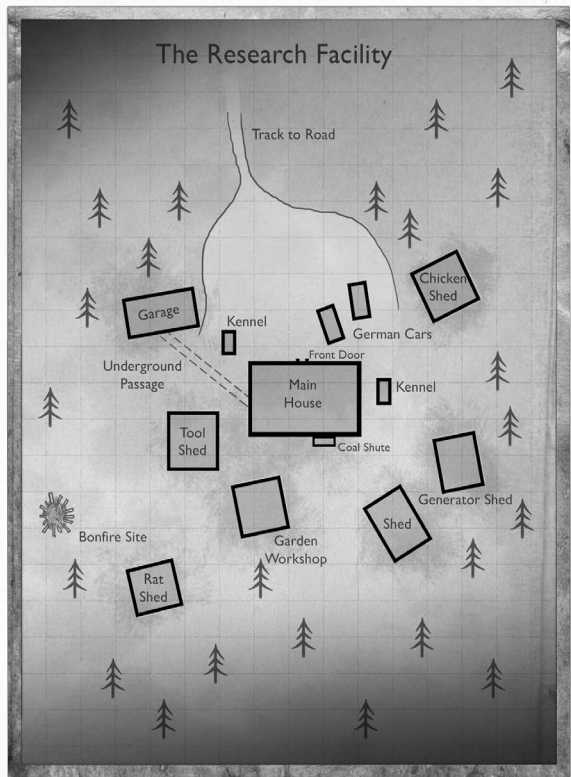
The way to the research facility is winding and cold. Snow lies on the ground a foot deep. A track branches off through woodlands. If anyone makes a Tracking roll they know that vehicles have passed along the track earlier that same evening; a truck and one or two cars.

The investigators awoke in the truck at 10 PM. It is likely to be around midnight by the time they reach the research facility, though they may not be sure of the time. The Keeper should note that the players are led to believe that it is mid-March, when in fact it is now the following November. The day is 12 hours long in mid-March in central Norway. In November it is only 4 hours. Of course this whole scenario might be over before the sun rises.

The research facility is made up of a farmhouse and numerous outbuildings. Power cables do run to the buildings, but if the mission to sabotage the power plant was successful the power plant will still be out of operation, in which case a generator can be heard running in one of the outbuildings.

Outbuildings

All the buildings are padlocked and secured against rogues. They surround the main house in a seemingly random layout.



Generator shed: A secure brick building. Holds a diesel generator and fuel. Cables run from the peak of the roof to the main building.

Garage: Until recently this building housed the small truck that was used to duplicate the crash. This shed now holds a number of empty wooden crates. These crates are not coffin-shaped and there is no indication of what they recently held. A set of jump-leads lies abandoned



on the floor (these were the cables used to revive the investigators). One of the crate lids covers a round metal manhole cover. If the cover is removed a ladder descends to a tunnel that runs 30 metres to the underground laboratory. The tunnel is just large enough for a person to crawl through.

Rat shed: A large room containing hundreds of white labrats in cages. The smell is awful. Food is stored in metal bins.

Chicken shed: Another large barn houses 60 chickens, both for eggs and meat. Grain is stored in large metal bins and used as chicken food.

Other buildings: Several other buildings house old vehicles, a tool shed and a garden workshop.

Kennels: Two kennels hold guard dogs on chains. They will bark at anyone who approaches the house and fails a Sneak roll.

Two cars: Parked in front of the main house are two German army Kübelwagen (standard German light transport vehicles made by Volkswagen). Little of value can be found in the cars, except for a map and a bar of chocolate.

The Main House

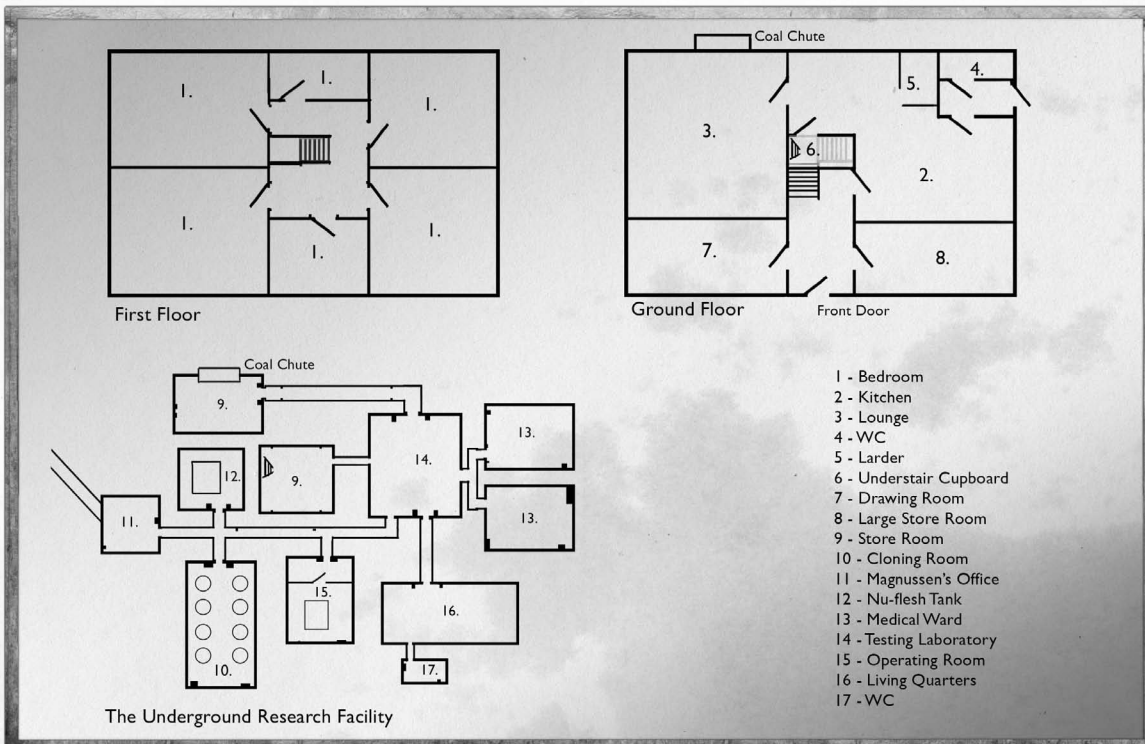
The large wooden house is home to Magnussen and seven staff, two of whom left earlier. The house is only a few years old. The research laboratory was built first, then the house was constructed on top.

The accommodation features:

- A large kitchen with a big table around which everyone eats communal meals.
- A comfortable lounge with leather armchairs and a gramophone player.
- A recently fitted indoor toilet, so that people do not have to venture outside at night.
- Six bedrooms, many of which are shared. Two have been made ready for the German soldiers.
- A well-stocked larder containing all sorts of food that the investigators will not have seen for a while, if ever.
- An under-stair cupboard that holds a locked metal trapdoor providing access to the research laboratories below. This will be found with a successful Spot Hidden roll if it is searched for.

The research laboratories can be accessed in three ways.

- Through the tunnel running from the garage to Magnussen's office.



- By climbing a ladder from the under-stair cupboard.
- There is a locked metal door at the side of the house which appears to be a coal-chute. The lock on this is of a strange design and lacks a keyhole. Only the migo and Magnussen can open this lock, by focusing her concentration on a small black stone disk held against the lock. Alternatively, it can be removed with plastic explosive.

THE UNDERGROUND RESEARCH FACILITY

The facility was built by Hammer's industrial company from concrete. The hatches are fireproof. Even if the house above burns down the facility will be safe so long as the access ways remain sealed.

The research laboratory features:

- Store rooms.
- Cloning room.
- Magnussen's office.
- Nu-flesh tank.
- Two medical wards.
- Testing laboratory.
- Operating room.

Store Rooms

The store rooms contain a variety of laboratory equipment and chemicals, as well as white coats, protective goggles, gloves and so on. There is also a week's supply of food and drinking water. Mops, buckets and other cleaning equipment can be found here. Several cabinets contain rifles and ammunition.

Cloning Room

This large room houses tall transparent cylinders in which the clones are grown. Each cylinder is 9-feet high and is filled with a bright blue glowing liquid. The base of the cylinder is metallic and several tubes ascend from the base into the middle of the cylinder. Each cylinder is used to grow one clone. The clones in the tubes vary in development. The smallest is just a red fist-sized blob. In another the blob extends and where it is thin, if a light is shone behind it, bone-like shapes can be seen inside. The blobs look as if they are made from molten wax. The most developed of the forms is recognisably human and almost complete. It looks like a random investigator. Seeing this requires a Sanity roll (SAN 1/D6).

The cylinders are made of a tough material that looks like glass. If attacked they will only break if an attack delivers

5 or more points of damage in a single attack. When the cylinder shatters the blue gel inside falls apart into thick lumps of jelly rather than flowing like a liquid. The smell that is released is beyond imagination. Any humans present in the cloning room after a cylinder is breached need to make a CON x2 roll not to choke and gag, taking a -20% penalty on any actions while in the room. Any clones that are released by breaking a cylinder will be lifeless.



Magnussen's Office

This room is usually locked. The entrance to the tunnel from the garage is concealed behind a large painting on the wall. The painting is a copy of *The Creation of Adam*, by Michelangelo. A heavy wooden desk and several locked filing cabinets hold all of the documents and research notes associated with the facility. Anyone searching the office may either pick or force the various drawer locks. A successful Spot Hidden roll will notice that the calendar is showing November 1942.

Making some sense of the paperwork requires at least 30 minutes and a successful combined Library Use and Norwegian language roll (one dice roll must achieve a success for both skills). If this is successfully performed the interview notes for the original investigators and details of their mission will be found in files dated March to August 1942. The notes do not record the fate of those characters; not everything is written down.



One of the locked desk drawers contains a Finnish Lahti L35 pistol and a box of 9 mm ammunition for it.

Nu-flesh Tank

This room contains a large metal tank, several metres in diameter and height. The tank is of a strange alien (mi-go) design. It is warm and vibrates irregularly. There is a tap on the front of the tank and metal buckets nearby. If the tap is opened a viscous red fluid extrudes its way out. The fluid moves slightly as if it is alive. This is the stuff from which the investigators are made. If they come into contact with the stuff fresh from the tank, a layer of it instantaneously melds with their flesh. It dries within moments, forming a fresh skin and feels like a part of their body. This may make for some strange and disturbing body modifications. If applied to their wounds it will heal them instantly. Removing this material from a investigator will cause physical damage. Once the stuff has been out of the tank for more than a few minutes it becomes inert.

The second purpose this tank serves is as a power supply. Cables run from the tank to a box on the wall that contains power converters and fuses, supplying electricity to the rest of the underground facility.

The Medical Wards

The two wards each contain six beds. One ward is empty; the second contains the investigators' original bodies. Their naked bodies are each laid in tanks of clear bubbling liquid, about two-foot deep that smells of peaches. These tanks are based on mi-go technology and have the effect of nurturing life while keeping the body and mind sedated. If a body is removed from its tank it will return to consciousness in a few minutes. Whatever is left inside these bodies has been worn out by the experimentation and preservation process. On reaching consciousness the face of the person contorts as if modelling for Edvard Munch, and emits a piercing scream of pain that seems to cry out for death's release. The figure will then simply weep pathetically.

Realising the identity of these bodies, especially that you are one of them, requires a Sanity roll (SAN 1/1d8).

Removing one of the bodies and hearing it scream also provokes a Sanity roll (SAN 1/1d6 or 3/1d10 if it is your own body).

The bodies each have only a few hit points and are beyond saving. A successful Medicine roll and use of nearby drugs can rouse one of the bodies to consciousness for a few minutes, allowing it to speak. On first awakening the

person will recall the crash, believing that it happened a few hours ago and that they are now in hospital. investigators will be recognised as fellow team members. If the revived person sees their clone this will cause uncontrolled screaming or a heart attack. (See **Changing Places** (page 77) for a less harsh option).

Testing Laboratory

This room holds numerous benches on which stand glass laboratory equipment. Test tubes, flasks, pipettes and jars. Petri-dishes contain test specimens and various experiments on nu-flesh.

Operating Room

A large white room consisting of an operating table and tools (scalpels, bone saws, etc). An antechamber contains an autoclave and facilities for scrubbing up.

RECENT EVENTS AT THE RESEARCH FACILITY

The Germans

The Germans have taken a keen interest in the mining operations in Norway. As a result they have met with Dagstyg Hammer. The Germans have taken an interest in Hammer's operations and business accounts and however obfuscated, the funding of the research facility caught their attention. The group of German soldiers are looking to make a personal profit out of all this and have not shared their findings with German command. Dagstyg Hammer's attempts to misdirect the Germans with stories of metallurgical research projects failed to satisfy their curiosity.

The Germans turned up at the research facility unannounced, with Hammer in tow. They arrived at 5pm today in two cars and asked to meet with Doctor Magnussen. So far the Germans are content to enjoy Magnussen's hospitality and have been taken in by her charm. The Germans have been fobbed off with the excuse of it being too dark to go outside and look at the workshops. They have not yet discovered the underground rooms, but Magnussen can see that it is only a matter of time before they do.

From the moment Magnussen saw Hammer getting out of a car with German officers she knew the game was up. A few hours later she sent two of her assistants to put her backup plan in motion, spinning the now drunk Germans a cover story about the truck being used to collect supplies from Rognan.

Leikvard Esse went to the garage. Hastily removing the cloned investigators from their crates he placed them in the back of the truck. He then administered an electric shock to each one, then closed the truck doors. Climbing into the driver's seat he drove the truck to the main road. Climbing out he aimed the truck at a boulder and wedged the accelerator. The crash looked impressive. He removed evidence of the wedge and headed towards Eevastiina Morgensen, who sat in her car nearby waiting for him. Suddenly, in the beam of her torch Eevastiina saw Leikvard attacked by a rogue. She fired off three shots from her pistol but it was too late. Fearing for her own life she drove away towards Rognan.

Timeline of Events

Listed below is what will happen at the research facility without the intervention of the investigators. The sequence of these events will be altered at the point at which the players take action. The timings are approximate and the Keeper should feel free to adjust them if required.

Have the mi-go arrive towards the end of the scenario, perhaps entering the underground facility through the locked 'coal-chute'.

1am: Until the early hours the Germans will be sat up drinking Magnussen's wine. They will go to bed at 1am without posting a guard. All external doors are locked and barred. Shutters on windows are closed. Dogs are posted around the facility to provide a warning of rogue attacks.

2am: The dogs are disturbed by a rogue. The dogs bark and alert people inside the house. Normally the researchers would shine lights from the upper floor windows, looking for rogues. Tonight, however, the Germans will do this. They will shoot the rogue with a rifle. A few minutes later a German soldier will come out of the house. Behind him the door is guarded by another soldier, covering the first with a rifle. The first soldier will inspect the corpse of the rogue. As he does so another rogue breaks cover and runs at the soldier by the door. The monster shouts a curse in guttural English before being shot.

7am: The Germans are up and their mood has changed. Now they are looking hard at the facility. The sky will remain dark until a dim twilight begins to break at around 7am.

8am: The investigators may notice that the sun is very late in rising. The sun is not fully risen until 10am, and

even then it only manages to rise a few degrees above the horizon before setting four hours later. If anyone comments on this ask for dice rolls. A successful Idea roll will indicate that something is wrong. As Keeper you should provide the players with the facts as their characters perceive them, but there is no need to provide explanations. Sit back and allow the players to come up with their own theories of what is going on.

9am: When the Germans discover the underground research rooms they realise they have been deceived. Hammer is taken out in front of the house and shot in front of Magnussen. Magnussen capitulates and confesses everything to the Germans.

10am: At around 10am when it is light, some of the Germans will leave in a car. They intend to drive to town and send a message to their commanding officer about the research facility. They will see the crashed truck unless the players took action to move it or disguise it. This will arouse their suspicions. They saw this truck in the garage at the research facility yesterday. They will search for tracks. If the players said they were taking measures to conceal their tracks on leaving the crash site the Germans will not be able to follow them. Otherwise the Germans track the investigators back to the research facility.

11am: Regardless of whether the Germans find tracks, the presence of the truck alerts the Germans further and they return to the research facility. It is now apparent that they have been further deceived in some way and the attitude towards Dr Magnussen is suddenly as cold as the Norwegian winter.

12pm (midday): Three of the house staff are led out and shot in front of the house, their bodies left to freeze. Then one of the German cars departs for the local town, leaving the others to keep a watchful eye on Doctor Magnussen and her staff.

6pm: A group of Milorg resistance fighters arrive at the research facility. Eevastiina Morgensen (Magnussen's assistant who left earlier in a car) has contacts in Milorg and has alerted them to the situation at the research facility. Hammer has been a major funder of Milorg and they will seek swift revenge when they learn of his death.

BEING A CLONE

The term 'clone' is used, but these creations are not what we conceive of as clones. Their bodies are made of nu-



flesh, a homogeneous non-terrene substance. In place of bones, the same homogeneous substance simply hardens at its core, forming a skeletal structure. Whilst on the outside nu-flesh looks like regular skin, it lacks blood vessels or muscle fibres. The surface skin is especially hard to penetrate. All damage from melee weapons and firearms is halved. Any hit points that are lost heal at double the usual rate. When inflicting damage on a investigator just tell the player how many points of damage they receive (do the halving yourself); do not tell them that their damage is halved otherwise they will know that something strange is going on.

When a clone takes damage it does not bleed; clones do not have blood. Describe attacks as you normally would, but simply omit any mention of blood. If a player asks about the lack of blood simply explain that the wound is not bleeding much, or that it is hard to see the wound beneath their thick clothing.

First aid or medicine may be applied as normal to a clone. If treatment is performed indoors it is likely that the medic will seek to expose the wounded area for treatment. If a investigator has sustained a piercing or deep wound, the lack of blood will be notable.

Clones have no need for sleep, though the players will not know this. Neither do they urinate or defecate, but since this rarely features in a story it is unlikely to be noted. The clones have no need for any kind of sustenance. The clones do not have a rudimentary stomach, but it does not function as a digestive system. Anything that is swallowed will be vomited back up in a few hours, coming out much the same as it went in. Unless the players specify that they are eating or drinking there will be no requirement to highlight this. The clones have no need to breathe, but they do have voids in their bodies where lungs would be, allowing them to inhale and exhale air to allow them to speak like humans. Not needing to breathe they can survive underwater or in poison gas.

Another feature that has been omitted from their design is sexual organs; they are as smooth as an action figure. This fact will have little impact on play, but when realised may prove very disturbing (SAN 1/1D8).

Acids, electricity and fire do normal damage to clones. Poisons have no effect.

Fingernails have proven to be a problem, and the doctor has taken to gluing fake nails to fingers and toes. These nails are very strong, but in exceptional circumstance

may get ripped off. As they are attached to the clone, pain will be felt as the nails rip away. Hair is likewise glued on.

The drawback of being a clone is that they have a touch of the Uncanny Valley about them; they look close enough to human but just slightly wrong in some intangible way. Other humans will be slightly disturbed by their presence. Fast Talk or Persuade skills are halved. If the players use either of these skills in play, simply check if their dice roll would be sufficiently low to be successful against half their skill value.

OPTIONAL OUTCOME: CHANGING PLACES

This scenario essentially kills off the investigators and replaces them with monsters, without any player agency in that outcome. Even for *Call of Cthulhu* scenario this is harsh. On the positive side, the players are given more durable substitutes. These replacements could potentially be used in future adventures, and in some ways would be better than human; of course, N may well treat these clones with suspicion and order their detainment, vivisection or destruction. Take the course of action that best suits you, your players and the tone of your campaign.

This option may not suit everyone, of course, especially in games or a campaign in which the investigators have been played previously and the players have formed some attachment with their characters. An alternative is to allow the players the option to swap roles if they encounter their original selves.

THE MEDICAL WARDS (REDUX)

When a body is removed from its tank it returns to consciousness over the space of a few minutes. It recalls the crash as described. At that point the player whose original investigator this is is presented with the option to swap roles. If you wish, each player could make this decision in secret then all reveal their choice at once for dramatic effect. The player then plays the chosen option, the other one becomes an NPC.

Anyone who chooses to swap should carry out the following changes to their character sheet:

- Place the character on half their full hit point total (they may heal normally from here on).

- Make a sanity roll (SAN 1/1D6), increasing it to (SAN 3/1D10) if they see their clone.

NON-PLAYER CHARACTERS

Sample Norwegian names for use by the Keeper:

Norwegian (female): Almina Eggebraaten, Lussi Magnussen, Sigfryda Anfinson, Vebjørg Dahlby.

Norwegian (male): Åbjørn Frederiksen, Detlef Rasmussen, Moises Austad, Yngvar Svenningsen.

THE NPC TEAM MEMBERS

These two people can be defined by the investigators. They may be male or female, and it is likely that at least one of them will be a Norwegian national. Pick a suitable name for each NPC. Their characteristics and skills are unlikely to come in to play. Each NPC will have one skill at 80%, two at 70% and three at 60%.

Doctor Rannwæigh Magnussen, Scientific Genius, age 43

Magnussen was born in Haugesund, in Rogaland, Norway in 1899. In 1916 she went to the University of Oslo. After only three semesters at the University she left in 1918 to work as an assistant professor at the Bergen School of Biophysics. In 1926, Magnussen earned a PhD. from the University of Oslo.



Doctor Magnussen is 5'4" and smartly dressed. Her cropped dark hair frames a soft round face. She wears wire-framed glasses. Her warm personality is concealed behind an academic facade that expects things to be done her way.

First Impressions: Professional and in control.

Personal Details: Magnussen is desperate to be free of the mi-go, of whom she is terrified.

Secrets and Goals: She wants the investigators to take her to Britain where she plans to continue her work. Everything else is secondary to her.

She possesses a small black stone disk (mi-go technology). If this disk is held against the lock to the coal-chute, the user may concentrate upon it (spending 2 magic points) and the lock will open or close as desired. This device can also be used to contact the mi-go. This function costs 5 magic points and requires 3 rounds of concentration. The doctor will only summon the mi-go as a last resort.

Playing Doctor Magnussen: Agree with what people say, then say or do something quite different.

STR 10 CON 10 SIZ 11 INT 18 POW 12
DEX 12 APP 13 EDU 21 SAN 45 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 25%, damage 1d3

Skills: First Aid 70%, Medicine 80%, Biology 90%, Chemistry 75%, Physics 75%, Cthulhu Mythos 26%, Persuade 45%, Other Language (English) 60%.

Research team members, assorted fringe-science assistants

There are five other team members, three men and two women:

Kjartan (M) and Porbjörg (F) Ellestad: Married, both medical doctors in their early fifties.

Oystein Henrichsen (M): Laboratory technician, age 27.

Ærinbjørn Skramstad (M): Chemist, age 39.

Lumisirku Matthiesen (F): Parapsychologist, age 32.

The same set of characteristics can be used for each.

STR 12 CON 12 SIZ 11 INT 16 POW 12
DEX 10 APP 11 EDU 17 SAN 50 HP 12

Damage Bonus: +0

Weapons: Fist/Punch 25%, damage 1d3

Skills: First Aid 50%, Cthulhu Mythos 10%, Other Language (English) 30%, appropriate science and technical skills for their profession.



RESEARCH FACILITY HOUSE STAFF

Three staff clean and cook for Doctor Magnussen and her staff. They were vetted by Hammer and are well-paid and reliable. Use average characteristics and skills for these individuals should they be required.

Dagstyg Hammer, mining entrepreneur, age 59

Dagstyg is the owner and founder of the Hammer mining company who started in construction in 1908. The mi-go have used him and his contacts to safely establish their own mining operations in northern Norway. Hammer is a portly, red-faced, older man with thin grey hair. He is dressed in a business suit.



First Impressions: Pompous, blustering and dreadfully nervous.

Personal Details: Hammer is desperate to escape the situation as he has deceived the Germans.

Secrets and Goals: Hammer has severe liver disease and is hoping to have his consciousness placed in to a cloned body. He is relying on Magnussen doing this for him. He will offer the investigators large sums of money to ensure his own safety and rescue from the research facility.

He knows of the black stone disk held by Magnussen. He had one of his own, but does not have it with him. He may seek to get hold of Magnussen's disk to call the mi-go if he is desperate.

Playing Hammer: Laugh nervously. Hold up your open palms when talking as if to display honesty.

STR 8 CON 12 SIZ 16 INT 15 POW 10
DEX 9 APP 7 EDU 16 SAN 35 HP: 14

Damage Bonus: +0

Weapons: Fist/Punch 25%, damage 1d3

Skills: Geology 80%, Mechanical Repair 70%, Other Language (English) 40%, Persuade 50%.

Rogues, degenerate clones

Rogues are the results of cloning experiments. These rejects were dropped in the sea, weighted with rocks. The things refuse to die, and seem to have an instinct to return to the research facility. Whether because it is the nearest thing they ever had to a home, or that they have some memory of their original body's final mission is not clear.



Rogues are humanoid, and dressed in ragged clothes. Their flesh is discoloured and covered in open sores. Their anatomy is not human. They have only rudimentary internal organs. They are similar to the cloned investigators but are earlier rejects so the specifics can vary.

The degeneration and damage they have sustained leaves them unrecognisable as clones of the investigators. One should be recognised as one of the NPC team members, something that is bound to cause some confusion. They have devolved to an animalistic state and have scant recall of what it means to be human.

EUROPE ABLAZE

STR 16 CON 14 SIZ 14 INT 3 POW 10
DEX 10 APP 2 EDU 1 SAN 0 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 45%, damage 1D3 + 1D4

Skills: Sneak 40%, Hide 60%.

Sanity loss: Lose 1/1D6 for seeing a rogue.

GERMAN SOLDIERS

7 regular soldiers and Obergefreiter (corporal) Köhler.

Use the characteristics and skills as listed on page 110 of *World War Cthulhu: The Darkest Hour* for each of the regular soldiers.

Obergefreiter Gottlieb Köhler, age 45

Köhler and his men are war profiteers and have their eyes open for anything of value.

On studying Hammer's accounts they found significant expenditure being diverted to this facility and are enjoying taunting Hammer. So far Köhler believes Hammer's anxiety is down to a potential loss of wealth.

If he finds out about the research rooms below the house the he will be conflicted; on one hand he will be angry at having been deceived, but on the other he will look for a way to turn the situation to his advantage.

Playing Köhler: There is always time for brandy and a good cigar. Don't make snap decisions.



STR 10 CON 14 SIZ 12 INT 13 POW 12
DEX 12 APP 12 EDU 14 SAN 60 HP 13

Damage Bonus: +0

Weapons: Fist/Punch 40%, damage 1d3

P08 Luger 60%, damage 1d10

Skills: Listen 40%, Persuade 40%, Spot Hidden 30%, Sneak 40%, Hide 60%.

MILORG TEAM

A team of 12 resistance fighters. Use characteristics and skills for Partisans as listed on page 110 of *World War Cthulhu The Darkest Hour*.





• LIFT NOT THY HANDS •

“And that inverted Bowl we call The Sky/Whereunder crawling coop’t we live and die,

Lift not thy hands to it for help—for It/Rolls impotently on as Thou or I.”

– Rubiyat of Omar Khayyam

Date: 1942

Location: Occupied Belgium, Liege District

INTRODUCTION

During the 1530s, Guillaume Juin, a Catholic priest, was investigating murders in the Zalhoffe region and discovered it to be the work of a murderous alchemist. Tempted by the promise of immortality, he began to use the imperfect serum that the alchemist had developed, with the aim of perfecting it over time... something he never achieved.

In 1914, Juin’s time finally ran out and the now-powerful sorcerer died alone in his farmhouse. Always distant and aloof from the local villagers of Zalhuffe, his body was left unattended, and his flesh was devoured by maggots of the various flies that came to eat his body. Few, if any, noticed his absence, and he was chalked up as just another victim of the Great War.

Fast forward 28 years, and the Second World War is in full swing. Belgium is occupied by the forces of the Third Reich, but some Belgians still resist. They are in the process of setting up an underground organisation known as the Comet line to smuggle downed Allied airmen via France into neutral Spain, an organisation which will eventually repatriate many men.

However, right now the organisation is still in its early stages. Resistance operations in Belgium are fragmented and consist of multiple small groups that are based around various political, religious or local causes. Fragile alliances have had to be made and Comet remains highly vulnerable to infiltration or discovery.

Into this situation came the aircrew of the Miss Enderby, which was shot down returning from a clandestine retrieval mission for Network N. The five injured survivors tried to shelter at the Juin farm while they waited to contact the local Resistance. Fatigue eventually

overcame the crew and, as they slept, what was left of the sorcerer was awoken by the Mythos amulet they carried. His sentience now trapped within a swarm of maggots, he desperately attacked the sleeping men. Three of the crew were killed and infested with the maggots, while a fourth died of his wounds. The fifth, Sean Clarkin, survived but his wounds were infected with the maggots, and he was driven mad by the sorcerer’s voice in his head.

The maggots have gestated in the (since buried) bodies of the airmen and the resulting flies have exploded from the graves to form sentient swarms that haunt the area. Meanwhile Clarkin works to destroy the swarms, using a binding ritual that requires human sacrifices; sacrifices provided by a black marketeer who is on the cusp of betraying the Resistance movement to the Nazis.

Enter the investigators...

THE BRIEFING

The investigators are roused from their billets in the pre-dawn light and are told to report to a small airfield near Norwich, a two hour journey north from their usual London base.

The officer rousing them passes over a small coded note providing the address of an airfield, but cannot provide much information apart from the fact that “something urgent has come up, and N says to get to this location, chop-chop, and bring your gear. There’s a Bedford (a troop carrier truck) waiting outside”.

The morning air is cold and chilly, and the clear skies above promise more of the same for the next few hours as they travel along the bumpy and potholed roads in the lesser-travelled parts of the East Anglian countryside.

Eventually they pull up in what is little more than a field containing a small dingy hut and a long dirt strip. Deposited by the driver, the only sign of life in the early dawn light is a fairly shabby looking private sheltering beneath the overhang of the hut.

“Yeah? What do you want... sir [or sergeant, if appropriate]?” he asks with an air of palpable disdain and a hint of a London accent. He noticeably fails to salute unless a senior officer bawls him out for this.



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EUROPE ABLAZE



This disreputable sentry will look over their papers with care and, once the investigators' bona-fides have been confirmed, he immediately straightens up, salutes, and introduces himself as Captain Edwin Rogers.

"I apologise for the appearance." he adds in a much politer – and noticeably Welsh accented – voice. "Can't be too careful in current circumstances. The boss is inside."

Indeed, inside N is awaiting, pacing calmly up and down in the middle of a stylish and very comfortable looking office that fills the hut. He looks up as they are escorted into the hut by Rogers.

"Ah yes... good, good. Come in. We don't have much time." He waves distractedly at a large urn and a tray of food set to one side. "Grab yourself a cup of tea and something to eat; I'm afraid it's the last warm drink you're likely to get for the next couple of days."

His gaze switches to Rogers. "When's the plane due?"

Rogers checks his watch. "Just a few minutes now sir. With your permission, I'll go and prepare to meet it."

At N's nod, Rogers leaves the room, leaving them alone with the head of the division.

Give the players a little time to settle into character, swap a few comments and down their tea, and then have N brief them as follows:

A little over two weeks ago Network N became aware of an amulet that had been left behind in Germany by a

Jewish family who had been sent for "relocation" by the Nazi regime. After quite some expense, and not a little sacrifice, a small infiltration team managed to acquire the amulet and escape in a disguised transport plane.

This is where things started to go wrong. The plane reported problems with its engines, and was forced to divert from its original route. Unfortunately it was spotted by the Germans and shot down over Belgium near a small village called Zalhuffe, not far from Liege.

(Keepers Note: Although an existing place once had this name, the village of Zalhuffe as presented in this scenario is entirely fictitious.)

After that, N's information gets a little hazy. The crew made initial contact with the local Resistance and had arranged a rendezvous for the following evening. However, on the day of the planned meet, a farmhouse being used by the Resistance was disrupted by a Nazi raid, resulting in the loss of important equipment; even worse, when Resistance members turned up for the planned rendezvous, the airmen never showed, and they had to flee when the Gestapo turned up in force.

N strongly suspects that this means there is an informant amongst the local Resistance. This is particularly dangerous, as they are mere days away from carrying out an important operation.

The Resistance were too low on manpower to do more than a cursory search, and it wasn't until the local Gestapo found three unexpected graves in a local copse that the fate of at least some of the airmen was known. The stolen Gestapo report on the find found its way to



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N's desk last night. It suggests that something is odd about the graves, but does not explain what.

Given the 'strange' condition of the graves, the two unaccounted for members of the aircrew, and the amulet being absent from the gravesite, N believes the amulet is still in the hands of one of the aircrew. It is vital that the amulet not fall into inappropriate hands; it must be (preferably) brought back to Britain or (if necessary) destroyed to prevent its capture.

The investigators are therefore tasked with:

1. Parachuting into Belgium, escorting replacement equipment for the Resistance.
2. Training the locals in the use of said equipment. Their local contact is "Marie" (an alias) who will meet them at the landing site. The contact code to give her is "What is your desire?" and her response is "A loaf of bread". If she gives the code "A flask of wine" it means the operation is compromised in some way.
3. Retrieving or destroying the amulet. This, emphasises N, is the most vital and urgent task.

A map (see **Handout 1: Players' Map** on page 100) is provided of the target area, and the location where they are to meet their contact.

Recovery of any surviving aircrew is a bonus, but should be considered secondary to any other goals; as is uncovering and removing any Nazi spies amongst the Resistance.

N notes that it is likely that the Resistance will ask the team to assist with the sabotage raid. The team leader should use his or her discretion but must not in any way endanger the primary aims of the mission. Once the operation is complete, the Resistance will smuggle the team to Spain via France (using the Comet line.)

N's responses to some likely questions:

What are the names of the missing crew?

Flight Lieutenant James King (the pilot), Captain Neil Munro, Sergeant Sean Clarkin, Sergeant Andrew Bradshaw, and Corporal Richard Seed.

What is the raid the Resistance are planning?

It involves a raid to sabotage important German equipment. I don't have all the details.

What equipment will I be expected to train the Resistance in?

Mostly explosives, firearms and the tapping of telephone lines. You may be requested to assist in other tasks of a technical nature, but nothing you can't handle.

ANDRÉE DE JONGH AND THE REAL COMET LINE

The Comet line was a Resistance network created by a young Belgian woman called Andrée de Jongh and her father Frédéric to smuggle downed airmen back to Allied lines. Andrée came to the attention of the British in August 1941 when she reached the British consulate in Bilbao with a British soldier and two Belgian volunteers, having travelled by train from Paris to Bayonne and then on foot over the Pyrenees. She requested and received British support for her nascent escape network. The network was code-named the Comet line, and in real life the British departmental liaison was M19 under an ex-infantry major called Norman Crockatt.

In late 1942, Southern France was occupied by the Germans and the whole of France came under direct Nazi rule. The Comet

line's activities became more dangerous, with informants and collaborators posing a significant problem to it. Andrée de Jongh was one of the many members of the line who were betrayed and sent to the concentration camps. The Comet line continued in her absence and it is thought it repatriated around 800 members of the Allied armed forces.

It is unknown exactly how many Comet members died, and Frédéric De Jongh was amongst those executed. Andrée herself lived to be released by advancing Allied troops in April 1945, and after the war received many awards including membership of the Legion d'honneur, the Order of Leopold, the Medal of Freedom and the George Medal. She died in 2007.



What cover do we have while we're there?

We're providing you with forged ID papers identifying you as farmhands. They label you as exempt from the forced labour statutes the Nazis have instituted, but unless your French is particularly good I don't recommend any extended interactions with the authorities.

What if we get captured?

If you're captured, bear in mind you will not be in uniform and thus may well be shot as spies. We will, of course, make the usual suicide tablet and paraphernalia available to you if you so desire.

What's the local opposition like?

Mostly light. The military forces are mostly second line units and are not numerous, but I'd strongly advise against any direct assaults. The local Gestapo is badly understaffed but those who they do have are pretty sharp, so watch out for that. Be warned that there may be a local organisation of Flemings who are sympathetic to the Nazi cause; we've heard rumours of a Belgian SS unit that's being formed in Antwerp.

TAKE-OFF

Outside, Rogers has been preparing 3 six-foot long crates for the investigators to transport to the Resistance. The crates have handles at both end allowing each one to be carried slung between two individuals. One crate contains the explosives, a second firearms, and the third wire-tapping equipment. He will assist them in loading up the small transport plane, and then it's time to go.

The flight to Belgium will be mostly uneventful, if somewhat bumpy. The crew know little more than the fact that they were also awoken very early this morning, and that everything seems to have been organised in haste. They are slightly nervous – an airdrop during daylight strikes them as risky – and will be keen to deliver the Investigators as soon as possible.

Five minutes out from the drop site, the co-pilot will warn the team to prepare for the drop; the 'Ready light' will come on, and shortly thereafter it will turn to green, and it's once again time to jump out of a perfectly serviceable aircraft.

KEEPER'S TIMELINE

1530

Father Guillame Juin comes to the area to assist a local priest who suspects satanic influences behind local kidnappings. With the help of the authorities, they track down the disappearances to a local clerk who has been dabbling in alchemy. Juin comes into possession of the alchemist's book, and starts work on translating it.

1531-1535

Over the next five years Juin slowly comes under the influence of the book, and begins to imbibe a version of the serum described therein.

1674

Stymied in his attempts to improve the imperfect serum, Juin returns to Zalhuffe in the hope that there is more of the alchemist's research hidden in his old home. He purchases a disused farm to use as a base for his studies.

1675-1914

Guillame Juin continues his research, slowly ageing all the while.

1914

Falling ever more under the influence of the tome, Juin eventually begins preparing the summoning ritual for Quachil Uttaus. However, on 15th July Juin dies of old age, the ritual left incomplete. His dead body, left unattended, becomes the home to thousands of fly eggs. The resulting maggots that hatch begin to absorb his sentience, but the residual effects of the serum prevent them from maturing into flies.

1942

25th May

(Day) Returning from a secret mission behind enemy lines, the British light aircraft *Miss Enderby* is shot down over Belgium. Sean Clarkin and his injured crewmates shelter in the remains of the old farm with the amulet they have retrieved.

(Night) Clarkin leaves the crew to try to make contact with the local Resistance. Corporal Seed dies of his injuries.



26th May

(Day) Clarkin manages to make contact with Marie via Gustave Meriment. He agrees to meet her with his crew at the Meriment farmhouse the following evening, and returns to the others.

(Day) Munro and Bradshaw die of their injuries

(Day) Phillipe, the informant, learns of the airmen's presence and informs the Gestapo of the rendezvous site.

(Night) The presence of the amulet brings the maggot swarm into wakefulness, and it attacks the surviving aircrew. Clarkin and King manage to escape, but a few of the maggots manage to infest the wound on Clarkin's head. They return to the farm to find the maggot swarm gone. They bury their comrades in a copse. Clarkin begins to hear voices and finds Juin's diary.

27th May

(Day) King dies of his wounds. Clarkin, now alone, and increasingly hearing the swarms voice in his head, completely snaps.

(Night) Marie waits for the airman at the Meriment farm, but they do not show. She is forced to flee by the arrival of a squad of Gestapo. Gustave is arrested and the Resistances equipment is found by the Germans.

28th May

The flies hatch from the buried corpses. Alerted by a strange cloud hanging over the site, the Germans investigate and find the graves.

30th May

(Night) Phillipe tracks down Clarkin, who shows him the diary. A bargain is struck: Juin will provide Clarkin with a flamethrower and in return Clarkin will teach him to read the diary.

31st May

(Night) Phillipe steals a flamethrower from the Germans for Clarkin.

(Night) Clarkin carries out the first ritual sacrifice.

1st June

(Morning) N learns of the situation and scrambles the investigators to retrieve the amulet.

(Morning) The investigators arrive in Zalhuffe.

(Morning). A local farmer, out for a stroll with his dog, discovers the first ritual sacrifice. He informs the authorities (see **The First Body is Found**).

(Night) The news filters back to Marie and the investigators via Hettie.

(Night) Clarkin carries out the second ritual sacrifice.

Clarkin will thereafter sacrifice one victim every two days until either a) the sorcerous swarms are all destroyed or b) he is captured or otherwise stopped.

2nd June

(Anytime) The investigators witness a swarm attacking Otto Adler (see **Driven off the Road**)

3rd June

(Night) Clarkin carries out the third ritual sacrifice.

5th June

(Night) The planned Resistance raid on the telephone exchange (see **Sabotaging the Telephone Exchange**).

(Night) Clarkin carries out the fourth ritual sacrifice.

6th June

If the investigators have not found Clarkin by now, then the local Gestapo will have accumulated enough evidence to work out where Clarkin is based. They raid the Juin farm and kill Clarkin in a gunfight. If still alive, Raymond Juin is arrested, and turns over all he knows about the local Resistance cell. Marie, Jacques/Francois and Hettie/Babette are all captured, setting the Comet line back months (a major blow to the Allies.)

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ON ARRIVAL

The landing site chosen is an open field near to a copse. From high up, the investigators will have a clear view of the locale. It is quite clear that the area consists of a large number of farms and bocage surrounding a market village. Several farms to the north of the village were clearly damaged and in ruins, whereas the ones to the south appear to be intact. Further to the south, the city of Liege and hints of the Ardennes can be seen.

Have the investigators make Luck rolls to land safely – those failing receive minor injuries (such as bruises, cuts, twisted ankles) upon landing that inflict 1D3 hit points damage. The Keeper is encouraged to be inventive about other difficulties suffered during landing if a fumble is rolled, but nothing fatal.

From there, the investigators should make their way to the rendezvous point, where their contact, Marie, will meet them. If given the correct contact phrase she will reply “A loaf of bread.”

“Marie” (Emile Hollande), N’s Contact

Marie will greet the investigators politely, but warn them that they cannot linger. Some idiot raided the German barracks last night and stole guns, a flamethrower and ammunition; this has placed the local garrison on alert. Tarrying here could be dangerous. The Resistance have a farmhouse nearby they are using, if the team would care to follow her...?



First Impressions: A thick-set girl with straw-blond hair. Softly spoken but precise and determined. Exudes an air of quiet competence.

Personal Details: Marie is a very determined and brave young woman, fiercely opposed to the Germans, but intelligent enough to know how to hide it. She’s also very conscious that she is ‘not pretty’ and this makes her somewhat cynical and insecure about relationships.

Secrets & Goals: Marie is a member of the Belgian Resistance.

Playing Marie: Pull or bite at your lip while thinking through plans. Mimic chain-smoking; she is frequently without a ‘light’ for one.

STR 14 CON 13 SIZ 13 INT 14 POW 9
DEX 9 APP 9 EDU 13 SAN 35 HP 13

Damage Bonus: +0

Weapons: Browning Pistol 55%, 1D10 damage.

Skills: Accounting 65%, Command 50%, Conceal 50%, Demolitions 40%, Hide 50%, Sneak 50%, Other Language (English) 60%, Other Language (German) 50%, Spot Hidden 55%, Tradecraft 60%.

THE GERMANS

The overflight of the investigators’ plane has not gone unnoticed. A local sentry has raised the alarm at the Nazi HQ, and Kriminalrat Brunner has organised a few men to check for any infiltrators; while he has no specific reports, he is canny enough to know that the overflight of just one plane is suspicious. Lacking the manpower to conduct a major search, he has identified likely drop sites, and has sent a squad to each. Unfortunately for these German soldiers, they are inexperienced second line units; while perfectly capable of dealing with the Resistance, they are not anywhere as experienced as a squad of N’s commandos.

The squad will progress in good order down the main dirt track towards the field in which the investigators have landed, using cover as they find it. The men will be alert for trouble, expecting local Resistance fighters. Two groups of two men will be deployed on the flanks of the main unit to act as scouts.

German Soldiers

	STR	CON	SIZ	DEX	INT	POW	HP	DB
No 1	13	12	14	13	10	12	13	13
No 2	15	12	12	14	11	10	12	12
No 3	13	11	11	9	13	13	11	11
No 4	14	12	10	15	9	12	11	11
No 5	13	13	9	12	12	11	11	11
No 6	10	14	10	13	12	8	12	12

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Damage Bonus: +0

Weapons: Mauser Kar 40%, 2D6+4 damage
P08 Luger 30% 1D10 damage

Skills: Spot Hidden 30%, Listen 40%, Other Language (French) 35%, Other Language (English) 35%, Track 40%.

The purpose of this scene is threefold: to remind the group they are now behind enemy lines without backup, to raise the tension and – most importantly – to remind the players that they themselves are a crack unit.

Try to use the players' responses to the Germans presence as a way of spotlighting their characters' competence. Whichever plan they come up with to circumvent the search party should succeed, but only after some tense moments. Have there be several near misses where soldiers pass close by, or have them on the verge of discovery, only for the characters superior skills to allow them to escape or kill the soldiers.

Don't go overboard on this; the aim should be for a realistic rather than a pulp portrayal of the situation, but do allow the players to feel they achieved something here. It is an important confidence building exercise that will help later on when the going gets tougher.

THE MARTEN'S FARMHOUSE

The investigators are taken to the Marten's farmhouse, and shown through into the kitchen, which is a hive of activity. Two men sit around a wooden table field stripping rifles, while a woman is busy at the sink dyeing a coat military grey. They all look up sharply as the investigators enter, but relax when they see Marie with them.

Marie introduces them by their aliases: Jacques, Phillippe and Hettie.

“Jacques” (François Martens), Paternal Resistance Fighter

A former military man, François retired to tend his family farm five years ago when his father died. He joined the Resistance after his son was killed during the invasion, and any mention of Nazis turns his face cold. He'll grumble about how everything is wrong since the Germans came: people being sent off to forced labour camps, the weather isn't quite right and people aren't safe in their own homes.

First Impressions: A tall, fit, greying man in his fifties, somewhat blocky in build and ramrod straight. Has the air of a bruiser. Despite his age, Jacques is clearly still in good shape.

Personal Details: He is actually quite lonely, as a widower who has lost his only child. He has started to look upon Hettie and Marie as adoptive daughters.

Secrets and Goals: Member of the Belgian Resistance. A successful Psychoanalysis roll will diagnose that he suffers from depression and some form of repressed shell-shock.

Playing Francois/Jacques: Sit up very rigidly straight and speak in very clipped military tones. Fidget constantly with your hands.



STR 14 CON 13 SIZ 13 INT 14 POW 9
DEX 9 APP 9 EDU 13 SAN 35 HP 13

Damage Bonus: +1D4

Weapons: Fist/Punch 60%, 1D3 damage
Browning Pistol 55%, 1D10 damage.

Skills: Demolitions 40%, Electrical Repair 55%, Hide 50%, Mechanical Repair 55%, Other Language (English) 60%, Operate Heavy Machinery 65%, Sneak 50%, Spot Hidden 45%.

“Phillippe” (Raymond Juin), Greedy Informant

Phillippe sits at the table discussing the weather with Jacques. His left hand is bandaged, and as he winces as he strips the gun. Marie will introduce him as “a local patriot who has contacts in the black market.”



First Impressions: A thin, 30 year-old man with a day's worth of stubble. Smartly dressed. Limps slightly.

See **The Antagonists** for more on Raymond's abilities and plans.

"Hettie" (Babette Orlay), Vengeful Resistance Fighter

When introduced, Hettie raises a stained hand from the sink where she is dyeing an overcoat German military grey. She works as a delivery girl for her father's local shop; this allows her to travel around the area on her bicycle without suspicion. She keeps her eyes open and her mouth shut for the most part, and has a quiet unnerving intensity. Her disdain for the Nazis will be clear if anyone asks her about them.



First Impressions: A pretty 20 year-old with light brown hair and dimples

Personal Details: She joined the Resistance after her brother Georges was "requisitioned" by the Nazis as part of their foreign worker ordinances. All she knows is that he was shipped out to a German foundry, and she worries incessantly about him.

Secrets and Goals: She often smuggles items for Marie, and keeps her ears open for information. She has no compulsions about killing Germans, and is actually the group's most ruthless member.

Playing Hettie: Be taciturn and scowl a lot. Give people long hard stares before answering them. Never say "German" if a more disparaging slang term is available.

STR 10 CON 14 SIZ 10 INT 12 POW 10
DEX 10 APP 13 EDU 12 SAN 50 HP 12

Damage Bonus: +0

Weapons: Knife, 60%, 1D6 damage

Browning Pistol 35%, 1D10 damage

Skills: Craft (Dressmaking) 55%, Climb 60%, Conceal 50%, Hide 40%, Listen 60%, Sneak 55%, Spot Hidden 45%, Tradecraft 40%.

MAKING PLANS WITH THE RESISTANCE

Once the investigators have settled in to the farmhouse, Marie will fill them in on the current situation.

The Resistance are busy building up their contacts with the black market and the local villages in order to set up an underground railroad to smuggle downed airmen across the border into Vichy France (and eventually into Spain). This is known to the British as the Comet line. However, they themselves cannot move about the countryside properly without also knowing the movements of the local German forces. They therefore plan to sabotage the German radio equipment whilst simultaneously tapping the local telephone exchange. By monitoring their calls, they hope to have some sort of warning as to when and where patrols will be sent out, giving the Resistance the ability to plan their own routes to avoid them.

The Resistance had originally planned to use resources they had been keeping at Gustave Meriment's farm, but he and his wife have been arrested. The Gestapo raid



robbed them of much of their gear, but the replacement equipment the investigators have brought will suffice. The Belgians will need training in the use of the new tapping equipment, a process that will require at least one of the investigators to spend 4 hours teaching Jacques and Hettie, who are to plant the equipment.

Marie will recount her meeting with Clarkin at Meriment's farm. Clarkin seemed weary but mostly uninjured, although he did say several of his crewmates needed medical attention. He agreed to gather the crew from their hiding place, and to meet up again at the farm the following day, but none of the crew showed.

The local authorities have since discovered three recent graves that held British airmen. They are on alert for other such airmen, which means the patrols have been stepped up; it is fortunate that Kriminalrat Brunner, the local Gestapo chief, has few men to spare and a large area to cover, meaning that house to house enquiries are impractical.

Privately, away from the other Resistance members, Marie will admit to the Investigators she has some additional concerns. The situation of the aircrew and the arrests of the Meriments leads Marie to think there is a spy in the Resistance cell. Regardless, she intends to carry out the raid on the telephone exchange, alone if necessary, but preferably with the help of the investigators.

Hettie and Phillipe will remain at the farmhouse during the day, but unless otherwise detained (or asked to accompany the investigators) will return to their homes in the village in the evening.

It is likely the investigators will want to check out either the gravesite or Gustaves farm as soon as possible. Marie will escort them to either location, taking them via back roads and footpaths.

THE ANTAGONISTS

Guilliamе Juin, Undead Sorcerer

By the time the investigators arrive, Guilliamе Juin's mind is spread between three swarms, each hatched from a different airman. The flies roam the surrounding area, as the total mass of the flies is as yet insufficient to wake Guilliamе into full consciousness. What is needed is more swarms, and the flies sense the need to replicate, but also fear discovery. They instinctively chose victims who are

alone and isolated; unfortunately, due to the troubled times few people travel alone, especially at night. Eventually, the flies spot Otto, the Gestapo driver, who travelling to Liege to pick up some papers. A swarm begins to form and attacks... (see **Driven off the Road**, below).

Sentient Fly Swarm

STR - CON 50 SIZ 20 INT 5 POW 18
DEX 14 APP - EDU - SAN 0 HP 35

Move: 16 (flying)

San Loss for viewing: 0/1D4

Armour: None, but each swarm is effectively immune to any damage that doesn't attack an area of at least 5 foot square.

Skills: Spot Hidden 45%.

Weapons: 1D10 bites 40%, 1 point of damage.

Envelop* 25%, 1D8 + Grapple (20 STR) + Suffocation

*Note: Any victim enveloped in this way is **not** protected from other sources of damage.

If a victim's body is not dealt with, a new swarm will hatch from their corpse 24-48 hours later. If the number of living swarms gets to five, they will combine into a critical mass, and Guilliamе will fully awake as the Swarm that Walks (see below).

Playing Guilliamе: Speak arrogantly and condescendingly. Pepper your speech with the odd buzzing noise. Twitch without warning.

The Swarm That Walks

STR 20 CON 50 SIZ 15 INT 15 POW 18
DEX 14 APP - EDU 20 SAN 0 HP 35

By this point, Guilliamе can shift from this form into up to 5 sentient swarms (and back again) but it takes him an action each time.

Move: 16 (flying), 8 (walk)

Damage Bonus: +1D6

Armour: None, but the swarm is effectively immune to any damage that doesn't attack an area of at least 5 foot square.

San Loss for viewing: 1/1D10

Weapons: Claws, 40%, 1D6 + db

Envelop* 50%, 1D8 + Grapple + Suffocation

Skills: Cthulhu Mythos 30%, History 65%, Listen 70%, Natural History 55%, Occult 55%, Other Language (Dutch) 65%, Other Language (French) 75%, Spot Hidden 75%

Spells Known: Contact Ghoul, Contact Quachil Uttaus, Shrivelling

*Note: Any victim enveloped in this way is not protected from other sources of damage.

Raymond Juin ("Phillipe"), Greedy Informant

Unbeknownst to the Resistance, Raymond is using the local situation to enrich himself, and has no patriotic feeling at all. He sees advantage in playing both sides against the middle, and is on the Gestapo's payroll. He is stringing them along too, feeding them only just enough to keep them interested. He has no intention of handing over the whole of the local Resistance – that would be killing the goose that lays the golden egg – but if he can turn over Allied soldiers without betraying his activities to the Resistance, that would be a nice bonus. He injured his hand when he stole the armaments from the Germans. He also obtained the flamethrower that Clarkin is using to torch his sacrificial victims, as well as the victims themselves.

First Impressions: A thin, 30 year-old man with a day's worth of stubble. Smartly dressed. Limps slightly and wears a bandage on his left hand.

Secrets and Goals: Nazi collaborator/spy. He is well aware of Clarkin's presence at the old Juin farm but will keep this information to himself. He has seen Clarkin use the binding spell, and currently plans to murder Clarkin once Clarkin has taught him how to decipher the diary.

Playing Jacques/Raymond: Fuss with your hair to make it "just so". Squint and turn your head slightly when evaluating what someone says, as if you're looking for a double meaning. Wince when you have to use your left hand.

STR 13 CON 13 SIZ 13 INT 11 POW 10
DEX 14 APP 11 EDU 15 SAN 40 HP 13

Damage Bonus: +0

Weapons: Browning Pistol 45%, 1D10 damage.

Skills: Bargain 45%, Fast Talk 60%, Hide 60%, Locksmith 55%, Occult 35%, Persuade 65%, Sneak 50%. Other Language (English) 50%, Other Language (German) 55%, Spot Hidden 45%.

Sean Clarkin

Sean Clarkin comes from a long line of soldiers and was proud to sign up to serve his country at the start of the war. His second combat mission saw the rest of his squad

killed by something dark, foul and winged, and this led to his recruitment by N. This mission was but the latest of many, but was the first where he's had to face the death of squad mates.

Since the hatching of the swarms, his sole aim has been to put a stop to the voices in his head. He can hear the swarm's thoughts and urges, a murmur that grows stronger every day. He spends most of the day building the components for the ritual in sections, and then uses the cover of darkness to transport these to the intended site.

Initially Clarkin has enough materials around the Juin house to produce one framework each day; however, after the third sacrifice, he has to scavenge more widely for metal and wood, and begins stealing the materials from surrounding farms. This slows him down to one sacrifice every other night. Enterprising investigators might spot tracks left at these sites and follow them back to his base.

In conversation, Clarkin will be constantly distracted, mumbling, fidgeting, and talking about the voices. He also has failed to realise that Flight Lieutenant King has died, and will talk to the corpse, if it is present.



First Impressions: Clarkin is a pitiful sight. Since going mad he has stopped shaving or washing, and his uniform is becoming increasingly dishevelled. He has a wound on the side of his head where his left ear used to be, and on close inspection maggots can be seen crawling in the injury (0/1D3 SAN loss if seen). Dried blood covers the left side of his neck, collar, and shoulder.



Personal Details: The loss of his squad has affected him deeply, and survivors guilt is but one of the many psychological issues he is trying to cope with.

Secrets and Goals: Clarkin is monomaniacal in his determination to destroy the swarms; his forward planning is impaired, and he finds it difficult to think beyond the next ritual. Fellow soldiers will be seen as allies in his task, but he will not hesitate to use them, Raymond Juin, or any other individual as a sacrifice if no easier candidate presents themselves, even if this would make future acquisitions difficult.

Playing Clarkin: Make facial tics and rub your head where the wound would be. Talk to yourself and inanimate objects in a disconnected, unemotional voice. Become angry and obsessional when discussing the swarms.

STR 11 CON 14 SIZ 14 INT 10 POW 15
DEX 14 APP 8 EDU 11 SAN 0 HP 14

Damage Bonus : +1D4

Weapons: Lee-Enfield Rifle 45%, 2D6+4 damage.
Flammenwefer 55%, 2D6 damage

Skills: Cryptography 45%, Cthulhu Mythos 25%, Hide 60%, Library Use 40%, Locksmith 55%, Mechanical Repair 65%, Occult 30%, Sneak 50%. Other Language (French) 45%, Other Language (German) 55%, Other Language (Latin) 23%, Spot Hidden 45%, Tradecraft 40%

Spells Known: Bind Swarm (see sidebar), Shrivelling

Clarkin is also in possession of two Mythos artefacts: Rodenbach's Journal and the Pnakotic Amulet.

Rodenbach's Journal

This amounts to a scrapbook containing notes, diagrams and formulae on alchemical researches into an immortality serum. A typical excerpt floridly discusses the uses for the burst stomach of the dead dog found in an alley.

The text is written in code; its actual language (once deciphered with a successful Cryptography roll) is French with the occasional Latin quotation. While it discusses the development of an imperfect serum – one which will extend the users lifespan by several hundred years – what it doesn't mention is this at the cost of a bargain with Quachil Uttaus.

Thanks to Rodenbach's poorly researched sorcerous experiments, the book itself is linked to the Quachil

Uttaus' sentience. Anyone owning the book for a period of time will become increasingly obsessed with achieving immortality, eventually leading them to contact the Treader of the Dust himself to bargain away their soul.

Rodenbach's Journal

Language: French; Cthulhu Mythos +4%.

Spells: Contact Quachil Uttatus, Bind Swarm, Shrivelling.

The Pnakotic Amulet

This is a small, triangular pendant made out of some sort of blue-silver alien metal and hung on a hide thong. A number of raised bumps on it hint at language but are not decipherable.

The amulet itself allows the wearer to act as if their POW was two points higher between dawn and dusk. However, its presence acts as a beacon to supernatural creatures, and they will be able to sense its presence and approximate location from several miles away... making it a particularly risky item to possess.

Kriminalrat Brunner

Brunner is the local head of the Gestapo. Although not theoretically in charge of the Wehrmacht forces in the area their Major is under his sway, and Brunner is very much the de jure leader. He has the good sense to try to treat the locals with respect when possible, as he knows that any future promotion prospects rely on him keeping the area quiet, and mistreatment only leads to trouble. He has applied the recent edict that sends Belgians to work in Nazi factories, but disagrees with the policy.



NEW SPELL: BIND SWARM

Casting Cost: 6 Magic Points

SAN Loss: 1/1D8

This ritual spell enables the caster to call the parts of a distributed intelligence (such as a worm that walks or a sentient fly swarm) to the caster. It has a range of 2 miles.

Preparation for casting the spell requires the caster to create a large framework in the shape of a five-pointed star, engraved with certain mystic symbols. A living human is then strapped to the framework for use as a sacrifice. The caster must then begin a long, 15 minute chant during which the sacrifice's hands and feet are severed.

At the climax of the ritual, the head is severed and an irresistible summons goes out to the creature. It immediately disassociates into its component parts (flies, worms, spiders or similar), which make their way via the most direct safe route to the casters location.

Upon arriving, the creatures swarm over and into the sacrifice's body, and the will of the creature will animate the corpse (including the severed parts). The creature cannot leave or disassociate itself from the corpse while it remains attached to the frame; however any parts that fall from the frame have free movement. It therefore behoves the caster to make sure the severed head, hands and feet are secured to the frame as well as the torso.

While the creature is trapped within the corpse, it is in no way obedient to the caster. It can, however, be bargained with, attacked or destroyed, as long as the sigils on the framework are undamaged.

This spell requires the caster to either know the true name of the creature being bound or to be in possession of some fraction of the creature. Each casting only affects one swarm, so if the being is split across several locations or swarms, only the nearest portion will be attracted.

He views Raymond Juin with distaste and distrust, and sees him as a necessary tool, but not a pleasant one.

He has no time for lunatics babbling about the supernatural, and will not believe in such tales unless he sees something truly inexplicable with his own eyes.

First Impressions: Thin, hawkish features and bright piercing eyes.

Personal Details: A-dyed-in-the-wool anti-Semite and patriot, he is nevertheless clever and observant (and although not exactly a coward, somewhat relieved to not be near the front lines).

Secrets and Goals: A recent raid left several of his men injured, and he is keen to make sure he catches the culprit. The missing flamethrower is of particular concern, and once the ritual victims start showing up, he will begin to detach men from regular guard duties to investigate. This will unwittingly improve the Resistance's chances of carrying out the raid on the telephone exchange, as it will be more lightly guarded.

Playing Brunner: Consider each word carefully. Give long stares when asked a questions. Sniff disapprovingly.

STR 10 CON 12 SIZ 14 INT 16 POW 11
DEX 12 APP 12 EDU 14 SAN 55 HP 13

Weapons: Walther P38 65%, 1D10 damage.

Skills: Command 60%, Listen 65%, Other Language (English) 50%, Other Language (French) 65%, Persuade 65%, Psychology 70%, Spot Hidden 65%, Track 55%.

MERIMENT'S FARM

Gustave Meriment's farm consists of an old stone farmhouse surrounded by several barns.

The main house is worse for wear, as the Gestapo raid has damaged most of the doors, and the inside is a shambles from their search. Very little evidence remains inside. An investigator making a thorough search of the area will notice one of the barns is missing several slats, taken quite recently, dragged off into a nearby



field by someone wearing British-issue military boots. A successful Track roll will enable them to be followed across the fields for about a mile heading directly North before the tracks will be lost at a small stream. While this may seem unpromising, this should tip off alert players that the farms north of the village are therefore likely hiding places for the airmen. This should help narrow the investigators' search somewhat.

THE GRAVESITE

The gravesite is in a small copse on the edge of the village (see Keeper's map). Here lie the graves of three of the aircrew : Captain Neil Munro, Sergeant Andrew Bradshaw, and Corporal Richard Seed.

The three graves are simple earth mounds, headed by basic crosses made from dead branches. They are moderately shallow and were clearly dug in haste; the most obvious thing about the graves is the damaged state. Each looks like it has exploded from within, with the surface earth scattered aside by what appears to be some sort of small explosion. Initial impressions might be some sort of booby-trap, but any investigator making a Demolitions roll will realise that explosives would not have left this sort of damage.

The corpses are still present within the graves but surprisingly little flesh remains on the bones. The bodies are pock-marked with channels, as if multiple *somethings* have tunnelled their way through the flesh. This is indeed what has happened: the maggots that were the semi-sentient spawn of Guillaume Juin used the bodies as incubators. When they were finally mature enough to metamorphose into their winged form, they burst from the graves into the sky.

A close examination combined with a successful Medicine roll will show the men died from impact injuries consistent with a parachute jump from too low an altitude. Corporal Seed was likely killed immediately, the other two shortly after from their wounds. The bodies show post-mortem lividity, showing they've been moved, most likely dragged some distance.

Any character making a successful Natural History roll will be able to identify the damage as being caused by some sort of fly larvae (i.e. maggots), although the mass of damage is a little unusual and the explosive result distinctly so. Much of the rest of the site has been thoroughly trampled down, with the marks of German jackboots. The Germans discovered the gravesite two

days ago, and the squad that investigated the site have trampled (or removed) any other evidence that was in close proximity of the graves.

Investigators who specifically look further afield will (if they make a successful Track roll) be able to find a few blurred marks that suggest an individual wearing British military boots was in the area, and that they rested some sort of large backpack in the bushes (it was Clarkin who buried the bodies, and he had the bulky flamethrower with him).

Close investigation of the crosses will show they have been tied together with strips of parachute material, and that square knots have been used – this will become relevant later when they investigate the sacrificial frames.

RESEARCHING THE LOCAL HISTORY

Investigators who are brave – or foolish – enough to risk heading closer to town can turn up some good evidence. The Germans patrol the town in two-man teams quite regularly, but are not likely to check papers unless an investigator is acting suspiciously.

Saint Martin's Church

This church is where the priest who originally invited Guillaume to the area lived. A search of the documents there (or a conversation with the current priest, Father Édouard) followed up by a successful Library Use roll will turn up the diary of Father Joseph, in which he recounts the events of 1530 (See **Handout 3: Father Joseph's Diary**, on page 101).

The Library

Examining the local library will initially seem unpromising - however, an investigator making a successful Library Use roll will notice the same name keeps cropping up in various historical documents. Individually they are not suspicious, but the repetition seems unusual (see **Handout 4: Local Records** on page 101).

THE EVIDENCE AT RITUAL SITES

Clarkin will use the same procedure for each ritual, the locations of which are outlined in the next section, **Events**. The only differences will be the placement of the framework and the victim themselves.



What evidence remains will depend on whether the investigators get there before the local authorities.

If the investigators get there first

The sight is a horrific one.

A 7 foot-high latticed framework in the shape of a regular five-pointed star has been constructed out in the open. A burnt and blackened corpse lies strapped to the framework, head strapped to the uppermost tine and a limb to each of the others, giving the victim the rough appearance of being crucified. A note is pinned to its chest (see **Handout 2: Note Pinned to Victim**).

The smell of gasoline and roasted pork is very strong; a faint undercurrent of rotting garbage can also be detected.

The framework itself consists of a strange mish-mash of rusty metal struts, wooden slats and old chicken-coup wire, all lashed together by rope, wire, and fragments of burnt cloth. Close examination will discover the cloth is strips of parachute fabric.

It is crudely graven with occult symbols that a successful Cthulhu Mythos roll will identify as a summon/binding spell of some sort. It is clear these symbols have been carved with haste and improvised tools - many of them are little more than scratches on the metalwork and some have become obscured or damaged by the flame. Any occultist worth their salt will consider that to be highly hazardous.

The framework is badly scorched on the extremes of its tines, but the centre is less damaged, albeit covered in a fatty charcoal residue from the burnt corpse that is strapped there.

The corpse itself is badly charred, and it can be clearly seen where it was dismembered before it was burnt. There are ligature marks on the legs and wrists, and bruising on the forehead (where the head was strapped in place). The feet, hands and head have been severed from the torso by a single blow from some sort of sharp object (an axe).

It has signs of being badly damaged before it was torched, with (scorched) teeth showing through the clearly flesh eaten cheeks. Channels and pockmarks show where the flies had been busy devouring the flesh when Clarkin turned the flamethrower on them. A close examination (requiring the corpse to be cut open) will reveal the corpses of flies infest the throat, lungs, ear and

nose canals and many other cavities of the body, which have been killed by a combination of heat and smoke (discovering this causes 1/1D6 SAN loss).

An examination of the site will show a stretched and irregular burn mark mars the ground in front of the lattice, and any walls near where the lattice is placed will be scorched and burnt. It will be clear to anyone viewing the burns that this was caused by some sort of directed flame; anyone military making a successful Know roll will identify it as from a flamethrower.

An investigator searching the ground around the site should be allowed a Spot Hidden check to spot indentations in the soft earth. Some boot-prints (clearly boots of British manufacture) can be seen, and some sort of heavy piece of man-portable equipment rested here.

A successful Idea check will suggest to the investigator that it is about the same size as a large backpack radio, a parachute pack or something similar: a successful Military Science roll will identify it as the indentation left by a German-made man-portable flamethrower (a Flammenwerfer 41). This is where Clarkin left the flamethrower as he lashed the various tines of the lattice together.

If the Germans get there first

At the site itself, much of the evidence will be removed by authorities and stored in the Gestapo shed in the village. However, marks remain where two of the tines of the frameworks were embedded in the earth.

An examination of the site will show the burn marks as described above, along with the signs that some sort of ash fell on the ground behind where the lattice was placed, blown in a direct line away from the lattice.

Many other marks appear to have been obscured by later boot-prints (when the Gestapo turned up to investigate the site), but an investigator specifically looking for tracks remaining in the ground and who succeeds in a Spot Hidden or Track will turn up the indentations left by Clarkin, as above.

EVENTS

The following encounters should occur throughout the adventure. The exact timing is left to the Keeper, although some suggestions are included below.



THE FIRST BODY IS FOUND

This encounter occurs if the investigators do not find the site of the first ritual victim on the first day.

At some point the investigators are likely to return to Marie's farmhouse, most probably on the first night. When they get there, they find a grim-faced Hettie. She informs them that the whole village is abuzz with the news that a body has been found on the Hollande farm by the farmer and the Gestapo are investigating.

The poor victim is currently unidentified, but whoever it was had been tied to some sort of five pointed star and burnt horribly. The Germans are apparently at a loss, but inclined to blame the Resistance. They've removed the evidence back to a small shed in the village that is used as a temporary storage facility.

"Only, of course, we know we didn't do it." Marie observes.

"Oui, c'est vrai." replies Hettie.

The two will look troubled and ask the investigators for advice. It's likely the result will be a trip out to either the ritual site or into the village to try and steal the Gestapo's evidence on the proceedings. Certainly any of N's operative will be keen to investigate ritual goings on.

Interviewing the Witness

Marie will, if asked, be able to arrange an interview with the man who found the body - Niels Hollande, the farmer on whose land the body was left.

He will tell of its discovery one morning when he got up walk his dog; a burnt (and still smouldering) corpse tied to a 5 pointed star-shaped lattice made out of pieces of scrap metal, all crudely tied together with rope and off-cuts of material. He immediately called the local authorities, and much of the evidence has since been removed by the Gestapo.

The body smelled of "roasted pork, petroleum and something else; something almost rotten, as if the household rubbish had been left too long in the sun".

He didn't examine the body too closely. "Frankly, Monsieur, there is a reason I don't keep livestock. My wife, she thinks I'm crazy, but I don't have the stomach for blood." He does recall that it looked pockmarked and lined, like worms had been eating it before it was burnt.

SUBSEQUENT VICTIMS

Each time Clarkin completes a frame, he will select a location to set it up. He will then kidnap a victim – preferably with the help of Raymond Juin – and carry out the ritual.

Eventually, it will become obvious from the locations he chooses that he lives somewhere near the Juin farm, at which point he will either be caught by the investigators or the Gestapo.

- **Second Sacrifice:** Martin Emmanuel, a local farmhand. **Location:** The Jacobs farm
- **Third Sacrifice:** Chantel Descartes, the daughter of the butcher. Her father will be arrested by the local police in association with her disappearance but released after more bodies are found. **Location:** The Lejeune farm.
- **Fourth Sacrifice:** Michel Peeters, one of Raymond Juin's black market contacts. **Location:** The Lambert farm.
- **Fifth Sacrifice:** Robbe Janssen, the elderly postman. **Location:** The Charlier farm.

DRIVEN OFF THE ROAD

Sometime after the discovery of the second body, one or more of the investigators will be witness to an attack by the swarm. It can occur at any time as they are travelling between any two sites, they merely have to be outside the main part of the village.

Their Resistance escort peers intently down the road, and mutters an oath. "Germans are checking the cars" he says in English. Indeed, there is a small traffic jam up ahead, where three or four local vehicles queue, waiting to pass a temporary checkpoint manned by four German soldiers. The soldiers, while reasonably alert, don't appear to be looking for anything specific; this is just one of the regular inconveniences of German occupation.

Allow the players to react as they choose; sensible investigators will likely hide and make their way around the checkpoint on foot. More gung-ho groups may try to charge the checkpoint guns blazing; if so, allow a round or two of gunfire before the following incident happens

At some point – preferably when it seems the investigators are just about to be spotted or captured – a car, moving

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at high speed, comes around the corner from the far side of the checkpoint trailing what appears to be some sort of black cloud.

The car belongs to Otto Adler, a driver for the Gestapo. Otto had stopped on a deserted road to relieve himself, and the swarm saw its chance to find a new host for its offspring. However, as the swarm formed, Otto ran for his car and drive off in an effort to find help... pursued by the swarm.

A huge mass of flies assaults the car, swarming all over it – and Otto – as he tries to escape it by pressing his foot ever-further down on the accelerator. As he nears the check-point, he loses control and the car skids off the road into a ditch with a loud crash. The irritating buzz of insect wings is loud and clearly audible from a distance, as are Otto's screams.

If no combat with the investigators has started by this point, then the check-point soldiers are immediately distracted by this, and quickly wave the traffic through so they can run to Otto's assistance. If involved in combat, they will at least be distracted for a round as they try to assess this latest threat, giving the investigators time to either escape or finish them off.

Anyone approaching Otto's car will be assaulted by the insects, and be subjected to flies swarming into their eyes, ears and throats, not to mention myriad tiny bites. Otto himself is being suffocated by the swarm, and anyone close enough will hear his screams choking off, his feet beating the floor as he chokes to death. Witnessing this calls for a Sanity roll (1/1D8).

It will take approximately 5 combat rounds for the swarm to implant their eggs in an unresisting victim, at which point the swarm will disband. The swarm is effectively immune to gunfire, but can be dispersed (but not destroyed) by explosives or fire

After this attack, the fly swarms become bolder, and several attacks a night start to occur. It is left to the Keeper exactly how many attacks are successful, but they should be balanced with the speed at which Clarkin is committing sacrifices, at least until the investigators become involved either by protecting the villagers or finding Clarkin.

FIRE!

This optional event occurs during the night if a kindly Keeper feels the investigators have been repeatedly beaten to ritual sites by the Gestapo or need a lucky break in the investigation.

Clarkin has been busy completing his latest ritual, but in his haste to burn the corpse has set fire to a farmyard barn. Realising he is in danger, he flees the site, leaving behind some of his precious research.

The fire is clearly visible from wherever the investigators are, but hidden from the village by intervening hills; if they hurry they can get there and back before the authorities are aware of the problem.

Upon arrival they find the latest ritual victim, sacrificed and torched like all the others. However, in addition to all the clues relating to the poor soul on the framework, a

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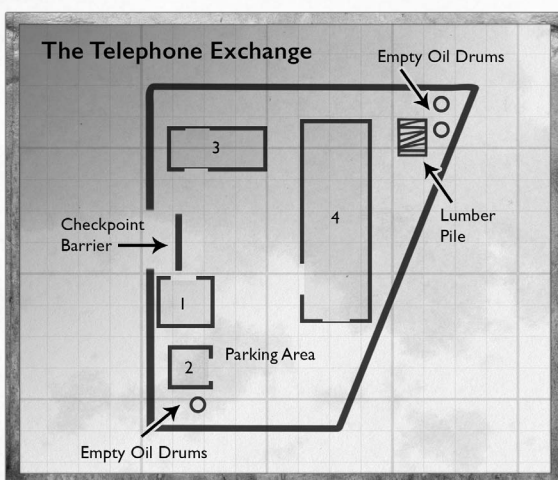


search around the farm will show that someone had been using one of the tables as a desk, and that some notes have been left scattered on the floor. These notes consist of some or all of the handouts the investigators might otherwise have missed, with some fresh undecipherable notes scribbled in the margins in blue ink. Smudged ashy fingerprints cover the pages, clearly left there by whoever was making the notes.

SABOTAGING THE TELEPHONE EXCHANGE

The investigators may decide to help the Resistance raid the small German compound at the telephone exchange.

The site has been turned into a small administrative centre, with one building operating as an office and storehouse, and the other a guard post. The compound fence is a simple 6 foot-high wooden panelling, useful for keeping out the wind and nosey parkers, but not much else.



1. The Hauptmann's Office

This building has been turned into an office for the Captain, who oversees much of the administrative work for the district. Consisting of a chair, a desk, and some shelving, it contains nothing of value but amongst the paperwork there may (at the Keeper's discretion) be small items of minor intelligence that will be of use to the London office. Two guards stand outside the door during the day and a third has a desk in the entry hall, but at night the building is empty, although checked by the patrol (see 3,below).

2. The Storeroom

This hut has been filled with racks for storing boxes: boxes of paper, boxes of wiring, boxes of tools and – most

importantly for the Resistance – several crates containing Wehrmacht radios. Blowing these up is a simple matter of wiring up some explosives (a successful Demolitions check to set up a delayed explosion) or, for instant effect, the application of grenades or gunfire to the boxes.

3. The Guard Post

This hut is used as a guard post. 6 guards are based here; two check the papers of people going in or out of the compound, 2 monitor the telephone exchange. The remaining 2 soldiers patrol the buildings of compound, meaning each area is visited by the patrol every 10 minutes. The three groups swap tasks on an hourly basis. The soldiers are wary, but inexperienced. If the Hauptmann is not present, all three groups will respond if gunfire is heard, leaving the guard post unmanned.

If Brunnel has been forced to deploy more countryside patrols, only 4 soldiers will be based here: 2 to watch the gate, and 2 on patrol.

4. The Telephone Exchange

This is a large building with the array of switchboards sited in a central room. Tapping the equipment requires the removal of a few back-plates (requiring a successful Mechanical Repair roll) taking 3 minutes, and the wiring in of the tapping equipment (requiring a successful Electrical Repair roll) taking an additional 3 minutes. Failures may be re-attempted but bear in mind the patrol passes through this room every 10 minutes unless otherwise delayed.

APPOINTMENT WITH A SORCERER

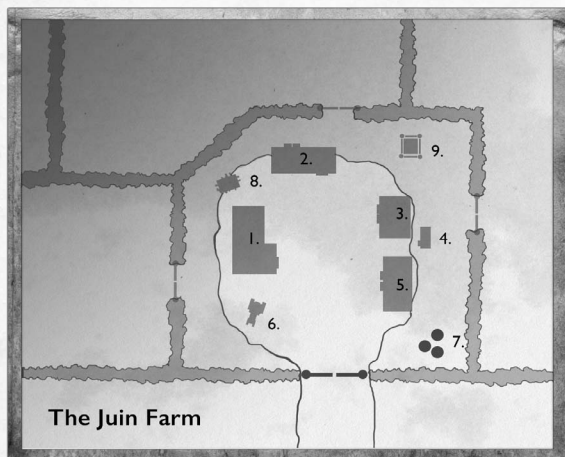
Eventually, the investigators will likely track down Clarkin at the Juin farm. He has in his possession both Rodenbach's Journal and the Pnakotic Amulet the Investigators have been sent to retrieve.

1. The Main Building

This is the brick farmhouse where Clarkin spends most of his time. The roof remains mostly intact, but all of the windows are missing and there are several holes in the exterior walls large enough to climb through.

2. The Cow Shed

This used to be where the Juin herd was brought in and milked. Stools and pails are scattered around the floor, but it is clear it hasn't been used for some time.



3. Grain Storage Barn

This is a two-level wooden barn, where grain and fodder was once stored. Much of the wood has been stripped from the side and floors, making moving around the upper story treacherous. It is otherwise empty.

4. Chemical Storage Barn

This is a small stone hut, less than 5-foot square. A number of empty metal cans and rusty drums for sheep dip lie around; despite the smell, no actual chemicals have been left here.

5. Vehicle shed

This is a large wooden barn, whose dirt floor shows the tracks of many vehicles coming and going sometime in the distant past. It is now empty and in a similar condition to the grain barn.

6. The Tractor

An old, rusting tractor sits out in the yard. It is clear at a glance that any functioning parts have been stripped long ago. It will, however, provide good cover in a firefight.

7. Empty Drums

Three large, empty drums sit here. They radiate the smell of sheep dip.

8. Clarkin's work area

This is where Clarkin constructs his frameworks. A jumbled 3 foot-high pile of wood, metal and wire sits underneath a tarpaulin, which is in turn held down by a number of large bricks.

9. The Sheep Dip

This is a concrete pit, some 6-foot long and 2-foot deep, with sloping sides. The walls of it are stained brown and smell strongly of chemicals

DEALING WITH CLARKIN

If approached in a friendly fashion, Clarkin will tell them the story from his side of things, and implore them to assist in destroying the creature that was once Guillaume Juin. If attacked, he will fight back to the best of his ability, shooting to kill and using what is left of his limited supply of grenades.

This leaves the investigators with a choice: do they sacrifice human victims to rid the world of a sorcerous threat, or allow it to roam free ?

If they agree to assist Clarkin, he will teach them the ritual and how to make the frames. It takes 8+ID8 man-hours to make each frame, provided materials can be found. Scavenging the materials takes around 1D4 hours per frame. It is left to the Keeper how to adjudicate the investigators procuring of the sacrifices (remember, they must be alive for the ritual to work!).

CASTING THE RITUAL

As the ritual is completed (see the sidebar), at first nothing seems to happen. Then, several thin, wispy trails will begin to be seen on the horizon, all arrowing towards the farm, where they will combine into a swarm and envelop the sacrifices, one swarm per sacrifice. As they move over the corpse, they fly into the mouth, ears, and crawl all over the limbs, making it twitch in a spasmodic fashion. The sacrifice will then open their eyes and speak in a hollow voice (despite the severance of the head):

"Who are you, and what do you want?"

Guillaume is arrogant and reluctant to bargain, even if faced with threats. Given the investigators have come this far, he knows he is unlikely to be allowed to live. If given a chance to speak, he will use the possibility of eternal life as an incentive to let him free, but has no intention of keeping to any bargain.

Once bound to the body, the swarm cannot leave the framework under its own power, and so is a sitting target for any grenades, flamethrowers, or other incendiary devices the investigators may use. The swarm is immune to any firearms or other weapons that do not affect an area.

However, if the investigators have been sloppy in setting up the ritual any severed limbs left free will drop to the floor and crawl away or begin attacking them.



Undying Severed Limb

STR 10 CON 5 SIZ 3 INT - POW 18
DEX 10 APP - EDU - SAN - HP 4

San Loss: 0/1D4

Attacks: Strangle 30%, Damage 1D4

The limbs are immune to damage from firearms.

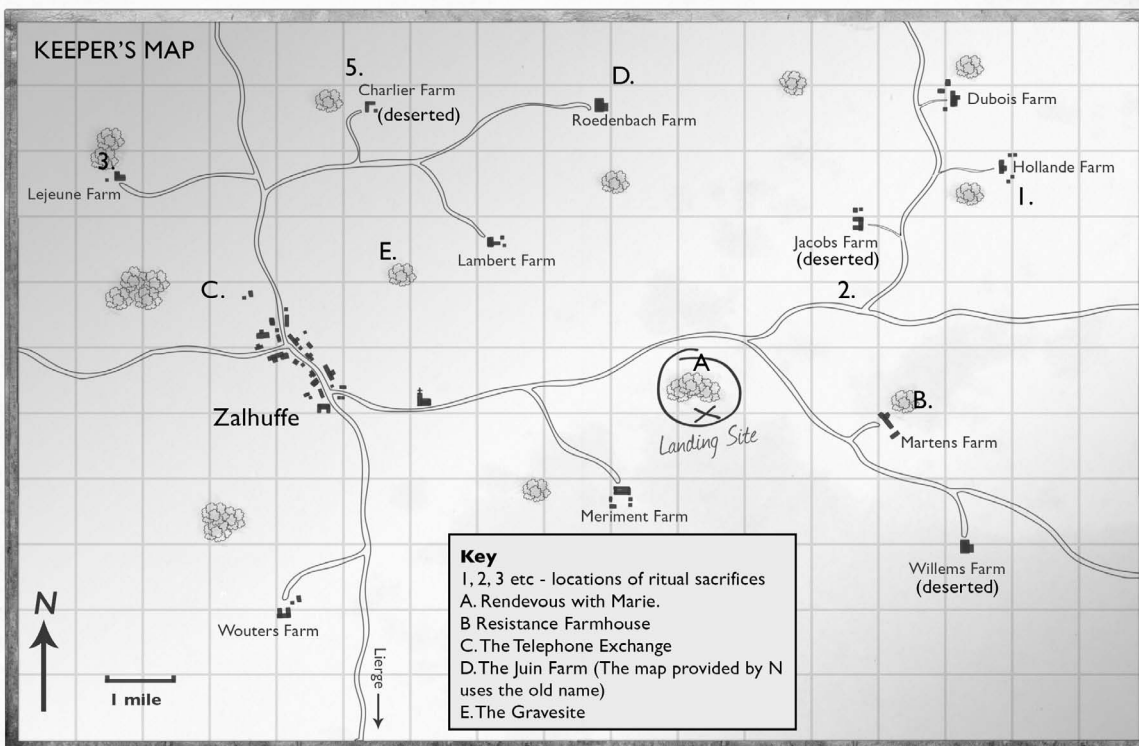
(OPTIONAL) THE GERMANS, REDUX

Keepers wishing to add extra tension may decide that the Germans have noticed the strange swarms heading to the Juin farm, and have a squad of Nazis turn up just as the ritual reaches its height...

THE END OF THE BEGINNING...

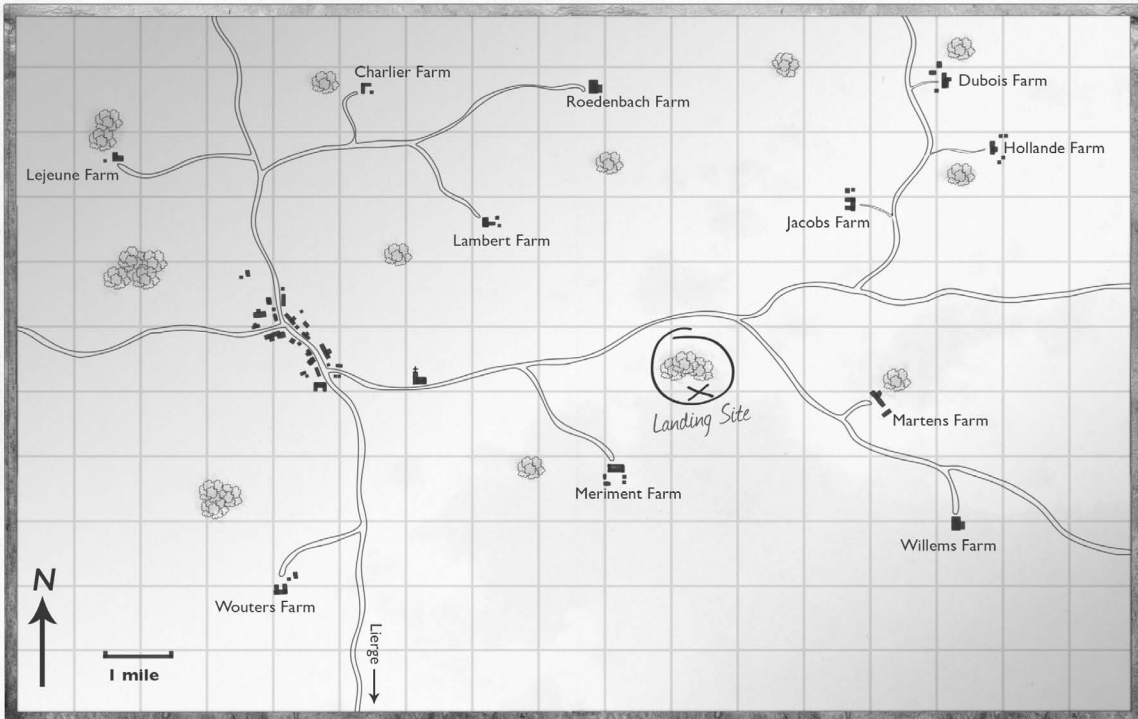
Once the creature is destroyed, and any opposition dealt with, all that remains is for the team to get home.

If all the Resistance have died or been captured, the Investigators will have to try to get home the hard way. There is no one who knows a way to easily avoid the German patrols, and it will be many long nights of worry before the investigators see Blighty again. If the Resistance have not all been captured, the Comet line is now ready for its latest mission: smuggling the investigators across the border into Vichy France, from where they begin a long trek to neutral Spain. It is still a dangerous and fraught journey, and is an ideal excuse for Keeper to give the team further adventures along the way...



HANDOUTS

Handout 1: Player's Map



Handout 2: Note Pinned to Victim

Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but fats and instructs the very worm that gnaws; fill out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.

Handout 3: Father Joseph's Diary

16 June 1530

Once more there has been a victim of the satanic forces that surrounds the village. The body of Michelle Lemaître was found this morning out in the woods, clearly the victim of some sort of deviltry. Much like Edda, her body scrawled with the most foul sorcerous markings, and one can only imagine what foulness she endured before her captor saw fit to end her life with a dagger. What concerns me is that Henri's daughter Yvonne is also missing, and the poor man is beside himself with grief and worry.

I have spoken to the council, and they have agreed to sign my letter to the Bishop of Liege asking for help in this matter. I am no student of occult lore, and surely the mother church will know how to deal with the evil that afflicts us.

2 July 1530

Father Guillame, the cardinal's agent, arrived this morning. I must say he seems a very efficient man, although not one for small talk.

10 July 1530

Father Guillame has been interviewing the villagers, and seems very sure of his course. I am not sure I agree with his decision to use one of the village girls as bait for the kidnapper, but I can suggest no viable alternative. We must trust in the Lord

17 July 1530

Guillame and I have uncovered the foul villain who has been at the root of the evil: Gaston Rodenbach, the town clerk. It seems he had been corrupted by a book of soul sorcery that he found during his studies in Paris. Father Guillame is to take Gaston and the book to Dinant, where the court will surely see to it that Gaston hangs and that the book is destroyed. I can at last sleep well at nights. Praise the lord in his wisdom and mercy.

Handout 4: Local Records

LOCAL LAND REGISTER

Purchase of the farm belonging to the late family of Gaston Rodenbach by Guillame Juin, carried out this date, 12th October 1674

LIST OF COUNCILLORS, 25TH MAY 1769

Quetelet, Emiel	Plantin, Hercule	Ferdi, Adriane
Hennepin, Lamoral	Juin, Guillame	Gezelle, Will

LIST OF ARRESTS DURING A ORANGIST DEMONSTRATION
(AGAINST LEOPOLD I) THAT TURNED VIOLENT, 1834:

Paul De Smedy, Xavier Geboers, Guillame Juin, Henri La Fontaine, Joseph Pien

• THE ANGEL OF THE ABYSS •

And they had a king over them, which is the angel of the bottomless pit, whose name in the Hebrew tongue is Abaddon, but in the Greek tongue hath his name Apollyon.

– *Revelation 9:11*

Date: November 1942

Location: Greece

INTRODUCTION

This scenario takes place on the periphery of Operation Harling in November 1942. Operation Harling was a real SOE mission, working with both major left wing (Greek People's Liberation Army or ELAS) and right wing (National Republican Greek League or EDES) factions of the Greek Resistance. The purpose of the mission was to sabotage the supply lines that ran through Greece to the German forces in North Africa. It was one of the first significant acts of sabotage in Axis-held territory during the war.

Initially, three bridges along the main train line were considered as targets (Asopos, Gorgopotamos and Papadia). It was later chosen that the Gorgopotamos Bridge would be the sole target. Today, those who took part in the operation are held as heroes in Greece. Thus, in respect, this scenario takes place on the periphery of the real mission, exploring other options that were open to the team rather than the Gorgopotamos Bridge itself.

The scenario focuses on the friction between the two major Resistance groups, being at opposing ends of the political spectrum. Operation Harling marked the only time these two groups ever cooperated militarily. Their continued opposition would later prove to be a portent of the Greek Civil War, one of the first conflicts of the Cold War. Agents of the Mythos seek to exploit this friction, encouraging death and destruction on a wider scale from which they can draw power.

BACKGROUND

In early November 1942, the SOE began a crash course training the guerrillas that would assault the Gorgopotamos Bridge. At the same time, a joint ELAS and EDES force was deployed south of the area to

intercept Italian reinforcements during the operation. Two ELAS scouts (Stefanos Demetriou and Alexis Floros) were sent to find an area suitable to use as a base. Guided by Father Stathis Iordanou from Kastellia, they explored the Cephissus Valley, 4 kilometres from the train line to the east.

The three of them searched a ruined monastery on the slopes of Mount Oeta on Friday 13th November. A single building remained intact. They discovered that the building extended into the mountainside and went back some distance. At its deepest point, they found a sealed door. Breaking through, they entered a water-filled cavern. The walls were adorned with ancient carvings of winged figures predating the monastery by several centuries.

Out of the depths, a swirling mass of darkness surrounded the three intruders. As swiftly as it had appeared, it retreated into the far reaches of the lightless cavern. The terrified priest tried to find a rational explanation. His mind filled with the images of the carvings on the walls, he proclaimed that they had been visited by an Angel. Given their surroundings, he believed it to be Apollyon, the angel of the abyss, God's chosen destroyer. The appearance of this Angel of Death was a sign that God's judgement would soon fall upon the Axis invaders. The guerrillas were not convinced. They retreated and went to look for a new site, believing the area should be left well alone. They simply refused to accept what they saw was real and ignored it.

What they had uncovered was an ancient site of worship dedicated to the Charnel God, Mordiggian. The monastery had been built over the ruins to suppress all knowledge of its existence. Attracted by the disturbance in the cavern, and the shadow of death that the war has cast over the land, the Great Old One appeared. By touching the intruders, it corrupted them with its aura of death and began their transformation into ghouls.

Stefanos and Alexis reported back to the joint Resistance force that they had found an abandoned church, previously dedicated to St Michael, to the south-west of Kastellia that they could use. The ruins of the monastery were too unstable and dangerous to use, they reported. The force promptly set up camp there. Meanwhile, Father Iordanou returned to the village and began to preach.



He declared that the wrath of the Lord would soon descend upon the invaders and that the end of the war was imminent. Faith had kept the villagers together through the war and his new fervour inspired them. The congregation held open-air sermons and candle-lit vigils as they looked towards the heavens, waiting for the time to come.

Father Iordanou's and Alexis's transformation was slow, but Stefanos was not so lucky. Just a week after the encounter with Mordiggian, Stefanos' transformation was complete. He changed completely while on patrol with two EDES members. In the process, he tore the two guerrillas apart and instinctively dragged the bodies back to the cavern. Alexis discovered the tracks and found Stefanos eating the remains. They fought briefly, and Alexis was clawed down her face. Stefanos then restrained Alexis.

In the darkness, Stefanos had been granted insight by what Father Iordanou called the "Angel of Death". The God of Death had chosen them to be its instruments to cleanse the battlefield. Together, they would purge the land of its enemies: the Italians, the Germans, the EDES, anyone that opposed them. Their bodies would be delivered to Mordiggian. In service to the god, Stefanos and Alexis would become immortal.

Alexis was horrified by this, but could no longer ignore the changes she was hiding. Resigned to the inevitable, she returned to the camp and reported that she had been attacked by a brown bear. She had found no trace of the missing men. The search was called off shortly afterwards. Since then, tensions have been growing between both factions of the Resistance. Both sides hold each other responsible for the disappearance of their missing guerrillas. This has been further exacerbated by Alexis conducting acts of sabotage against both factions in the hope that open conflict might erupt. By attacking both sides, she ensures attention is not solely on ELAS.

Alexis is confident that when the first stone is eventually thrown, ELAS will be victorious as their troops are more capable. When the battle is over, she and Stefanos will deliver the corpses to Mordiggian and together they will feast. When Father Iordanou's change is complete, he will be able to join them in service to his new god.

NON-PLAYER CHARACTERS

A large part of the scenario revolves around the interaction between the NPCs and the investigators. This becomes especially important as the investigators try to uncover

TIMELINE OF EVENTS

Tuesday 22nd September: Vasilios comes to Kastellia to recruit villagers to the ELAS cause. Father Iordanou declares his support for the ELAS.

Friday 13th November: Father Iordanou, Stefanos and Alexis encounter Mordiggian in the cavern.

Sunday 15th November: The Resistance move into the abandoned church. Father Iordanou informs Constable Zabat and Katina (the Head Teacher) of their arrival. They all agree to keep this information from the rest of the village. Father Iordanou begins to preach, slowly attracting the attention of the Italian patrols.

Friday 20th November: Stefanos' transformation into a ghoul is complete. He kills two guerrillas on patrol in his

madness and retreats to the cavern where he is found by Alexis.

Sunday 22nd November: Search for the missing guerrillas is called off. The investigators are dispatched from London that morning. Alexis begins her sabotage efforts.

Monday 23rd November: The investigators arrive in Cario. They are dropped north of the village of Oinochori just before midnight.

Tuesday 24th November: The investigators arrive in Kastellia. Stefanos kills the second patrol that night.

Wednesday 25th November: Father Iordanou's change completes. Alexis blows up the fuel store. The attack on the Gorgopotamos Bridge begins at 23:00.

who is behind the sabotage and murders. As such, the Keeper should be familiar with the cast of characters from the outset.

In an effort to mitigate the language barrier, each of the major NPCs can speak English to varying degrees. Language skills listed are an indication of their grasp of the language but should not need to be rolled. Translators are available to provide further help.

Vasilios Xanthopoulos, ELAS Leader, age 28

Vasilios was a student of politics before the war. He joined the armed Resistance movement shortly after it was formed, in response to the Greek Communist Party calling for national resistance. A charismatic leader, he has travelled across Central Greece moving from village to village, rallying the population to the cause. He has been very successful in his recruiting efforts. Vasilios is a proud man who likes to show off his accomplishments, highlighting the size of his team. He realises he is not yet a hardened combatant, and thus leaves a lot of the tactics and direction in the field to Yanni.



First Impressions: Older than he looks. Blond, well-kept hair. Confident body language. Deep blue eyes. Warm smile.

Secrets & Goals: Vasilios will not allow the EDES to claim any of the operation's glory. He is determined to show the SOE that ELAS are a better force in hope they will arm them better.

Playing Vasilios: Be confident and choose your words carefully. Be a politician first, a leader second.

STR 11 CON 10 SIZ 12 INT 15 POW 14
DEX 12 APP 11 EDU 17 SAN 70 HP 11

Damage Bonus: None

Weapons: Fist/Punch 55%, damage 1D3+DB
Rifle 40%, damage 2D6+2

Skills: Command 50%, Listen 35%, Other Language (English) 25%, Spot Hidden 40%, Survival 25%.

Yanni Michelakakis, ELAS Second, age 35

Yanni was a bandit and gang leader for several years before the war, operating in the mountains throughout Greece. While he is always looking out for number one, he is proud to be Greek and defends his country without question. He is firmly communist because of his iconoclastic nature.



While Vasilios is the face of the group, it is Yanni who calls the shots. He's experienced in guerrilla warfare and has no aversion to getting his hands bloody. He will fight dirty where he can and has lost track of how many people he's killed over the years.

First Impressions: Rugged face. Dressed in a well-worn uniform. Old scars on his arms and hands. Dirty hair. Piercing eyes.

Secrets & Goals: Yanni secretly despises Vasilios, considering him a weak leader. Presented with the opportunity, he will try to seize command.

Playing Yanni: Stare with narrow, unblinking eyes at people when they talk to you. Make people as uncomfortable as possible. Show them who's boss.



STR 15 CON 16 SIZ 14 INT 13 POW 12
DEX 14 APP 9 EDU 12 SAN 60 HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 70%, damage 1D3+DB

Fighting Knife: 80%, damage 1d4+2+DB

Rifle 60%, damage 2D6+2

Skills: Command 40%, Dodge 50%, Listen 50%, Military Science 40%, Other Language (English) 20%, Spot Hidden 50%, Survival 70%

Georgia Simonides, ELAS Translator, age 38

Georgia was a journalist for a left-wing newspaper in Athens before the war. Before that, she had travelled across Europe working with various newspapers and knows several languages. She has an enquiring mind, always hunting for buried truths.

Georgia is suspicious of the SOE, given that the ELAS were not initially desired to be part of Operation Harling. As such, she doesn't trust the investigators and will look for any way that she can to link them to the recent acts of sabotage. She won't accuse anyone without concrete proof. This doesn't stop her from asking lots of probing questions.



First Impressions: Slender figure. Beautiful face. Long, flowing brown hair. Dark brown eyes.

Secrets & Goals: Georgia is extremely left-wing and wants the SOE out of the picture. If she can link them to the sabotage, she will.

Playing Georgia: Take everything the SOE says as being a lie shrouded in truth. Suspect everything. Probe them

for their true intentions at every opportunity. Defend yourself with your patriotism.

STR 10 CON 12 SIZ 11 INT 16 POW 13
DEX 15 APP 15 EDU 16 SAN 65 HP 12

Damage Bonus: None

Weapons: Fist/Punch 50%, damage 1D3+DB

Rifle 40%, damage 2D6+2

Skills: Dodge 55%, Other Language (English) 50%, Other Language (French) 55%, Other Language (German) 40%, Other Language (Italian) 50%, Other Language (Spanish) 40%, Psychology 60%, Listen 55%, Spot Hidden 65%.

Mihail Kokinos, EDES Leader, age 39

Mihail was in the army for 10 years before the war, signing up when he was 18. He rose to the rank of Captain and was medically discharged after a training accident injured his right foot. He walks with a limp and cannot run. This constantly frustrates him. He is firmly an advocate of the status-quo and a supporter of the monarchy. He fears the rise of Communism will bring with it a tide of anarchy and chaos, tearing down the institutions he holds dear. He treats the ELAS as an enemy and resents having to work with them. He fully supports the SOE.



First Impressions: Very muscular. Walks with a limp, sometimes with a metal cane. Immaculate uniform. Well groomed. Thick moustache and beard. Weathered face.

Secrets & Goals: Mihail hates the ELAS. He wants to show the SOE that the ELAS are inferior and should not be involved in the operation.

Playing Mihail: You are a professional soldier frustrated with your injury. Be respectful to the SOE and treat them as equals. When referring to ELAS, be as derogatory and patronising as possible.

STR 17 CON 14 SIZ 16 INT 15 POW 13
DEX 10 APP 10 EDU 14 SAN 65 HP 15

Damage Bonus: +1D6

Weapons: Fist/Punch 70%, damage 1D3+DB
Metal cane/club: 50%, damage 1D8+DB
Rifle 70%, damage 2D6+2

Skills: Command 60%, Demolitions 30%, Gunnery 40%, Listen 40%, Military Science 50%, Other Language (English) 25%, Spot Hidden 45%, Survival 45%.

Ioannis Megalos, EDES Second, age 34

Ioannis was a member of the Hellenic Gendarmerie before the war. He quit his position when the EDES was formed and has devoted himself to the cause completely. He believes in upholding the Greek way of life any way he can, protecting as many as he can.



While Ioannis wants to return the country to the way it was before the war, he doesn't hate the communists as much as Mihail. He takes a more moderate approach, trying to convince them to see the "error of their ways" and join the EDES.

First Impressions: Average build. Angular features. Thin moustache. Raised eyebrows. Slender hands.

Secrets & Goals: Ioannis takes a moderate approach because he is desperate to avoid confrontation. He's battling with post-traumatic stress after seeing too many

friends die in the field. If he becomes involved in combat, he curls up in a ball and starts screaming.

Playing Ioannis: Even though you are no longer a policeman, you still wish to maintain the peace. Be as diplomatic in your speech as possible while conveying authority.

STR 11 CON 14 SIZ 12 INT 14 POW 16
DEX 13 APP 12 EDU 13 SAN 80 HP 13

Damage Bonus: None

Weapons: Fist/Punch 50%, damage 1D3+DB
Rifle 35%, damage 2D6+2

Skills: Dodge 45%, Listen 50%, Other Language (English) 15%, Psychology 50%, Spot Hidden 55%

Anastasia Marinos, EDES Translator, age 29

Anastasia was a secretary in a multi-national shipping company based in Patra. Liaising with companies all over Europe, she learnt several languages. With her analytical mind, she is an avid fan of puzzles and is a budding cryptologist.



Anastasia joined the Resistance when her husband did. He was killed in a gunfight with Italian soldiers earlier in the year. Since then, Anastasia's will to fight has faded. She doesn't want to see any more violence, and instead helps as far away from the front lines as she can. Her main role is the EDES' radio operator.

First Impressions: Short with average build. Curly hair. Round face. Small mouth. Sharp eyes.

Secrets & Goals: Anastasia is terrified of being on the front line of a combat. If the Italians attack, she will try to surrender to them rather than fight.



Playing Anastasia: Avoid eye contact at points when speaking for a long time. Be nervous when discussions are about combat.

STR 12 CON 13 SIZ 11 INT 16 POW 15
DEX 14 APP 14 EDU 16 SAN 75 HP 12

Damage Bonus: None

Weapons: Fist/Punch 50%, damage 1D3+DB
Rifle 35%, damage 2D6+2

Skills: Cryptography 40%, Listen 70%, Operate Radio 60%, Other Language (English) 45%, Other Language (French) 35%, Other Language (German) 50%, Other Language (Italian) 55%, Other Language (Spanish) 35%, Spot Hidden 50%.

Tasia Argyris, EDES Guide, age 30

Tasia used to work as a waitress on the Arlberg Orient Express before the war halted service. She grew up in Lamia and knows the area very well. She has travelled all across Europe and has picked up several languages along the way.

Tasia is bitter and hates the Italians. The invading soldiers killed her two brothers and she wants to see as many of them pay for this as possible. She's a cold-hearted, driven woman who doesn't believe she will see the end of the war, but knows her sacrifice and every one made by the Resistance will secure victory in the end.



First Impressions: Tall. Graceful. Short black hair. Cold blue eyes. Emotionless face.

Secrets & Goals: Tasia hates all Italians and will kill any that she can outside of Kastellia.

Playing Tasia: Be colder than cold. You've got nothing else to lose anymore, other than your life. If people make an effort, you might smile occasionally, but then you chastise yourself for doing so.

STR 13 CON 14 SIZ 13 INT 17 POW 13
DEX 15 APP 13 EDU 15 SAN 65 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 65%, damage 1D3+DB
Rifle 50%, damage 2D6+2

Skills: Dodge 40%, Hide 70%, Listen 50%, Other Language (English) 35%, Other Language (French) 30%, Other Language (German) 25%, Other Language (Hungarian) 25%, Other Language (Italian) 35%, Other Language (Serbian) 25%, Other Language (Turkish) 25%, Sneak 80%, Spot Hidden 50%, Survival 60%, Track 50%.

Katina Michelakos, Head Teacher, age 30

Born in Kastellia, Katina was the daughter of the previous school master. She was educated in Lamia and returned home to take over the one-class school when her father retired. She teaches a range of subjects, but mainly focuses on Greek, mathematics and history. Katina, Gregorios and Father Iordanou are the three principle community leaders in Kastellia.



Outwardly, Katina is a pacifist and objects to the presence of the Resistance in the area. She tells Gregorios that she is worried that if conflict breaks out in the village, the children in her care will be hurt. However, she is secretly in favour of the Resistance (ELAS) but is careful to keep this allegiance hidden from all civilians. She will help

where she can (such as running food and supplies out to the abandoned church), as long as it does not give her away, while publically siding with the constable.

First Impressions: Tall and thin. Pretty. Glasses. Mid-length brown-blond hair tied back. Conservative dress.

Secrets & Goals: Katina is secretly a supporter of the Resistance (ELAS).

Playing Katina: Talk down to everyone like they are children in your class. You know best and they'd better believe it.

STR 9 CON 14 SIZ 11 INT 17 POW 14
DEX 12 APP 10 EDU 18 SAN 70 HP 13

Damage Bonus: None

Weapons: Fist/Punch 50%, damage 1D3+DB

Skills: Credit Rating 45%, Listen 45%, Other Language (English) 25%, Spot Hidden 50%.

Gregorios Zabat, Constable, age 50

Gregorios is a constable in the Hellenic Gendarmerie. He joined the gendarmerie to protect the town and its peaceful way of life. There's been no real trouble on his watch, and he intends to keep it that way.



Gregorios, much like Katina doesn't want the Resistance in the area. He fears what the Axis reprisals would be if they thought the villagers were deliberately allowing them to stay. As such, he's tried to keep their presence in the area a secret from as much of the town as possible. He petitions the Resistance to leave as frequently as he can.

Only Gregorios, Katina and Father Iordanou know they are still present. The rest of the town believes that they left after an ELAS recruitment drive by Vasilios two months ago.

First Impressions: Short, but otherwise average build. Thick moustache. Pronounced chin. Large head.

Secrets & Goals: Gregorios wants to keep the presence of the Resistance hidden from the town.

Playing Gregorios: Be dignified and authoritarian. Sit with your back straight and look at people down your nose.

STR 12 CON 16 SIZ 13 INT 16 POW 11
DEX 13 APP 13 EDU 15 SAN 55 HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 60%, damage 1D3+DB
Rifle 40%, damage 2D6+2

Skills: Command 20%, Law 45%, Listen 40%, Other Language (English) 15%, Spot Hidden 70%.

Father Stathis Iordanou, Priest, age 42

Father Iordanou is a native of Kastellia and has been the priest there for 12 years. He has always been a passionate and charismatic figure, loved by everyone in the community. He declared his support for ELAS during the recruitment drive in September.



Mordiggian's corruption has only caused small changes that he has been able to keep hidden or ignore. His teeth have become sharper and his hair has become coarser.



His feet have become hooves which are hidden under his long robes. He refuses to believe these changes are taking place, focusing blindly on his faith that soon the Angel of Death will descend and rid the country of the invaders. If the investigators confront him with evidence of his change, he proclaims that the angel will come for them too.

First Impressions: Wide, intense eyes. Long, thick hair and beard. Dressed in long robes of the priesthood.

Secrets & Goals: Father Iordanou is transforming into a ghoul. He genuinely believes that he, Alexis and Stefanos were visited by an angel.

Playing Father Iordanou: Speak in a firm voice, but don't open your mouth too wide. Stare at everyone with wide eyes while speaking to them.

STR 14 CON 12 SIZ 13 INT 16 POW 12
DEX 14 APP 6 EDU 17 SAN 30 HP 13

Damage Bonus: +ID4

Weapons: Fist/Punch 50%, damage 1D3+DB

Skills: Listen 35%, Persuade 45%, Other Language (English) 20%, Other Language (Latin) 40%, Spot Hidden 45%.

Alexis Floros, ELAS Scout, age 25

Alexis grew up on a farm not far from Lamia. It was the only home she ever knew and it was destroyed by the invading Italian army. She joined ELAS soon after it was formed, wanting to strike back at the Axis forces.



Alexis's changes are more pronounced than Father Iordanou's, and require more concealment. Her fingers have become claws. She wears gloves. Her right eye has changed, and her nose has become snout-like. She was clawed here by Stefanos, so has these features covered by bloodied bandages. Her arms are covered in coarse hair, hidden under her uniform. Her teeth have become sharper.

First Impressions: Apparently once beautiful before being "attacked by a brown bear". Curly, red hair. Freckles. Average height. Very slender.

Secrets & Goals: Alexis is transforming into a ghoul. Her bandages hide the more visible aspects of her transformation.

Playing Alexis: Jump a little when anyone talks to you for the first time. When they are speaking, zone out and let your eyes wander the area. Pause and stare for a second before speaking softly.

STR 16 CON 14 SIZ 10 INT 15 POW 12
DEX 15 APP 6 EDU 13 SAN 25 HP 12

Damage Bonus: +ID4

Weapons: Claws 65%, damage 1D6+DB
Rifle 50%, damage 2D6+2

Skills: Demolitions 50%, Dodge 50%, Listen 65%, Other Language (English) 10%, Spot Hidden 65%, Survival 55%, Track 60%.

Stefanos Demetriou, Ghoul, age 38

Stefanos was a shepherd before the war who tended to sheep in the mountains. His transformation into a ghoul is complete, but his sanity has not yet been completely eroded. It soon will be. He has embraced his fate that he will live forever in service to Mordiggian. He awaits the feast that is to come in Kastellia.

Stefanos never appears in daylight anymore, only leaving the cavern under the cover of darkness. He will not attack the investigators unless they are blatantly attempting to seal or destroy the cavern, or they attempt to attack him, Alexis or Mordiggian.

First Impressions: As per the normal description for ghouls in the *Call of Cthulhu* rulebook.

Secrets & Goals: Stefanos has transformed into a ghoul. He retains only the thinnest shred of his sanity and can hardly be considered human any longer.

Playing Stefanos: Cock your head from one side to the other while maintaining eye contact. Shift in your seat and breathe heavily through your nose while examining the investigators.



STR 17 CON 13 SIZ 13 INT 13 POW 11
DEX 14 APP 0 EDU 12 SAN 5 HP 13

Attacks per Round: 2 (claws and bite)

Damage Bonus: +1D4

Weapons: Claws 65%, damage 1D6+DB
Bite 50%, damage 1D6 + automatic worry (1D4 damage every round thereafter until dislodged with STR vs STR on the Resistance Table)

Armour: Firearms and projectile weapons do half damage, rounded up.

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Other Language (English) 10%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%.

Sanity Loss: 0/1D6 Sanity points to see a ghoul.

Mordiggian, the Charnel God

Mordiggian appears as a cloud of living darkness accompanied by the stench of death. It can move with tremendous swiftness, changing shape at will. When it enters an area, all sources of heat and light are extinguished. It is almost always encountered in dark, subterranean depths.

Mordiggian is not known as the Charnel God for nothing. Unlike many Great Old Ones, it is primarily interested in the dead and will pay little attention to the living, unless

they have angered it in some way. It consumes the dead. Unsurprisingly, it is worshipped by many ghouls.

Other Characteristics

Corruption: Those who come into contact with Mordiggian are affected by its aura of death. Many begin to transform into ghouls that share the Great Old One's taste for death. Such fate awaits all human priests of Mordiggian. After being touched by the Great Old One (requiring a DEX x5 roll, no damage), the victim must roll their POW or less on 1D100 to defend against its influence. If they fail, every 1D3 days, the victim automatically loses 1D6 APP and 1D20 SAN. This manifests as the victim developing canine features. Nothing can halt or reverse the process once it has begun. Upon reaching 0 APP, the victim's transformation into a ghoul is complete. If they have reached 0 SAN in this period, they are drawn immediately to make their way below ground in search of their brethren and their god, Mordiggian. If they retain any SAN, they have free will for a time. The victim is still a ghoul though and must feed on the dead to survive. They continue to lose 1D10 SAN over each week that follows, being continually bombarded by the horrific nature of what they have become.



Dazzling Visage: The ever-changing form of Mordiggian affects the sight of all those that behold it. Investigators must make a Dodge roll each round to avoid looking directly at Mordiggian or be temporarily blinded. Anyone



wishing to attack Mordiggian needs to make a successful Luck roll. If successful, investigators use 1/2 their normal attack skill in combat, whereas blinded investigators use 1/4 their normal skill. Full sight returns 1D10 minutes after leaving Mordiggian's presence.

Attacks

Engulf: Mordiggian has no solid form. It attacks by engulfing its victims, draining their life force and destroying their bodies. Only the clothes and non-organic possessions of the victim remain. The entirety of their life force and soul is consumed, so the victim does not even have the chance to reappear in the Dreamlands after death.

MORDIGGIAN, the Charnel God

STR 33 CON 77 SIZ varies INT 20 POW 25
DEX 20 Move 16 HP 77

Attacks per Round: 1

Damage Bonus: Death

Weapon: Engulf 75%, damage death

Armour: May not be harmed by non-enchanted weapons.

Spells: Any as the keeper desires, especially those dealing with ghouls and death.

Sanity Loss: 1D8/1D20 Sanity points to see Mordiggian.

THE BRIEFING

The investigators are sent a telegram to meet in N's office at 09:00 on Sunday 22nd November. It is marked 'urgent'. At the briefing, N explains the following:

- Operation Harling is currently underway in Central Greece. Its objective is to sabotage a major transport root that supplies the German army in North Africa.

- The investigators are not told which bridge is the chosen target. If they were to be captured, extraction of this information could jeopardise the whole operation.
- Currently, the SOE team in Greece has made contact with both factions of the Greek Resistance and is training them in the use of the British weaponry they are being armed with (such as the Sten gun). The main assault is due to take place in the next few days.
- N has received an intelligence report about a team comprising both Resistance factions that is based just outside of the village of Kastellia. The team's mission is to intercept any Italian army forces that may be deployed in response to the main strike.
- The intelligence report states that there has been some unusual activity in Kastellia: open congregations and other religious practices. This could attract the attention of Italian patrols and, if they uncover the Resistance team there, it could alert them that a major operation is about to take place.
- The investigators are about to receive orders that they will be sent to Kastellia. They are to lend their support to both factions of the Greek Resistance in the area and keep them away from the attention of the Italian forces. They should set up diversions to delay and confuse the Italians where possible rather than engage in open combat.
- N believes the religious fervour may have been sparked by Mythos activity in the area. The investigators are to find what brought about these recent actions. If there is a threat in the area, they are to neutralise it.

OTHER RESISTANCE MEMBERS

While these are the main NPCs that the investigators will interact with, there are also other members of the Resistance to take into account. While such characters are not integral to the story, they can add a lot of colour to scenario. The Keeper is encouraged to generate names and personalities for other Resistance members the investigators meet. Sample Greek names are listed below:

- Male:** Sotirios Stephanidis, Apostolis Areleous, Thanasis Katsaros, Leonidas Spiros
Female: Eftychia Stavros, Theodora Dimitriou, Timothea Colonomos, Efrosyni Metaxas

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OPERATION HARLING



- 1. Gorgopotamos viaduct
- 2. Asopos viaduct
- 3. Papadia viaduct

The investigators are then driven to the SOE Headquarters on Baker Street. Upon their arrival, they are called into an urgent meeting with their usual handler. As per N's advance notice, the investigators are briefed again about Operation Harling and the situation in Kastellia. The second briefing has the following additions/differences:

- The religious angle is mentioned in passing, described only as "activity" in the village that might attract the attention of Italian army patrols.
- The investigators will be parachuted onto Mount Oeta tomorrow night. They are to gather their equipment and leave immediately for RAF Tempsford where they will board a B-24 Liberator that will take them to Gibraltar and then on to Cairo. From Cairo, they will be dropped into Central Greece. The trip to Cairo will take them approximately 24 hours, hence leaving immediately to get them in Greece the following night (November 23rd).
- Upon landing, just before midnight, they are to make contact with their guide (Tasia Argyris) north of Oinochori, a small village approximately 4.5 kilometres west of Kastellia. She will guide them across the mountain to Kastellia where they will meet with both factions of the Greek Resistance.
- The investigators are to lend their support to the Resistance and keep their presence hidden from the Italian army by any means possible. If the team is in danger of being discovered, they are to arrange diversions that will draw the attention of Italian forces away from both Kastellia and the bridges to the north.
- After the operation (which will take place within the next week) the investigators will be picked up by a fast motor gun-boat from the island of Petalas, off the west coast of Greece. They will be taken back to Malta, from there to Gibraltar and then back to RAF Tempsford. The pickup will take place at 00:01 Saturday 28th November.
- The handler ends the briefing with an important note. The fate of Operation Harling may well determine the fate of the SOE. Two years have passed since Churchill's order to "set Europe Ablaze" and the SOE have yet to attract significant recognition from Whitehall. In this time, the SOE has been struggling against the SIS to obtain resources that both organisations need. Only success in Operation Harling will tip the balance in favour of the SOE. It is a dark hour indeed.



JOURNEY

Following the briefing, the investigators can gather any specific equipment they require before being driven to RAF Tempsford in Bedfordshire. By early afternoon, they begin the 7-hour flight to Gibraltar. After a few hours lay-over, it is a 10-hour flight to Cairo. They arrive in the early afternoon, local time on Monday 23rd November.

In Cairo, the investigators are informed that the SOE teams currently in Greece have begun their march towards the target. The attack will commence at 23:00 on November 25th. The investigators must ensure their diversions are ready by then. They have the rest of the afternoon to prepare for the parachute drop into Greece. Given they will be up most of the night, they are encouraged to rest as much as possible. They depart that evening and jump into the slopes of Mount Oeta a little before midnight.

The investigators are guided towards a signal fire burning in a clearing to the north of Oinochori. Tasia is waiting for them. As soon as all the investigators are present, she puts out the fire and begins the march across country to Kastellia. This is a hurried mission and she is taking a risk picking the investigators up so close to a populated area (albeit a small one). She doesn't want to linger a second longer than she has to. As they put plenty of distance between them and the clearing, Tasia visibly relaxes and becomes more talkative, but keeps on the move. She can inform the investigators of recent events in the area, such as three guerrillas

being killed by a bear, and the incidents of sabotage (equipment being stolen and then found in rival faction stores, and similar.).

Moving with caution over the rough terrain, it takes a few hours to reach St Michael's. They arrive at 06:00 on Tuesday 24th November. There are no complications on the journey.

ARRIVAL

Passing guards on the way into the Resistance base, the investigators are met by Vasilios and Mihail. The investigators will notice that there is an almost equal number of men and women amongst the Resistance fighters. There are different uniforms of ELAS and EDES members, with two separate camps of tents on each side of the church. A few store sheds have been erected at the rear, where a handful of trucks are parked. There is also a large collection of fuel drums near the sheds. The view to Kastellia is blocked by rows of trees.

Mihail welcomes the investigators with a firm handshake. He informs them that a room in the church has been put aside for their use with camp beds. Given that they have been up all night marching across the mountain, he suggests that they get some rest. He will have someone wake them at 10:00. Their rest is uninterrupted. Sunrise is at 07:15. At 10:00, Ioannis knocks on their door, waking the investigators. They are invited to a meeting between the key Resistance members in the main part of the church.

THE GREEK FAMINE

Following the occupation of Greece by the Axis forces, means of transportation were severely limited. Fuel supplies and all means of transportation were confiscated which prevented food supplies reaching many urban areas. This led to a food shortage in the summer of 1941 and by winter this had become a famine. The lifting of naval blockades in February 1942 began to turn the situation around. By the end of 1942 the major ports were receiving steady food supplies. However, this grim food situation ultimately continued until the end of the occupation in 1944. Rural areas were not affected as much as urban areas, where demand was greater, but it still

touched the whole country. This means the Resistance and Kastellia in this period are living on very basic provisions, and in meagre quantity.

The death rate in urban areas at the height of the famine was high. For example, in December 1941, between 300 and 1000 people died each day (depending on sources). While there are no confirmed historical cases, given the nature of the scenario's antagonists, NPCs might mention rumours of cannibalism being whispered about as a way to survive. This would help to create atmosphere appropriate to the context of the scenario.



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Even before introductions take place, it is clear that there is a problem in the group. They are arguing about sabotage the previous evening (Alexis cut the fuel lines on two trucks belonging to each faction). Even though the damage is repairable, it still angers both sides.

The investigators learn of other sabotages since Sunday night. The radio was disabled, with key components removed. They had spares, so this was easily fixed. Supplies have gone missing (flares and lights taken to the monastery for Stefanos) while ammunition has been moved to the rival faction's stores. Firing pins have been removed from rifles.

Vasilios is clearly resentful of the investigators' presence. He believes that the SOE think that the ELAS can not handle the situation by themselves. Mihail is happy with the investigators being present. He states he needs their support while having to work with ELAS. Otherwise, the Keeper is encouraged to craft the arguments and accusations between the NPCs as they see fit. Refer to **Non-Player Characters** for inspiration. This scene allows the investigators to learn about recent events from the Resistance's perspective. It also introduces them to all the major ELAS and EDES NPCs. If they make an attempt to try and calm some of the tensions, they might be able to succeed up to a point using Persuade.

SERMON

When the Resistance learn that the investigators wish to go into Kastellia, they will inform the investigators that they should make contact with Constable Zabat first. Tasia is sent to Kastellia and returns with him an hour later.

The Constable is not happy that enemy forces are now in the area as well as the Resistance. His concerns can be partially alleviated with a Persuade roll. He wants the investigators (like the Resistance) to remain hidden from the villagers. Any investigators that do not know Greek could draw unwanted attention. Zabat insists that if the investigators wish to go into Kastellia, they must not speak with the locals. The Constable will do all the talking to prevent complications. The investigators may only speak with Katina and Father Iordanou (as they know of the Resistance's presence).

The walk into Kastellia takes 30 minutes from St Michael's. There is a large gathering outside the Euaggelistris church in the centre of Kastellia (unusual mid-week). Most of the villagers are in attendance. Father Iordanou performs a sermon from the front steps. The church tower rises above the front door. The regular congregation is towards the front, with interest gradually declining further back through the audience. The investigators and the Constable can observe from the back of the crowd.

Father Iordanou speaks passionately in Greek (the Constable quietly translating if needed), discussing Apollyon in Revelation. He states that the Angel of Death will soon rid the country of its invaders. An Idea roll can confirm that this unusual as Greek Orthodox services are normally more sombre and ritualistic.

An Italian patrol car (a Fiat 508 Coloniale) parks a short distance away. Three soldiers march over and stare at the priest. They do not notice the investigators. Zabat recognises the soldiers. They previously came to





Kastellia to keep an eye on Father Iordanou's preaching two days ago. The Italians are worried that he might be inciting resistance. Father Iordanou spots them and loudly declares that they will soon suffer the wrath of the Almighty before they are cast into the endless abyss.

The Italian leader confronts the priest, ordering him to cease his sermon. Father Iordanou refuses and is pistol-whipped. A shocked gasp ripples through the crowd. A few braver souls move forward. The Italians fire shots into the air and scare the villagers back. They withdraw slowly to the patrol car and leave. A couple of rocks are

thrown in their wake. Father Iordanou, holding his head, is led back to the vicarage near the church by half a dozen members of the congregation.

Zabat introduces the investigators to Katina outside the vicarage once the crowd disperses. She states that she is also not happy about enemy troops being in the area. A Psychology roll can confirm that this is only for show while Zabat is present. She confirms that Father Iordanou has retired to bed following the blow to his head. He should not be disturbed. If the investigators push the issue (Persuade) they can be allowed a few minutes with him.

KASTELLIA

In 1942, the village has a population of approximately 1100 and 300 buildings. Since 1940, a housing development has been underway. There are new houses dotted around the outskirts. Some are finished, others are still under construction.

The main industry is livestock farming (consisting of sheep, goats and cattle). There are also various professional craftsmen in the village (including a carpenter and a blacksmith). The village also has a baker, a butcher, and a couple of taverns and coffee houses.

Kastellia is unusual when compared with much of rural Greece. Its population has a strong focus on education. The two-storey school has four classrooms, run by a Head Teacher. Even in modern Greece, this is seen as a phenomenon. One in three residents goes to study at university or trains in merchant or industrial professions.

Community offices are located in the centre of the town near the Euaggelistris church, the largest church in the village, built in 1880. There are other chapels in the area dedicated to St George, St Athanasius, St John, St Nektarios and the Shrine of Our Lady. The village also has a small library (which is very rare in rural areas).

There is no electricity in the village until 1965, although a phone was installed in the school building before the war.

LOCAL LANDMARKS

In the hills overlooking Kastellia are the ruins of a Venetian castle (**Kastelloum**) from which the modern village takes its name. Only a tower remains standing.

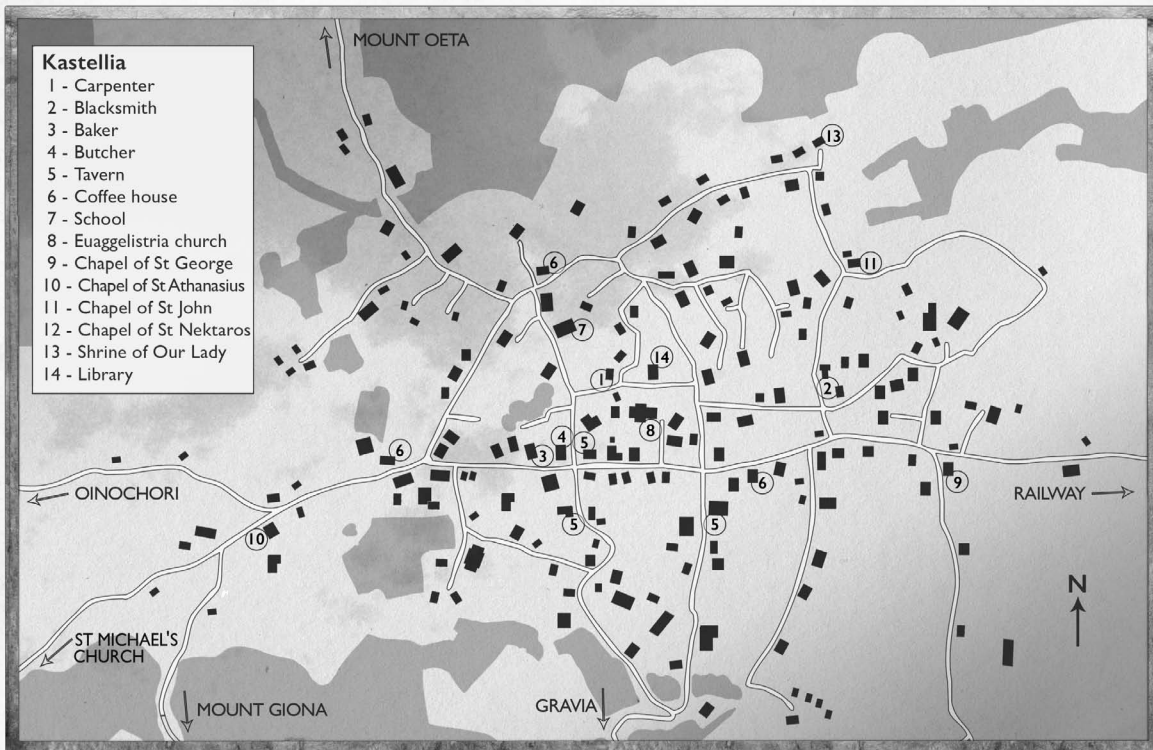
On the road into Kastellia from Brallos is **Laspa's Tree**. It is named after the owner of the land it stands on. It is a meeting place for many locals.

Hani Zangana is an area to the south known for its large trees and cold waters. An inn there serves travellers going to and from Kallieon to the south-west.

Towards the summit of Mount Giona is **Karkanos** where there is a huge natural chasm. Its depth is unknown because it is always full of frozen snow. Shepherds are known to guide their herds here in summer. They collect columns of ice and snow that the animals can drink when it melts.

To the south is a small chapel dedicated to **St George**. Inside, a chamber is carved into the limestone bedrock. It was originally used to hold three burials.

Barouka is a meadow to the north. An old fountain there was one of the main sources of water for the village. Similarly, to the south, the **Dianeiki Tap** near the bridge on the Dianneika River fulfilled a similar purpose. It has fallen into disrepair.



In his bedroom upstairs, Father Iordanou is already in bed. A woodcut picture of Apollyon is on the wall, echoing his earlier reading from Revelation. He is still in his robes, hiding the obvious parts of his transformation. He has a headache from the attack and needs rest. He will not talk much and even Persuade rolls will not get much out of him due to his condition. He says he has received word from the Almighty that His chosen executioner is at hand. He will explain more after he has rested. Both Zabat and Katina will then insist that they all leave. They will call the investigators tomorrow when he has rested.

Katina will offer to take the investigators back to St Michael's, allowing Zabat to return to his duties. After he has gone, she can explain her support for the Resistance, but her desire to keep it hidden to keep the village out of danger. She can tell the investigators the public version of events in the village on the return journey, if they ask. She believes that Father Iordanou's recent sermons are veiled references to the Resistance and their upcoming attack. She is worried that he is drawing the attention of the Italians, but he is also helping the village to come together.

Italian Soldiers

While combat is not expected in this scene, players can be unpredictable. If provoked, statistics may be required. The following example statistics can be used at this point or later in any confrontation with the Italian army.

Example statistics:

	STR	CON	SIZ	DEX	POW	HP
No 1	10	12	11	14	15	12
No 2	11	10	15	12	14	13
No 3	14	12	10	11	15	11
No 4	12	14	15	10	11	15
No 5	11	15	12	14	10	14
No 6	14	11	10	15	12	11

Weapons: Beretta Modello 1934 50%, damage 1D10
 Moschetto Auto Beretta 38 45%, damage 1D10, burst fire
 Fucile Modello 91 Rifle 55%, damage 2dD6+2

DISTRACTION SITES

The investigators also need to plan how they wish to carry out their military mission. Should the investigators come up with a plan of their own that could realistically distract Italian patrols and keep them engaged while the attack on the bridge occurs, the Keeper is encouraged to run with their plan. If they are in need of some help, a Military Science roll can help.

One option is to set up a series of explosions on the slopes of the mountain using some of the fuel from the Resistance



stores. After dark, this will create a fireball visible for miles that will attract patrols. Using a combination of timers and trip-wires, stores of ammunition positioned nearby can then be detonated to imitate the approaching troops being fired upon. Consequently, the Italians take cover and return fire on an enemy that isn't there. By the time they realise this, it is too late to reinforce the troops at Gorgopotamos. This distraction can also be used to give the Resistance a head-start when retreating from the valley should they be discovered.

The Resistance members at the church suggest that Alexis and Tasia accompany the investigators. They know the best sites on the valley slopes where equipment could be stored and not easily discovered. Alexis suggests that they look to the south of the valley (to keep the investigators away from the monastery), while Tasia suggests the north. After an exchange in Greek, pointing out a couple of sites with high elevation and away from livestock farms, Tasia agrees with Alexis and they head south.

The journey and setting up equipment takes much of the afternoon. If the investigators question Alexis about the "bear attack", she gives them sharp replies, not wanting to talk about it. If they press the issue, she will confront them, telling them she lost a very close friend (Stefanos). Furthermore, she has been scared for life. She will not discuss the incident further and then scouts ahead of the group. Tasia confirms that Alexis has always been a loner and has taken the loss of her friend very hard. She keeps watch, circling in and out of the investigators' area for the rest of the trip.

Each site the investigators establish requires a Military Science roll. Success means that the setup takes 1D2 hours, failure means that it takes 1D4 hours. The sun sets at approximately 17:08. The guides are happy for the investigators to continue until 20:00. As the sun sets, two Resistance members stationed at the eastern end of the valley pass by on their way back to the church. They make introductions (Aniketos Ioannidis and Vasiliki Raptis) and Tasia explains that they are stationed there to provide early warning should a large inbound Italian force be spotted. They leave soon after.

As the investigators return to base, call for POW rolls. Success means the investigator feels like they are being watched from the darkness. This is Stefanos watching as he searches for carrion. After carefully walking back along the valley in the dark, they arrive at the church a little before 22:00. With little occurring at the camp, they retire to bed.

MISSING PATROL

Later that night, Ioannidis and Raptis wander too close to the monastery while on patrol. They are intercepted by Stefanos returning to the cavern. Having been discovered, the ghoul attacks and kills them both, dragging their bodies into the cavern. Alexis soon arrives to check on Stefanos and discovers what happened. She knows that another animal attack won't be believed so soon, so she decides to escalate tension amongst the Resistance.

In the middle of the night, when they are all asleep, Alexis sneaks into the investigators' room and steals a knife (specifically a Fairbairn-Sykes commando knife, which was used solely by the SOE) from an investigator chosen at random. All investigators can make a Listen roll, but are required to roll under 1/5th their skill. Success means they are woken by the sound of the turning door handle. A Sneak roll allows them to approach the door and wait for her to enter. Should any investigator be awake, the door opens a fraction of an inch and there is a sniffing sound from beyond. Everything goes quiet as if they have paused, but Alexis silently withdraws, having smelt their movement inside. Opening the door reveals an empty corridor. There is the faint smell of decay in the air, caused by her changes intensifying. The smell soon fades.

If none of the investigators pass the Listen roll, then Alexis takes the knife undetected. The investigators might notice it is missing the following morning with a Spot Hidden check as they gather their gear.

Tearing the heads from both corpses, Alexis impales them on tree branches on the route to where the investigators planted their equipment that afternoon. If she has the knife, she stabs it through one of the eye sockets and leaves it to be found.

Ioannidis and Raptis are reported overdue the next morning. This generates further tension, with both leaders trying to organise search parties while accusing their counterparts of incompetence. The investigators can take part in the search for the missing guerrillas. A successful Luck roll from the investigator with the lowest Luck in the group means that they are in the search party that finds the remains. Otherwise, the remains are brought back to the camp around midday.

The investigators are blamed by both sides if the SOE knife is found. If Alexis was unable to obtain it, Anastasia comments that the remains were found on the route from where the investigators were working yesterday. The fact



that the guerrillas were seen to return to the camp for a couple of hours before heading out on patrol is initially overlooked in favour of finding someone to blame.

Without the knife to direct accusations, everyone comes under suspicion. The investigators can make Persuade rolls to convince the Resistance of their innocence. Success means the two factions only have each other to accuse. Guns are drawn a few moments later. A successful Command roll will allow the investigators to take charge of the situation, ordering aggressors on both sides to back down. If the investigators remark that whoever is doing this is obviously trying to get both sides fighting each other they receive a +15% bonus to their roll.

If the investigators calm the situation, Mihail and Vasilios agree that someone in the camp is responsible and has to be found. While the Resistance prepare for the attack that night, they order the investigators to find and stop whoever is responsible, by any means.

If the investigators fail to stop the confrontation, Mihail pulls his gun on Vasilios. He is shot and wounded by Yanni. Vasilios is shaken by the incident and Yanni takes command, dictating that he will not stand for any more of his men being killed. He orders the ELAS to pack their equipment so they can leave at sunset. He orders the investigators to stay out of their way. If they wish to help, they can find whoever in the EDES is responsible and bring their head to Yanni.

INVESTIGATING THE KILLINGS

Investigating where the heads were found on the path, Track rolls reveal a set of footprints (belonging to Alexis) coming in through the undergrowth. They go up to the tree, and then retreat. As they retreat, the stride becomes wider, running at almost inhuman speed. They lead north and cross over a large rocky area, making them impossible to follow further.

In trying to ascertain movements last night, the investigators can conduct interviews with the NPCs on site. The Keeper is highly encouraged to roleplay each scene. Refer to **Non-Player Characters** for mannerisms in each case.

Vasilios and **Mihail** were going over routes that they can use to withdraw from the area should they engage reinforcements. They slept after this.

Yanni was out on patrol yesterday evening until midnight in the west of the valley. Two other ELAS were with him and can confirm this.

Georgia was in St Michael's all night, cleaning rifles. She was also keeping an eye on the investigators from afar, as she doesn't trust them. This might appear like she is holding something back.

Ioannis was overseeing the EDES in the base. He saw Ioannidis and Raptis return, have dinner and then head out on patrol to the north of the valley, as planned.

Anastasia was at her post by the radio all night, having slept in the afternoon.

Tasia went out on patrol by herself to the south-west after leaving the investigators. This was scheduled.

Alexis went out on patrol alone to the north. She was spotted by Anastasia returning from the south later that night. Yanni can confirm that she was supposed to be in the north, so had no reason being in the south.

Searching for Alexis reveals she has vanished from the camp. She has stolen a timer and two sticks of dynamite from the Resistance stores and planted them under the fuel drums where they will not be found. Inspired by the investigator's distractions to lure Italian patrols, she will set off a fireball at sunset to bring them into the valley. She plans to ambush them with Stefanos and radio back to their base for reinforcements. Carnage will follow.

While searching for Alexis, the investigators can discover the stores broken open and the gap in the explosives supply. The Resistance spends the rest of the day unsuccessfully searching the base for the missing dynamite.

At this point, in the late afternoon, Katina arrives, clearly worried, asking to see the investigators.

FATHER IORDANOU CHANGES

Katina requests that the investigators come with her immediately. As outsiders, they will have an objective eye on the situation. The locals generally believe in folklore and might jump to conclusions. Even with her academic mind, Katina cannot explain what she has seen.

Katina was expecting to see Father Iordanou that morning. Every year, he has come to bless her on her nameday.



She excused herself from the festivities at her house and went to the vicarage to check on him. She found the door open, went upstairs and found him still asleep. The smell of decay accompanied his increasing transformation. She saw his hooves protruding from beneath the sheets and fled in terror.

She has told the guests at her house that she is feeling unwell. She sat there for hours thinking what to do when Zabat came by to check on her. She explained what she saw. He went to check himself and returned, suggesting she get help.

RELIGIOUS OBSERVATIONS

The fasting period for Christmas is held between November 15th and December 24th and is strictly kept. No meat, dairy or alcohol is consumed. Fish is allowed (until December 17th), apart from on Wednesdays and Fridays. Main foods in this period are lentils, bean soup and other pulses.

November 25th is the nameday of St Catherine of Alexandria. She was a princess, a scholar, and ultimately a martyr who converted hundreds to Christianity. When such namedays fall on a Sunday, there is a church celebration. Being mid-week, there is no large-scale celebration, but everyone named after the saint celebrates. This includes variants of the name as well (such as Katina). Such instances are on par with (or even greater than) birthdays in Greek life, as everyone knows your nameday.

Houses are open on these days and locals come to visit, eat a sweet and leave after a while. As this falls within the fasting period, there are no large feasts, but music and dancing are common. Music normally consists of a singer accompanied by clarinet. Everyone is invited by default. Typically, the local priest would visit the lady of the house and bless her.

Katina is worried the locals might believe Father Iordanou is turning into a vrykolakas, an undead monster from Eastern European mythology. One method of becoming such a monster is by eating meat wounded by a wolf or a werewolf. The dog-like features of Father Iordanou's face made her think of the legend, but she is too rational to believe it herself.

Constable Zabat is pale and scared, waiting downstairs when the investigators arrive, keeping an eye on the stairs to the bedroom. Father Iordanou is awake. The curtains are closed, the bedroom shrouded in darkness. The priest keeps to the shadows but allows the investigators inside. He wishes to confess. He has made a terrible mistake. What he thought was an angel sent to save the land is in fact a demon. The Angel of the Abyss is really a demon of the pit, an agent of Lucifer. The demon has tainted his flesh and clouded his mind. He knows he has little time left and wishes the investigators to end his life. As a priest, he cannot do it himself and does not want to burden his friends with this sin. Only they can help him.

If the investigators press him for more information, he will emerge from the shadows and scream at them to look upon what he is becoming, begging them to end his life (SAN test, 0/ID6). Only a Persuade roll makes him explain more about the "angel" and how he discovered it with Stefanos and Alexis.

As the sun sets outside, Alexis' bomb explodes. The fireball shoots into the black sky, the light outlining Father Iordanou's twisted face. He cries in pain and his transformation completes in front of them (SAN test, 1/ID6). He attempts to escape through the window into the garden so he can scamper away towards the north, to the monastery.

THE TRAP IS SPRUNG

The investigators might quickly realise that the fireball will attract a patrol. If they head directly to the east, along the road into Kastellia, they can arrive as the Italian patrol car (the same Fiat 508 Coloniale with the same soldiers) is ambushed by Alexis and Stefanos. If they perform their attack uninterrupted, they leave the last of the three Italians alive to radio their base where they are being attacked. He is then killed. Alexis shoots a flare to alert the Resistance that trouble is on its way, giving them time to prepare and hopefully increase the body count. They take the three corpses back to the cavern and wait for the battle to conclude.

If the investigators intervene, the Italians need to be dealt with, but stopping them from radioing their position buys the Resistance time. The patrol will not be reported overdue for hours, by which time the attack will have begun on the bridge.

At St Michael's, the explosion kills 1D4 named NPCs of the Keeper's choice. The base is in chaos. A Command roll can organise the Resistance. How the investigators proceed is up to them. They could have the Resistance retreat completely if they fear the Italians are coming in force. If they have dealt with the patrol, they could proceed with the original mission and intercept reinforcements heading north to the bridges, luring them into the valley and then delaying them with the distractions the investigators have installed.

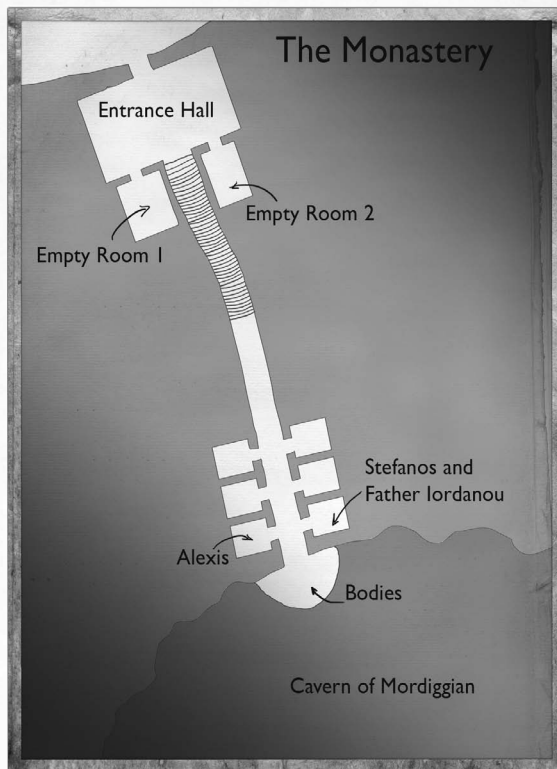
They could also Command the Resistance to attack the monastery if the investigators wish. In this case, events play out as below, but after Mordiggian kills one of the Resistance fighters, the rest flee in panic. This leaves the investigators to seal the cavern themselves.

The Keeper should go with the plan the investigators design, trying to avoid large-scale direct conflict where possible. If the Resistance withdraw into the mountains and the Italian forces advance, the distractions can be set off and work as desired, delaying them by one hour per site they established. This gives the Resistance time to escape. A long game of cat-and-mouse follows across the mountains. The investigators can then make their way to the monastery.

THE MONASTERY

The monastery is in ruins. Only one building remains standing, its front carved into the side of the mountain. The door is open. Inside, off a rectangular entrance hall, are two small rooms. Both are empty. A stairway between the two doors leads down approximately 50 feet. Craft rolls can confirm the stairway is built into a natural tunnel.

At the bottom of the stairway, a corridor another 30 feet long has six rooms leading off it (three on each side) before reaching an open doorway at the far end. This door leads into the cavern of Mordiggian. The door is covered in carved crosses and had previously been sealed along its edges with wax before Stefanos opened it. The dark waters below and the stalactite-lined ceiling extend into the darkness.



Stefanos and Father Iordanou feast from an Italian corpse in one of the furthest rooms. Alexis waits in the room opposite, numbed by further transformation. The other bodies (six in all) are laid out on the edge of the rock ledge in the cavern for Mordiggian, overlooked by the ancient carvings of the winged darkness.

The ghouls will attempt to fight off the investigators if they are discovered. Alexis attempts to protect them, pleading for the investigators to leave them alone before she finally completes her transformation. Mordiggian intervenes when the first ghoul is killed, if the investigators shine bright light into the cavern or if they disturb the corpses that have been offered to it. Whereas the ghouls kill indiscriminately, the Charnel God engulfs each investigator in turn to start their transformation in ghouls. However, if an investigator attacks with a magical weapon, or kills its ghoul servants, Mordiggian will engulf and destroy those investigators instead.

Mordiggian will not leave the deeper level of the building, retreating into the cavern once it has affected every investigator it can. All it has to do is wait.

A successful Demolitions roll can collapse the stairway. It isn't a permanent solution, as the god still exists, but hundreds of tonnes of rock will bar the way to its cavern.



AFTERMATH

The attack on the bridge that night is successful. The efforts of the Resistance ultimately paid off and the reinforcements did not make it to the Gorgopotamos Bridge in time. Helped by Resistance cells along the way to the coast, the investigators reach the extraction point off Petalas two nights later.

If Mordiggian successfully affected any of the investigators, they will begin to change before reaching London, as the whole trip takes more than three days. The investigators should describe how they react when this happens to them and their friends. Do they allow them to end it while they are still human? Do they just kill them instead? Do they restrain them and hope that N knows a way to reverse the process? These are some of the questions they should be faced with. If they chose to restrain investigators turning into ghouls, they will be picked up by other members of Network N upon landing

back at RAF Tempsford. They are never seen again, and their fate is "Classified".

In their debriefing, the investigators are informed that the mission was a success. Whitehall has new faith in the SOE and it looks like their immediate problems have been resolved. However, this has come at a cost, given the potential loss of agents and innocents. At the Keeper's discretion, N is able to explain some of what happened in Kastellia from the investigators' reports. Although, some things might well be left unexplained.

Some time later another intelligence report comes across N's desk from the Cephissus valley. In response to the attack on the Gorgopotamos Bridge, the Italian army executed 14 innocent civilians in Kastellia on December 9th, 1942. A memorial to them remains in Kastellia to this day. Wreaths are laid in their memory on the second Sunday of every December.



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• STOWAWAYS •

Date: Late October, 1943

Location: The Mediterranean Sea

INTRODUCTION

This is an unusual mission for Network N in that it does not involve acting behind enemy lines and should not require any acts of assassination or sabotage as long as things go to plan. The investigators will find themselves working on board a Royal Navy hospital ship, trying to hunt down potential saboteurs and contain an otherworldly parasitic infection without causing mass panic. Their time is limited, and there is the risk of creating a diplomatic incident with neutral Spain if their actions are excessive.

In October of 1943, Spain hosted an exchange of sick and injured POWs between Germany and Britain. 1061 German POWs, mostly from the Afrika Korps, were transported from Alexandria aboard two vessels, the HMT *Cuba* and the HMHS *Tairea*, and exchanged for British, South African and ANZAC POWs. The exchange took place in Barcelona harbour, and was overseen by the Spanish Red Cross. The neutral Spanish government and military were also present to ensure peace.

While there had been POW exchanges between Italy and the Allies, this was the first such exchange with Germany. It followed over a year of diplomatic wrangling and a number of false starts, and the involvement of the Spanish authorities made it even more sensitive.

N has uncovered evidence that one or more of the POWs, and possibly their guards, is host to a hitherto unknown Mythos entity. The mission parameters are to collect a living specimen for analysis, contain any infection and try not to kill too many people in the process. This is complicated by the presence of a cell of Spanish *agents provocateur*, whose scheme will collide with the primary mission at the worst possible time.

BACKGROUND

THE SPIRITS OF WRATH

In the middle of the 4th century AD, a Greek alchemist and sorcerer named Stephen of Thebes settled in the city of Leukaspis, near modern-day el-Alamein in Egypt. Stephen conducted a number of Mythos-related experiments, trying to summon and bind what he saw as spirits and demons in the hope of controlling them and gaining knowledge. One of his rare successes resulted in the summoning of an otherworldly entity that Stephen named the Spirit of Wrath. This name came about after the entity entered the body of his apprentice, changing the boy's temperament and making him first argumentative and finally violent. The entity reproduced within the boy, finally killing him, and Stephen captured a number of the resulting offspring for more careful study, sealing them in clay pots.

Before Stephen had a chance to learn all the mysteries of the creatures, Leukaspis was hit by a terrible earthquake and largely lost to history. The Spirits of Wrath were

A NOTE ON HISTORICAL ACCURACY

This scenario presents a simplified and fictionalised version of the POW exchange. For the purposes of the game, there is only one British ship carrying POWs, and it is smaller than the actual HMHS *Tairea*. This has been done to make it possible, if not probable, that the investigators will succeed in their mission.

Similarly, the presence of guards from the camp and the role of the Spanish observers

may not coincide exactly with historical events, but have been included for dramatic effect.

While there is the possibility of any failure on the part of the investigators causing diplomatic tensions with Spain, these will not be serious enough to have any effect on Spanish neutrality and change the course of the war. Failure may have unfortunate consequences for the investigators, though.



buried along with Stephen in the rubble of his adopted home. Two specimens have since been released by artillery fire in the Battle of el-Alamein.

These fist-sized balls of protoplasm pulsate with light in constantly changing colours. Their bodies are covered with fine hair-like feelers that float around the central mass, reaching out for a distance of up to a metre. Sparks of electricity run down between these feelers, crackling like discharge along a Jacob's ladder.

The spirits are unfettered by gravity, and can levitate and fly quickly through the air. Combined with their small size, this makes them difficult to hit, reducing the odds of all attack rolls against them by 50%.

When a spirit is in the open air, it exudes a strong, sweet-rotten smell, like decaying custard. This can be quite overpowering, requiring investigators to make a CON x5 roll to avoid vomiting after 2 consecutive rounds of exposure in an enclosed space.

The spirits feel exposed in the open and will seek out a new host as quickly as possible. They are clever enough to identify vulnerable or isolated targets if available, and will generally flee if outnumbered or attacked.

Adopting a new host requires the spirit to force its way into a person's mouth, down their trachea and into their lungs. This is deeply distressing for a conscious victim and feels much like choking on food for 1D6 rounds. The Spirit will suppress its electrical discharge when entering and living inside a host.

An infected host will find themselves subject to bouts of uncontrollable anger and violent impulses. When in a situation where their temper is being tested, the host will need to make a Sanity roll in order to avoid lashing out violently. Once the bout of anger has passed, the host will have no idea what caused it.

Once entrenched in the host's lungs, a spirit will stay for as long as it takes to lay a successful batch of eggs; the spirits reproduce asexually, so no mate is required. Once every month, the host must make an opposed roll of their CON versus the POW of the Spirit. If they are unsuccessful, the Spirit will lay 1D6 viable eggs in their lungs. These eggs take 2 months to grow to maturity and hatch, after which time they will exit the host, looking for individual hosts of their own. The host will take 2D8 points of electrical damage for each spirit that leaves their body in this way. The first sign of this happening is

the host screaming in pain while smoke and sparks come from their mouth.

If a host is seriously wounded, severely ill or dies, the Spirit will attempt to escape and find a new host as quickly as possible. In its hurry, it will discharge electricity throughout the process, killing the host if they were not already dead and leaving electrical burns throughout their respiratory tracts.

Any attempt to remove a spirit from a host via the mouth or through surgery will require a Medicine roll; failure will cause the spirit to discharge electricity into both the host and the person performing the removal attempt.

STR 10 CON 15 SIZ 2 INT 8 POW 13
DEX 20 HP 9

Move: 10 (flight)

Damage Bonus: N/A

Attacks: Electrical discharge 60% 1D8 damage + CON x5 roll to stay conscious.
Enter mouth 40% (automatic against an unresisting target)

Armour: None, but firearms and impaling weapons do half damage to the gelatinous flesh.

Sanity Loss: 1/1D6 to see a spirit on the loose, or 1D3/1D10 to see one exiting a human host or to have one enter an investigator's body. If an investigator fails their Sanity roll following their possession by a spirit, they will have no conscious memory of the incident.

All attacks against a Spirit of Wrath are at half chance due to its small size and constant movement.

Signs of Infection

There are a number of ways of detecting the presence of a spirit in the lungs of a host:

- The host's breath will carry some of the spirit's scent, giving it an unmistakable trace of rotten custard. Detecting this requires either deliberately checking the host's breath or some form of intimate contact.
- X-rays will show a dark, fist-sized mass in one of the host's lungs.
- The spirits are sensitive to contaminants, and will flee a host if the lungs are filled with any form of toxin. This includes tobacco smoke, although it will take the smoke of at least two cigarettes in quick

succession to make the spirit uncomfortable enough to leave. As with a dying or birthing host, this exit will inflict 2D8 of electrical damage to the host's respiratory tract.

The investigators may come up with other cunning tests. Be generous in allowing their success: they have over 600 possible infectees to examine and time is against them.

EL-ALAMEIN

During the battle between British and German forces at el-Alamein, Egypt, in late October, 1942, three Afrika Korps soldiers took shelter in some ruins that had been partially uncovered by the shelling and the desert winds. The men were injured and needed somewhere to patch up their wounds. Unfortunately for them, the ruin that had been uncovered was that of the workshop of Stephen of Thebes.

Two of the clay pots containing the Spirits of Wrath had been broken in the shelling, releasing their prisoners. Each one of the released entities took one of the men as a host, leading to Obergefreiter Karl Elzer and Obergrenadier Kurt Helm becoming infected. The third soldier, Gefreiter Bertold Reissig, witnessed the possession of his friends, but was so badly injured and feverish that he is still uncertain whether he dreamed the incident.

Shortly afterwards, the three men were captured by British forces and taken to the 503 POW camp at Fayid, Bitter Lake, near Alexandria.

THE EVENTS AT 503 CAMP

The three friends were held at 503 Camp for a year, during which time their injuries were treated. All are still unwell enough to qualify for repatriation under the exchange.

During this time, Elzer, driven by the growing rage that the parasite causes, got into increasingly violent arguments with his captors. During one incident in July, his parasite took the opportunity to leave his body and infect Corporal Reg Fisher, one of the guards at the camp. With the Spirit of Rage inside him, Fisher became brutal in his treatment of the POWs and was put up on charges on two occasions. Finally this proved too much for Helm and Elzer, and they jumped Fisher and Private Billy Bray on one of their night-time patrols, and attacked them with socks filled with stones. Bray died of his injuries a few days later. Fisher received a fractured skull and

concussion, and remembers nothing of the incident. This occurred on the 10th October, 1943. While there has been an investigation, no one has managed to prove that Helm and Elzer were responsible.

In addition to this, Helm had a clandestine affair with one of the British nurses, Mary Cannon, and his parasite passed into her body during one of their assignations. Helm still carries a number of egg sacs in his lungs, which are ready to hatch at the time play starts.

In fear of the affair being discovered and the shame it would bring, Cannon killed herself on 18th October. Her body was discovered by Carmen Zarzo, one of the Spanish Red Cross observers, and the parasite took Zarzo as a fresh, living host. Like most hosts, Zarzo has no memory of the parasite entering her.

AGENTS PROVOCATEUR

Two of the Spanish Red Cross observers are imposters. Pablo Núñez and Eva Carrillo are both Spanish ultranationalists who believe that the Third Reich are natural allies to fascist Spain, and can't understand Franco's insistence on neutrality. They have infiltrated the Red Cross mission to try to create a diplomatic incident that will give Franco no choice but to ally with Hitler.

When the observers arrived a few weeks ahead of the repatriation, Carrillo made sure to meet one of the guards from the camp at a local bar and seduce him. The target was Private Sid Pullman, and he has not been able to believe his luck at having a woman as beautiful and exciting as Carrillo for a girlfriend; he is quite besotted.

The next stage of the plan, which will occur the day after the *Tairea* launches, is for Carrillo to break off her relationship with Pullman very publically, in the mess, and belittle him in the process. She plans to make disparaging remarks about his poor hygiene, small genitals and lack of skill as a lover.

A day after this, either Carrillo or Núñez will attempt to get Pullman alone on the deck, knock him out or kill him, and drop his body over the side of the ship. Núñez will then use Pullman's rifle to kill the other two Spanish observers in their quarters and wound Carrillo and himself. The two survivors will give an account of Pullman storming into the quarters in a jealous rage and opening fire. This, they believe, will allow them to make enough of a fuss within the Spanish Red Cross and then the government to force Franco to disavow neutrality.



Núñez' fallback plan, should their actions be discovered, is to scuttle the *Tairea*. This is less likely to have the desired outcome, as it hurts all parties, but it will at least cover his tracks. To this end, he bought several kilos of stolen British plastic explosive on the black market in Alexandria and has hidden it in an air vent in the observers' quarters on the ship. Should the worst happen, he will quickly set the explosives on the boiler and try to blow the ship up.

THE PATH OF INFECTION

The infections so far have followed this route:

1. **Karl Elzer and Kurt Helm:** Infected at the ruins of Leukaspis. Both have passed their original parasites on, but are host to its egg sacs. These eggs are on the verge of hatching.
2. **Corporal Reg Fisher:** Infected during a fight with Elzer. Still carrying the parasite, but it is looking for a new host, having laid its eggs.
3. **Nurse Mary Cannon:** Infected by Helm. Killed herself a few days ago, forcing the parasite to find a new host. Her corpse still contained egg sacs.
4. **Carmen Zarzo:** Infected by the parasite fleeing Cannon's corpse. This parasite has not had time to lay eggs yet.
5. **Doctor George Curran:** Infected by an embryonic parasite when he performed the autopsy on Mary Cannon. He suspects that he is infected with something, but the parasite is too small and unformed to have any obvious effects. It will eventually grow large enough to lay its own eggs, but this will take at least 2 months.

THE BRIEFING

This scenario is best suited to following up a mission somewhere in the Mediterranean region; the conclusions of both **Lift Not Thy Hands** and **Angel of the Abyss** both put the investigators in the right region, if not a suitable condition. The investigators, having just finished

their previous mission and looking forward to some rest and recreation, are suddenly given orders to board an air transport to Alexandria. They are to report to Colonel Stamford-Smith of the Intelligence Corps at the Army barracks in Alexandria for their briefing. No further details are available at this time.

The truth is that this mission has been put together in a desperate hurry. Stamford-Smith asked for help at around the same time as N received a report from Dr George Curran, one of his operatives in Alexandria, that there was something strange in Mary Cannon's corpse. N has used his influence to send his own people on the mission and not use SIS, as Stamford-Smith requested. In his hurry, N has used the team that was closest to Alexandria, regardless of whether they have the right skills for the job.

The aircraft gets the investigators into Alexandria just before 03:00 on the morning of 22nd October and they are driven to the barracks in a jeep. A bleary-eyed Stamford-Smith is waiting for them in a large briefing room, designed to seat up to 100. There is no one else with him.

Stamford-Smith greets the investigators with a scowl. "You're the SOE chappies, yes? I still don't understand why they sent you, yes. I asked for someone from SIS, yes, but they sent you, yes. Still, best make do with what we have, yes?"

The briefing that Stamford-Smith has for the investigators covers the following points:

- One of the guards at 503 Camp at Fayid was killed earlier this month, presumably by prisoners, but the killer or killers have yet to be identified.
- A nurse from the same camp died under suspicious circumstances a few days ago. While the presence of a suicide note (which Stamford-Smith will make available – see Handout 2) and the results of the post-mortem have suggested that her death was a suicide, it is suspicious under the circumstances.
- All attempts to determine the identity of the "Him" mentioned in Mary Cannon's suicide note have proved fruitless.
- The Intelligence Corps in Alexandria have had a report that a local black marketeer sold some stolen British plastic explosive recently. Investigations have

determined that it was bought by a man with dark hair who probably wasn't British. "The witness described him as 'swarthy', but that hardly narrows it down in Egypt, yes?"

- A dark-haired man was spotted by guards at the docks snooping around the HMHS *Tairea*. They chased him, but he got away.

While there is no definite evidence of a plot involving the *Tairea*, Stamford-Smith and his colleagues are concerned enough that they sent for some specialists who could babysit the voyage, softly-softly style. There is concern about causing panic, so any investigations need to be carried out in secret.

Stamford-Smith will be quite open about the fact that he has tried to delay the cast-off to allow time for a safe investigation, but has been overruled on the matter due to the diplomatic sensitivity and chronic delays that have already plagued this exchange.

The one piece of information that Stamford-Smith needs to know is how the investigators want to handle the question of cover identities. If they want to maintain absolute secrecy about their mission, he can arrange fake IDs that will allow them to pass as guards, doctors, nurses, ship's engineers and even a ship's chaplain, if required. Alternatively, if the preference is to be open with the ship's captain, Stamford-Smith can provide the investigators with a letter of introduction and then leave it up to them and Captain Horton to explain their presence on the ship.

Stamford-Smith wraps up his part of the briefing by telling the investigators that the *Tairea* is due to cast off in just under 4 hours, so they had better be sharp about gathering any supplies or information they need in Alexandria.

Before he leaves, Stamford-Smith reaches into his inside coat pocket and pulls out a sealed envelope. "This coded message arrived for you a few hours ago, yes? I have no idea what the blasted thing says, yes, because apparently being the local head of the Intelligence Corps, yes, doesn't give me sufficient security clearance to read it, yes!" He slaps the envelope down on the desk before waddling out in displeasure.

The envelope contains the briefing from N (**Handout 1: Orders from N** on page 141), and can be found amongst the handouts at the end of his scenario.

Colonel Arthur Stamford-Smith, Senior Intelligence Officer, age 44

Colonel Stamford-Smith has worked in the Intelligence Corps since the start of the war, and has been based in Alexandria since the second battle of el-Alamein. He is frustrated at his men's inability to get to the bottom of the strange events that have been going on in the area and having to call for outside help feels like an admission of failure to him.



First Impressions: A short, squat man with wire-framed glasses, an obvious comb-over and a pencil-thin moustache. Stamford-Smith looks ill-tempered at the best of times, and being overruled about the resources allocated to him for this mission has done nothing to improve this.

Personal Details: His chronic insomnia causes Stamford-Smith to look permanently tired, and he is worried that the effect on his concentration is making him ineffective at his job.

Secrets & Goals: The secret briefing from N has made Stamford-Smith very irritable. As the senior member of the Intelligence Corps in North Africa, he doesn't understand how a briefing can be beyond his security clearance. While he is not unprofessional enough to have broken protocol, he will try to make life awkward for the investigators if they don't share the truth of the mission with him.

Playing Stamford-Smith: Scowl a lot. Punctuate everything you say with the word "yes", like a verbal comma. Be curt when answering the players' questions, but stop short of blatant rudeness.



STR 11 CON 13 SIZ 14 INT 16 POW 12
DEX 13 APP 10 EDU 16 SAN 60 HP 13

Damage Bonus: +0

Weapons: Revolver 45% 1D10+1

Skills: Command 55%, Military Science 45%, Psychology 70%, Tradecraft 80%.

THE MORGUE

If the investigators ask to examine the remains of Mary Cannon, Colonel Stamford-Smith confirms that they are in the on-site morgue and arranges to have Doctor Curran woken up to answer any questions. The morgue is nothing more than a Quonset hut which has been refrigerated as best as can be expected. It smells strongly of decay, disinfectant and diesel smoke from the generator that runs outside. The air inside is cool, if not freezing.

The body of Mary Cannon lies naked on a metal table, sutured up from her earlier autopsy. In life, she was an attractive young woman of 20, with shining blonde hair. She is showing early signs of decomposition now, and her hair is lank and darkened.

Curran can relay the following facts, some of which will be supported by examination of the body:

- The cause of death was an overdose of morphine, administered by injection. The syringe was found in Cannon's arm, supporting the theory that it was self-inflicted.
- A suicide note was found next to her body, scrawled in her handwriting, saying that she wished she had never done it and that she couldn't live the with shame any more (see **Handout 2: Mary Cannon's Suicide Note** on page 141).
- The autopsy showed that there were significant burns to her lungs, trachea, mouth and lips. The burns are irregularly patterned throughout and appear to have been made post-mortem.
- A number of foreign objects were found in Cannon's lungs. Initially they appeared to be some type of unusual seed pods, almost like burrs, but on closer examination they seem to be more like egg sacs.
- When Dr Curran cut into one with a scalpel, he was knocked unconscious, and there was no sign of the

egg when he recovered. From his own symptoms, he suspects that he was given an electric shock.

The Egg Sacs

The eggs laid by the Spirits of Wrath are small – between one and two centimetres in diameter – and covered with sharp and tiny hooks made of chitin. When examined under the microscope, a robust, translucent membrane can be seen under the mass of hooks, containing a shape that seems to squirm or pulse, changing colours as it does so.

When an egg is left in a warm, moist environment, such as human lungs, for 2 months or longer, it will take nutrition from its host, grow and finally hatch. Any young Spirits will then vacate the body and seek a new host, usually resulting in the death of the current host from electrical burns as it passes out through the mouth.

Cutting into one of the eggs with a metal implement will cause it to rupture, releasing a premature Spirit and a large electrical charge. Anyone touching the metal with bare skin will take 1D6 of electrical damage and need to make a CON x5 roll to avoid being knocked unconscious. If the investigator cutting has had the foresight to wear rubber gloves, the player needs to make a Luck roll to avoid an arc from the electrical explosion passing through an uncovered part of their body; if they fail, the investigators takes 1D4 electrical damage and needs to make a CON x5 roll to stay conscious.

Doctor George Curran, Army Doctor, age 37

Dr Curran is one of the army doctors working out of the base in Alexandria. While most of Curran's duties revolve around standard medical care, his pre-war experience as a coroner has resulted in him also performing autopsies when required.

First Impressions: A tall, thin, gangly man with unruly dark brown hair. He is obviously tired, having just been woken up in the middle of the night, and can barely stop yawning. He often looks distracted, as if thinking about something else.

Personal Details: Curran is concerned that whatever was in the egg he dissected survived and may have infected him. Not being a biologist or an expert on the Mythos, he has no idea what the parasite is or what to look out for. Luckily Curran has assisted N in an advisory capacity before and knew to contact N when he encountered the eggs and the strange burn marks.

Secrets & Goals: The foremost thing on Curran's mind is to find out if he is infected and what to expect if he is. He will want to get any information and hypotheses that the investigators come up with, and will go as far as suggesting that he accompanies them on the mission. Stamford-Smith will try to block this, but a clever group of investigators can find ways of going over his head or twisting his arm.

Playing Curran: Yawn a lot and rub your eyes. Look distant and nervous when not speaking. Become acutely interested whenever the subject of the eggs or whatever they contain comes up.



STR 12 CON 12 SIZ 12 INT 16 POW 10
DEX 15 APP 12 EDU 18 SAN 50 HP 12

Damage Bonus: +0

Weapons: Revolver 35% 1D10+1

Skills: Biology 50%, Cthulhu Mythos 03%, First Aid 70%,
Medicine 75%, Psychology 45%, Spot Hidden 40%.

KITTING UP

The investigators will have full access to the army stores at Alexandria, and the quartermaster can supply them with weapons, ammunition and explosives, within reason. Getting sufficient plastic explosives to sink the *Tairea* will require a Command, Fast Talk or Persuade roll, or some subterfuge or theft.

Black market supplies are a little more difficult to obtain. At this stage of the war, goods like cigarettes, rolling tobacco and chocolate are in very short supply in Alexandria. Given the time constraints, it will require a

1/2 Luck roll for an investigator to be able to track down such supplies before the *Tairea* casts off.

HMHS TAIREA

The HMHS *Tairea* is a converted cruise liner, built by Barclay Curle & Co of Glasgow and launched on 6th March 1924. She was converted to a hospital ship at the start of the war, and while she was originally designed to hold around 400 passengers and 175 crew, she will be carrying far more than that for this voyage.

As is usual for hospital ships of the era, the *Tairea* is painted white, with a broad green stripe around the hull, and sports large, illuminated red crosses on her sides and deck. Hospital ships and their crew are protected under the Geneva Convention, but this has not rendered them entirely safe from attack during the war.

Barring any spectacular interference by the investigators, the *Tairea* will cast off at 07:00 hours on the 22nd October, and is due to arrive at Barcelona harbour on the 26th October. Considering the number of people involved in the repatriation and the diplomatic momentum behind it, it is extremely unlikely that the investigators can use any sane or reasonable means to delay this.

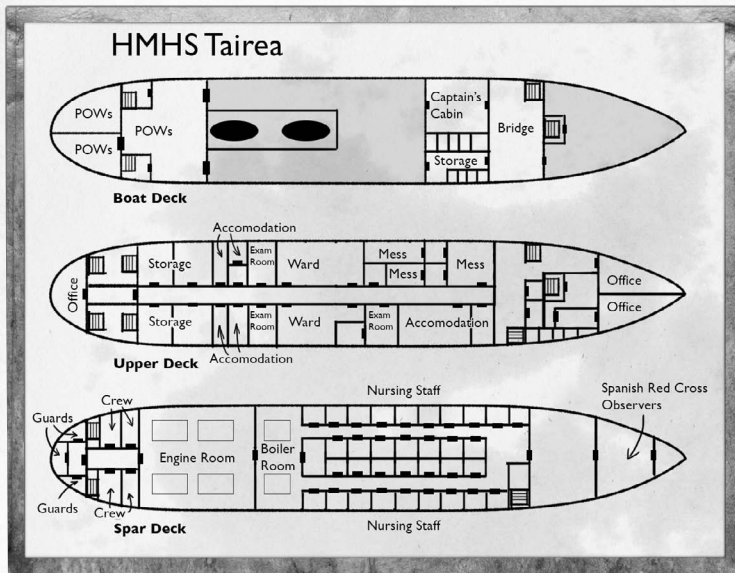
Space on board the *Tairea* is tight, due to the exceptional number of POWs on board. There are 140 medical staff: 120 nurses and 20 doctors; there would normally be more doctors required, but not many medical emergencies have been anticipated. These staff are caring for 487 POWs with various medical needs. In addition to this, there are 102 ship's crew, including engineers, 35 guards from the camp and the four observers from the Spanish Red Cross, making for a total of 768 people on board.

The less mobile and more seriously ill POWs are kept on wards, in bunk beds, but the walking wounded are provided with hammocks or bedding to sleep where they can, including the open air of the deck.

THE LAYOUT OF THE TAIREA

The HMHS *Tairea* has three decks, all of which have been modified from their original design as part of the conversion to a hospital ship, and further changed in purpose for the current mission.

Topmost is the Boat Deck, largely open to the elements. The former smoking cabin, which lies aftwards, is currently used for accommodation by a number of the



POWs. The bridge, captain's cabin and a number of storage lockers lie to the fore, just behind the bow. The open decking is currently in use by the healthier POWs, who use bedding and tarpaulins to sleep in the open. The weather is warm and dry enough to permit this, but should a storm hit, they will make their way below where there is far less room.

In the middle is the Upper Deck, which has been converted into wards, examination rooms, offices and storage for medical supplies and equipment. There are two large, open wards filled with bunk beds, where the majority of the injured and sick POWs are cared for. The ship's mess can also be found on this deck.

At the bottom lies the Spar Deck. Accommodation for the ship's crew, engineers and the guards from 503 Camp can be found towards the stern of this deck. In the middle are the engine and boiler rooms, attended to by the ship's engineers at all hours. Accommodation for the nursing staff is located toward the bow on this level, and a converted cargo cabin has been set aside as private accommodation and offices for the Spanish Red Cross observers.

Quarters for the Investigators

Where the investigators are quartered will depend entirely on how they have presented themselves. If they are posing as medical staff, engineers and guards, they will be bedded in the appropriate quarters. If they have made their mission known to Captain Horton then they will be given the use of one of the storage rooms on the Boat Deck, next to the captain's own

cabin. The investigators may also be able to request the use of one of the examination rooms should they make a case for containing any infections or performing experiments.

CAPTAIN HORTON'S CABIN

The captain's cabin is located on the Boat Deck, just behind the bridge, and is simply furnished with a desk, chairs and a few personal effects. Sitting on the desk is a small ceramic urn containing the ashes of Captain Horton's late wife, Mary. A door leads through to his private quarters, which contains a bed, a lavatory and a few more personal items. Captain Horton lives very simply.

Horton will conduct any questioning or private discussions with the investigators here, and will not be slow to demand they are brought to him if he hears reports of strange or violent events.

Captain Neville Horton, Captain of the *Tairea*, age 52

Neville Horton has been the captain of the *Tairea* since it was converted into a hospital ship at the beginning of the war, and has been a naval officer since the days of the Great War. He is experienced, even-tempered and largely unflappable.



How Horton interacts with the investigators depends on how they present themselves to him. If the investigators choose to go undercover on the ship without informing

him and are later either discovered or reveal their mission to him, Horton will be angry at the deception, but is enough of a professional to deal with any problems presented to him. His personal interactions with the investigators will be soured, though, and he will be less willing to extend favours or give them the benefit of the doubt in delicate matters.

Should the investigators start by presenting themselves as members of SOE, dealing with suspected sabotage or espionage, Captain Horton will offer them complete assistance, including helping them with any cover stories and making the resources of the ship available to them. The other side of this arrangement is that he will expect regular briefings and to be told exactly what is going on onboard his ship. This may lead to angry exchanges should evidence of the unnatural creatures come to light and the investigators are not honest about them.

Captain Horton has no knowledge or experience of the Mythos, and will want any parasites that are brought to his attention to be destroyed.

First Impressions: A heavy-set man with hairy knuckles and thick hair on his arms, poking out from under the sleeves of his uniform. Horton sports a neatly trimmed salt-and-pepper beard. His manner is gruff, but there is often a twinkle of amusement in his eyes.

Playing Horton: Sit up straight and pay full attention to anything that is said to you. Ask lots of direct questions, especially when you think you are being lied to. Have a great, bellowing laugh, and use it to laugh at your own jokes.

STR 13 CON 14 SIZ 17 INT 15 POW 10
DEX 9 APP 12 EDU 15 SAN 50 HP 15

Damage Bonus: +1D4

Weapons: Revolver 55% 1D10+1
Fist 70% 1D3 + 1D4 DB

Skills: Command 75%, Persuade 70%, Psychology 45%.

MEDICAL STAFF

There are 120 nurses and 20 doctors on board the *Tairea*. These medical personnel work for the Royal Navy, and so are outside of any chain of command of the investigators, as are the ship's crew. This means that the investigators' options for getting information or resources from the medical staff rely on charm, subterfuge or the authority of the captain, if he is aware of their mission.

With the unusual nature of the voyage and the sheer number of POWs on board, the nursing staff are being run ragged. Some of the less well-mannered POWs are treating them as little more than waitresses, and tempers are running high. If you want to introduce some red herrings, once the investigators are aware of the personality changes inflicted by the Spirits of Wrath, have them walk in on an argument between nurses and prisoners that has turned physical.

Gossip Amongst the Medical Staff

These bits of information can be picked up by sharing cigarettes or illicit booze with some of the nurses, or making suitable Persuade or Fast Talk rolls:

- One of the nurses at 503 Camp had an affair with a German POW, and many suspect that this was Mary Cannon, following her suicide.
- Kurt Helm has tried to chat up every woman he has met since coming on board.
- Karl Elzer has a bit of a temper and often shouts at nurses over the stupidest little things.
- One of the nurses tried chatting up that dishy Spaniard, Pablo Núñez, but he wasn't having any of it. She later saw him with Eva Carrillo in a quiet corner and figures she's his bird. The nurse wonders if that Private Pullman knows.

ADDITIONAL NAMES

If you need to improvise any additional medical staff, here are some names to help: Lieutenant Betty Makeham, Lieutenant Georgina Keays, Lieutenant Margery Smith, Dr Gladys Rowland, Dr Keith Marr, Lieutenant-Commander Jean Ambler. Use the Regular Soldier write-up on page 110 of *World War Cthulhu: The Darkest Hour* should you need stats for any of these NPCs.

Commander Doreen Cossey, Principal Matron, age 38

Commander Cossey is the principal matron for the HMHS *Tairea*, and is ultimately responsible for the nursing care of the 487 POWs on board. She works long hours and takes her command very seriously. Her subordinates find

her fair in all matters, but are still frightened of her on a personal level.

First Impressions: A tall, stout, commanding woman with bushy red hair, showing its first signs of grey. She has the natural impatience of the extremely busy, and will be quite short with those she sees as wasting her time. Cossey is notably well-spoken and her voice has a tendency to boom when she is barking orders.

Playing Cossey: As soon as anyone gets your attention, demand to know what they want and tell them to be quick about it. Interrupt yourself to shout orders and admonishments at your staff. Become cross when people are vague in what they want.



STR 14 CON 13 SIZ 14 INT 17 POW 16
DEX 13 APP 8 EDU 14 SAN 80 HP 13

Damage Bonus: +ID4

Skills: Command 65%, First Aid 75%, Library Use 40%, Medicine 50%, Listen 55%, Psychology 55%, Spot Hidden 50%.

PATIENT RECORDS AND ADMINISTRATION

The medical records of the POWs onboard have been brought from 503 Camp and are kept in filing cabinets in an office on the Upper Deck. The records office is kept locked as a matter of course, with only matrons and the principal matron carrying keys. When doctors or other medical staff need access to a file, they arrange this through one of the matrons.

If the investigators decide that they need access to these files, they can either attempt to Command or Fast Talk one of the key-holders (not required if the captain is aware of the mission and is providing full access) or to break into the office. This latter course of action will require an investigator to roll against whichever is lower out of their Sneak or Locksmith skills in order to break in unobserved; a failure means that they will be caught in the act.

Once an investigator has gained access, the filing cabinets themselves are unlocked, and the files are indexed and all where they should be. A Library Use roll will reveal the following information:

- Elzer, Helm and Reissig were all captured at the same time, after being badly injured in some ruins near el-Alamein.
- Reissig has developed paranoid delusions about his former friends, and when sedated with morphine on one occasion made reference to how they are "not the men they used to be".

Details of the wounds received by the three men and their treatment are also on file, but this information can also be found simply by talking to the nursing staff.

THE POWS

The 487 German prisoners on board the HMHS *Tairea* are all injured or ill in some respect and are being repatriated on medical grounds; 84 of these men are bedridden. Given that the *Tairea* is a hospital ship on a voyage of repatriation, there is much less security than there was at the camp. Those POWs who are mobile are allowed to wander freely on the upper two decks, although there is an 8pm curfew. Those who have communicable diseases are kept on an isolation ward and have their movements restricted.

The nursing staff are there to care for the Germans, not act as their jailers, and it is often quite difficult to keep track of who is where.

Gossip Amongst the POWs

Gaining enough trust from the POWs for them to share gossip will not be as easy as with the nurses or guards. For a start, most of them speak little-to-no English, so a German roll will be necessary to make suitably friendly conversation. After that, a 1/2 Persuade roll will be required to get a prisoner to open up, although

this penalty can be reversed by sharing chocolate or cigarettes. It will not be possible to use the Command skill, as the prisoners do not recognise the authority of the investigators.

If all this is successful, the following facts can be learned:

- Helm was having an affair with Mary Cannon and has been upset since learning of her death.
- Reissig used to be good friends with Helm and Elzer, but has been avoiding them since arriving at the camp.
- Fisher had beaten a number of the prisoners at the camp badly, and no one knows for sure who was responsible for attacking him because of the sheer number of people holding grudges.
- Helm and Elzer have had fights with a number of the other prisoners over the smallest of matters.

ADDITIONAL NAMES

If you need to improvise any additional POWs, here are some names to help: Grenadier Günther Hadank, Grenadier Ernst Rhaden, Obergrenadier Albert Karchow, Gefreiter Werner Kepich, Obergefreiter Hermann Krehan, Unterwachmeister Klaus Pohl. Use the Regular Soldier write-up on page 110 of *World War Cthulhu: The Darkest Hour* should you need stats for any of these NPCs.

Obergefreiter Karl Elzer, Patient Zero, age 23

One of the two Germans originally infected in the ruins at el-Alamein, Elzer passed his parasite on to Reg Fisher during an altercation. The eggs that lie within his lungs are ready to hatch. Like Helm, his breathe does not smell as badly as it would had the parasites hatched, but it is still noticeable if specifically checked. As one of the walking wounded, Elzer is bedding down on the Boat Deck, and can usually be found there, chatting with other POWs and sharing war stories. Elzer's rank of Obergefreiter corresponds with the British Army rank of Corporal.

First Impressions: Average height, well-muscled and with short-cropped blonde hair. Elzer is not an ugly man, but there is a brutish cast to his features. Elzer's face was

burned in the artillery strike and he has a prosthesis in place of his left eye. While Elzer has learned a smattering of English at the camp, he refuses to speak anything other than German.

Personal Details: While Elzer's rage has died down as a result of losing his parasite, the presence of the eggs still makes him volatile.

Secrets & Goals: Elzer still harbours a grudge against Fisher for his abusive treatment, but his rage is under control and he is not planning to take any chances by acting on it. If Fisher provokes him or an opportunity arises, though, Elzer will enlist the help of his friends to finish the job they started.

Playing Elzer: Remain civil, but be no more polite than you have to be. Tense up when provoked or confronted, as if about to lose your temper, but then let it dissipate.



STR 16 CON 12 SIZ 14 INT 12 POW 12
DEX 10 APP 6 EDU 10 SAN 60 HP 13

Damage Bonus: +1D4

Weapons: Knife (should he find one) 45% 1D4 + 1D4 DB,
Fist 70% 1D3 + 1D4 DB

Skills: Dodge 50%, Fast Talk 40%, Listen 25%, Other Language (English) 25%, Sneak 40%, Spot Hidden 45%.

Obergrenadier Kurt Helm, Patient Zero, age 23

The other person to be infected at the ruins, Helm coped slightly better with the infection, being of a more even temperament than his friend, Elzer. Helm is not an angry man by nature, and the violent attack on Fisher and Bray

was entirely Elzer's idea. Helm is still thoroughly loyal to his friend and would never betray him, no matter what Elzer may do.

As one of the walking wounded, Helm is bedding down on the Boat Deck and can usually be found there. He enjoys watching the sea and counting down the time until he returns home. When he is not doing this, he often heads down to the wards to flirt with nurses under the guise of visiting sick friends. Helm's rank of Obergrenadier corresponds with the British Army rank of Private 1st Class.



First Impressions: A boyishly handsome man with piercing blue eyes and a ready smile. This impression is enhanced by Helm's natural charm, which tends to make people like him instinctively. While not gifted at languages, Helm is happy to use the broken English he picked up at 503 Camp, and is quick to laugh at the mistakes he makes. Part of Helm's left hand is missing, following an artillery strike, and his arm is burned and scarred.

Personal Details: Helm had no understanding of what happened to him at el-Alamein, but is aware that he was a different man for a while, and that this also affected Elzer. He is quick to attribute this to shell shock. The sharpness and volatility of Helm's temper frightened him, and he is happy to be more like his old self again. Helm's parasites will not be ready to hatch for over a month.

Secrets & Goals: Helm suspects that his relationship with Mary Cannon may have been connected to her suicide and will deny it strenuously unless successfully persuaded or intimidated into talking.

Playing Helm: Smile and laugh often, and make declarations of friendship in broken English to everyone you speak to. Flirt shamelessly with any woman you encounter.

STR 12 CON 16 SIZ 14 INT 14 POW 14
DEX 11 APP 16 EDU 13 SAN 70 HP 11

Damage Bonus: +1D4

Weapons: Knife (should he find one) 55% 1D4 + 1D4 DB,
Fist 60% 1D3 + 1D4 DB

Skills: Dodge 40%, Listen 35%, Other Language (English) 35%, Sneak 30%, Spot Hidden 55%.

Gefreiter Bertold Reissig, Witness to a Possession, age 21

Reissig is the only one of the three friends who sheltered in the ruins at el-Alamein who was not infected with a Spirit of Rage. He witnessed the possession, but was so badly injured he has since dismissed it as ever having happened. He has noticed that both Elzer and Helm changed afterwards.

As he is badly injured, Reissig can usually be found in a bed on the general ward on the Upper Deck. While Reissig is mobile, he tires easily and is in a lot of pain, so any visits to the Boat Deck to enjoy the sea air are brief ones. Reissig's rank of Gefreiter corresponds with the British Army rank of Lance Corporal.



First Impressions: Reissig looks thin, pale and unhealthy, as he has been largely bedridden since the artillery strike. He took a serious chest wound and is still convalescing. He has a nervous disposition, and always looks ill-at-ease.

Personal Details: While the three friends had been close before the incident in the ruins, Reissig found himself frightened by the aggression and violence that threatened to consume his friends while they were at 503 Camp. Their relationships have suffered as a result and Reissig avoids his old friends when he can.

Secrets & Goals: Reissig knows that Elzer and Helm were responsible for the death of Private Bray and the wounding of Corporal Fisher. He is horrified that his friends could have done such a thing, but has told no one. Reissig also knows of Helm's affair with Mary Cannon and suspects that Helm may have had something to do with her death. His silence is more to do with fear than loyalty, and promises of protection will help convince him to share the secrets that sit heavily with him.

Playing Reissig: Act nervously, wringing your hands and rubbing your face. Hint that there is something you want to say. Look around as if you are afraid that someone may be eavesdropping.

STR 8 CON 8 SIZ 15 INT 12 POW 10
DEX 7 APP 12 EDU 14 SAN 50 HP 11

Damage Bonus: +0

Weapons: Fist 55% 1D3

Skills: Dodge 14%, Other Language (English) 15%, Psychology 25%.

THE GUARDS

For purposes of continuity and detailed knowledge of the prisoners, Captain Horton has requested that 35 of the guards from 503 Camp accompany the POWs on this voyage. This leaves his crew free to run the ship and tend to patients.

Gossip Amongst the Guards

These bits of information can be picked up by sharing cigarettes or illicit booze with some of the guards, or making suitable Persuade or Fast Talk rolls:

- One of the nurses had an affair with a German POW, and many suspect that this was Mary Cannon, following her suicide.
- Reg Fisher has been put up on charges twice for being too violent with prisoners. Things have gotten to the stage where even the other guards are afraid of his temper.

- Karl Elzer and Kurt Helm are known troublemakers, which has made Fisher suspect that they were behind the attack on him and Bray. Most of the other guards think that it could have been anyone, given how much of an arse Fisher has been, and have been reluctant to arrange for rough justice.

- Sid Pullman is having it off with that Spanish bird from the Red Cross, Eva Carrillo. No one knows how a goon like Pullman could have pulled someone like her. He really seems to be in love with her, poor lad.

- (After Carrillo's break-up with Pullman). The poor lad seems devastated. He's taken it hard.

ADDITIONAL NAMES

If you need to improvise any additional guards, here are some names to help: Private John Clark, Private Robert Tragett, Lance Corporal Harold Day, Corporal Desmond Hildyard, Sergeant Henry Woolsey, Lieutenant William Blackwell. Use the Regular Soldier write-up on page 110 of *World War Cthulhu: The Darkest Hour* should you need stats for any of these NPCs.

Corporal Reg Fisher, Brutal Camp Guard, age 22

Since the attack that left Bray dead and Fisher seriously injured, Fisher has been trying to piece together what happened. He knows that Elzer has been trouble since he first arrived at 503 Camp, and while there is no solid evidence, suspicion is good enough for Fisher in his unnaturally angered state of mind.

While the other guards in the camp are generally supportive of Fisher, especially after his close brush with death, a number are disturbed by how angry and abusive he has become and will share their concerns over a cigarette or illicit drink.

The Spirit of Wrath inside Fisher is looking for a new home. It has laid its eggs and has no further use for Fisher's lungs. As soon as an opportunity presents itself, such as a violent confrontation with an investigator, the Spirit will try to enter a fresh host. As Keeper, you should pick the most dramatic possible time for this to happen.



First Impressions: A tall, wiry man who walks with a slight swagger. His knuckles are bruised and scabbed from where he has punched walls in an attempt to control his temper. While Fisher will attempt to be civil, any provocation will cause him to let slip a stream of profanity-filled abuse and possibly a punch or two. He still has a bandage on his head from the attack.

Personal Details: The Spirit of Wrath inside Fisher has brought out his angry and violent nature. While Fisher keeps his violent impulses under control most of the time, he has injured and abused prisoners when he believed there were no witnesses. This has led to him being put on report twice in the last few months.

Secrets & Goals: Fisher is looking for an opportunity to take revenge on Elzer. He has not been able to do so in Egypt because of his extended convalescence from his head injuries. The journey to Barcelona is going to be Fisher's last chance to kill Elzer, and he will not let it pass.

Playing Fisher: Grit your teeth when you talk and say "sir" or "ma'am" with a sneer. Stare at whoever is speaking to you like they just insulted you. Raise your voice and start swearing in anger whenever provoked in even the mildest way.



STR 16 CON 15 SIZ 15 INT 10 POW 8
DEX 13 APP 11 EDU 13 SAN 33 HP 15

Damage Bonus: +1D4

Weapons: Rifle 55% 2D6+4,
Knife 55% 1D4 + 1D4 DB,
Fist 60% 1D3 + 1D4 DB

Skills: Dodge 40%, Listen 35%, Sneak 30%, Spot Hidden 55%.

Private Sid Pullman, Unwitting Dupe, age 21

Sid Pullman is a surprisingly naïve and shy man for his age, and he could not believe his luck when a beautiful Spanish woman struck up a conversation with him and the NAAFI bar in Alexandria. When he discovered that she was with the Spanish Red Cross and would also be on board the *Tairea*, he decided it was fate that they met. He lost his virginity to Eva Carrillo that night and believes that he has fallen hopelessly in love with her. Pullman has no idea that he is being used.



First Impressions: An unlovely young man with naturally greasy skin and hair slicked down with Brylcreem. After being dumped by Carrillo, he will have a look of constant misery on his face, with eyes that are red from crying.

Playing Pullman: "Um" and "Ah" a lot. Look down at your feet when speaking. Talk about Eva as much as possible, either as the most wonderful woman in the world, or to wonder where it all went wrong.

STR 8 CON 9 SIZ 11 INT 10 POW 6
DEX 15 APP 10 EDU 10 SAN 35 HP 10

Damage Bonus: 0

Weapons: Rifle 45% 2D6+4,
Knife 45% 1D4 + 1D4 DB,
Fist 55% 1D3 + 1D4 DB

Skills: Dodge 30%, Listen 25%, Sneak 20%, Spot Hidden 35%.

THE RED CROSS OBSERVERS

The Spanish Red Cross are overseeing the entire repatriation, and as part of this they have sent 4 observers to accompany the German POWs to Barcelona and monitor

their treatment. The observers were sent out a week before the voyage, and inspected 503 Camp before moving up to Alexandria with the prisoners prior to cast-off.

Three of the observers are detailed below, as they play important roles in the unfolding events. The fourth observer, Eduardo Martin, is exactly who he seems to be: a doctor in early middle-age with a short dark beard and a cheerful manner; use the write-up for Carmen Zarzo should you need stats for Martin. Unless the investigators interfere with the plans of Núñez and Carrillo, both Martin and Zarzo will be shot dead on the second day of the voyage. Zarzo's death will, of course, lead to the parasite within her seeking a new host.

Gossip Amongst the Spanish Red Cross Observers

As with the German POWs, there is a slight language barrier to be overcome when sharing gossip with the Spaniards. All of them speak at least some English, although they will prefer to speak in Spanish if any of the investigators can manage this.

Eduardo Martin is the most likely to share gossip, not being a saboteur or possessed by an alien parasite, and will open up if Persuaded or Fast Talked. Carmen Zarzo is a bit distracted in conversation, and will not share gossip about herself, naturally.

The information to be uncovered is:

- There is some kind of romantic relationship going on between Núñez and Carrillo. How this relates to Carrillo's dalliance with Pullman is anyone's guess.
- Carrillo is not normally a drinker, but she was in a bar when she met Pullman. Maybe alcohol had something to do with her poor judgment.
- Zarzo has been distracted and short-tempered recently, and seems to be letting her personal hygiene slide as well, judging by her breath.
- (After the break-up with Pullman) Carrillo seems completely unfazed by the break-up. Obviously she didn't care for Pullman after all.

Doctor Pablo Núñez, Saboteur, age 30

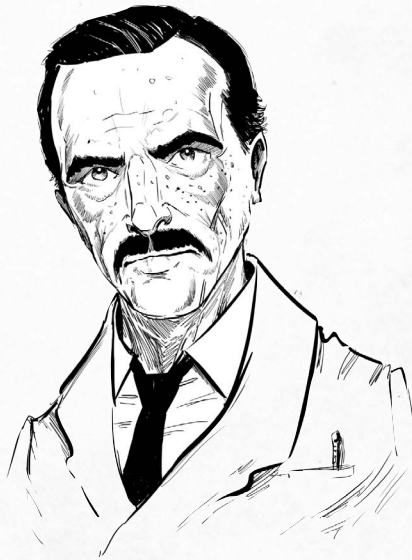
Núñez is a medical doctor who gained plenty of field experience in the Spanish Civil War. He has no affiliation with the Spanish government and his plan to create an international incident is wholly his own.

First Impressions: A small, slight man with an intense look about his eyes. Núñez' cheeks are pocked with acne scars, which he sometimes scratches absent-mindedly.

Personal Details: An active Nationalist in the Spanish Civil War, Núñez has been fanatically loyal to Franco since, but has been frustrated at the ongoing neutrality of Spain in the current war. He believes that German victory is inevitable, and that it is foolish of Spain not to prove its loyalty to the Reich. To this end, he has been working on a plan to force the hand of the Spanish government. Núñez has convinced his lover, Eva Carrillo, to join him in his plan.

Secrets & Goals: Núñez plans to provoke an international incident by framing a British soldier for the murder of the other Spanish Red Cross observers. If this goes wrong, he is willing to sink the *Tairea* in order to cover his tracks and avoid shaming the Spanish government.

Playing Núñez: Try to give the appearance of being friendly and open, while never making eye contact. Fidget with your fingers. Share war experiences as a way of bonding with investigators.



STR 14 CON 12 SIZ 14 INT 15 POW 9
DEX 9 APP 13 EDU 16 SAN 45 HP 13

Damage Bonus: +1D4

Weapons: Knife 25% 1D4 + 2 + 1D4 DB

Skills: Demolitions 55%, Conceal 40%, Dodge 45%, First Aid 40%, Fast Talk 70%, Hide 50%, Medicine 55%, Other Language (English) 40%, Psychology 45%, Sneak 60%, Spot Hidden 40%, Tradecraft 20%.

Doctor Eva Carrillo, Agent Provocateur, age 26

Like Núñez, Carrillo is a doctor, although she has only just qualified. Carrillo and Núñez have been lovers since they met during the civil war, and they have worked together to become part of the Spanish Red Cross contingent sent to Alexandria in preparation for the repatriation. Now their plans are on the verge of fruition.



First Impressions: A pretty, if slightly underweight, young woman with large, dark eyes. She has long black hair which she wears in a bun while working.

Personal Details: While not the fanatic that Núñez is, Carrillo is still a staunch Spanish Nationalist, and Núñez did not find it difficult to convince her to go along with his plan. Núñez has not shared the fallback option of sinking the ship, though, as Carrillo would not be willing to sacrifice herself in this way. If she learns about Núñez' willingness to kill them both, she will turn against him.

Secrets & Goals: Carrillo's part of the plan is to seduce, humiliate and kill Private Pullman, to make him a viable suspect when the shooting occurs. While Carrillo does not relish any part of this, she is convinced of the necessity of her actions.

Playing Carrillo: Be shy and demure, looking up at the players from under your eyelashes and smiling. Talk about Pullman in disparaging terms, mentioning that he has a violent temper and has hit you more than once.

STR 12 CON 14 SIZ 9 INT 16 POW 12
DEX 13 APP 15 EDU 16 SAN 60 HP 11

Damage Bonus: 0

Weapons: Revolver 55% 1D10 + 2

Skills: First Aid 60%, Fast Talk 50%, Hide 40%, Medicine 65%, Other Language (English) 50%, Psychology 55%, Sneak 40%, Spot Hidden 50%, Tradecraft 10%.

Carmen Zarzo, Infected Nurse, age 58

An experienced nurse, Zarzo has been working with the Spanish Red Cross for the last 10 years. She was part of the contingent that was sent to 503 Camp ahead of the repatriation, where she was infected by the parasite that fled the corpse of Mary Cannon.

While she has no memory of the incident, Zarzo has been concerned about both her mood swings and her shortness of breath since then. She has had to apologise to a number of colleagues for snapping at them.

While neither Núñez nor Carrillo have behaved especially suspiciously around Zarzo, she still has her doubts about them. The fact that they spend a lot of time together, stop conversations when anyone approaches and were last-minute additions to the team makes Zarzo suspect that they are spies, although she cannot imagine what their mission might be. Zarzo would be unlikely to share this information with a foreigner without good reason.



First Impressions: Grey-haired, round-cheeked and usually smiling, Zarzo has a grandmotherly air about her. When she is unaware of being observed, though, her expression changes and she can be seen muttering to herself and scowling. As with the other hosts, her breath smells of rotten custard.

Playing Núñez: Show an interest in the welfare of those around you. Tense your fists when speaking, then notice that you are doing so and relax them. Smile, but let it turn slowly into a grimace.

STR 9 CON 12 SIZ 12 INT 17 POW 10
DEX 11 APP 12 EDU 17 SAN 50 HP 12

Damage Bonus: +0

Weapons: Fist 50% 1D3

Skills: First Aid 40%, Medicine 50%, Other Language (English) 30%, Psychology 65%, Spot Hidden 40%.

TIMELINE OF EVENTS

The following timeline will help keep track of the various events that drive the scenario. Once the investigators are involved, the subsequent events may be delayed or stopped altogether, so adjust accordingly.

BACKGROUND

AD365: An earthquake destroys the city of Leukaspis and buries the laboratory of the alchemist Stephen of Thebes and the Spirits of Wrath he had summoned.

26th October, 1942: Three Afrika Korps soldiers seeking shelter from an artillery strike accidentally unearth the Spirits of Wrath and become infected.

8th July, 1943: Karl Elzer has an altercation with Corporal Reg Fisher and passes his parasite on.

August, 1943: Kurt Helm has an affair with Nurse Mary Cannon and passes his parasite on to her.

10th October, 1943: Helm and Elzer kill Private Bray and injure Corporal Fisher.

17th October, 1943: Eva Carillo seduces Private Sid Pullman.

18th October, 1943: Mary Cannon kills herself, leaving a suicide note.

18th October, 1943: Carmen Zarzo becomes infected by Mary Cannon's parasite.

18th October, 1943: Núñez is spotted buying plastic explosives.

19th October, 1943: Núñez is spotted scouting out the *Tairea*.

PLAY BEGINS

03:00, 22nd October, 1943: The investigators arrive in Alexandria for their briefing.

07:00, 22nd October: The HMHS *Tairea* sets sail.

08:00, 22nd October: Núñez hides the explosives in an air duct in his quarters.

During the day of the 22nd October: Corporal Fisher becomes confrontational and violent with the investigators.

Lunchtime, 23rd October: Carrillo publically breaks up with and humiliates Pullman.

15:00, 23rd October: The parasite in Corporal Fisher tries to find a new host.

After dark, 23rd October: Carrillo or Núñez tries to kill Pullman and dispose of his body.

After dark, 23rd October: Núñez uses Pullman's rifle to kill the other Red Cross observers.

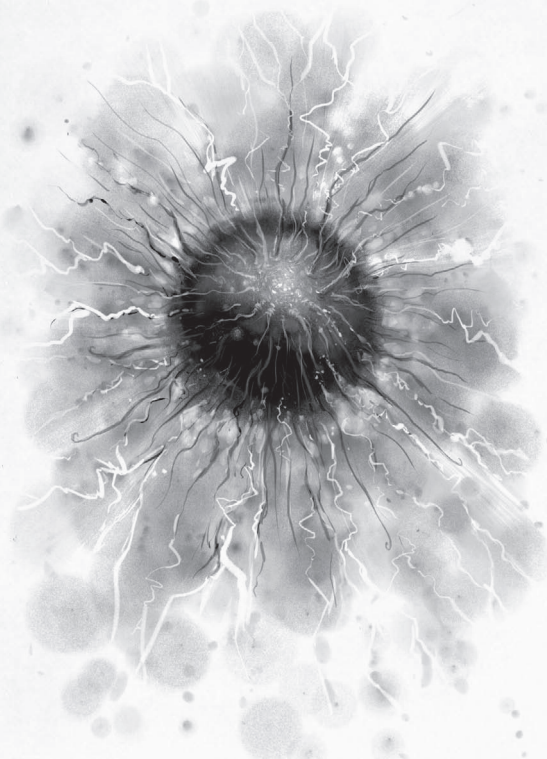
09:00, 26th October, 1943: The *Tairea* arrives in Barcelona harbour.

WRAPPING IT ALL UP

There are a number of different factors for the investigators to deal with that will have an impact on how the end of the scenario plays out.

CONTAINING THE SPIRITS OF WRATH

Once the investigators have captured a Spirit of Wrath for N, they are free to do what they will with the others, assuming they find them. With the eggs hatching in Elzer and the parasite in Corporal Fisher seeking a new home, the investigators will have plenty of problems to deal with, especially if they are trying to keep the existence of the parasites a secret. One complication is that the Spirits of Wrath can fly, so they will levitate any crates or containers holding them unless they are of SIZ 10 or larger. Additionally, if the container is not completely insulated against electricity and becomes wet at any stage, the spirits will attempt to electrocute anyone moving them.



If they do not want to deliver the specimens to N personally, the investigators can arrange for them to be sent on ahead on a cargo transport, but if they do not take adequate precautions in securing the Spirits, have the player with the lowest Luck score make a Luck roll to see if the specimen escapes en route. Should this happen, N will be extremely displeased.

DEALING WITH NÚÑEZ AND CARRILLO

If the investigators fail to uncover the plan to frame Pullman, Núñez and Carrillo will keep up the pretence of being Red Cross observer and will simply return to Barcelona with their comrades. If their plan is uncovered, Núñez and Carrillo will want to cover their tracks as best they can. The first line of defence will be simply denying all involvement, unless caught red-handed. Failing this, Carrillo will try to get any suspicious investigators on their own and shoot them, hiding the bodies afterwards if successful.

The last resort for Núñez is to place the plastic explosives under the boiler of the ship and try to sink it. He will use a 30-minute timer to give himself time to launch a lifeboat and escape, although this action will be obvious on such a crowded ship.

EXPLAINING DEAD POWS

Depending on the circumstances, it may only require a Command, Fast Talk or Persuade roll for the investigators to convince a medical officer to falsify some paperwork to explain the unnatural death of one of the German POWs. If the death was particularly public or messy, any such roll will be at half-skill unless the investigators can come up with a damn good cover story.

Any violent deaths of POWs, crew, guards or observers will be swiftly brought to the attention of Captain Horton. If the investigators have not made their mission known to the captain, he will command his men to detain them in the brig until they can be turned over to military police. A suitably honest or convincing explanation of the circumstances will avoid this.

EXPLAINING DEAD RED CROSS OBSERVERS

The deaths of any observers from the Spanish Red Cross will be even more difficult to explain. As neutral parties, they are afforded the full protection of the captain and his crew, and any unfortunate events will incur the wrath of the captain, the British ambassador to Spain, the Red Cross, the Spanish authorities and, ultimately, the British government. N will have a lot of explaining to do, and the investigators had better have a good story.

Having hard evidence of the schemes of Núñez and Carrillo will placate all parties should they die. There will be some posturing from the Spanish authorities, but ultimately they will be embarrassed by the affair and back down.

Explaining the deaths of the other observers will be more difficult. Without solid evidence, pinning the blame on Núñez and Carrillo will require a roll against whichever is lower out of Tradecraft and Persuade to come up with a convincing narrative. The investigators can present this to Captain Horton for him to relay to the Spanish authorities at the ceremony. Should this fail, there will be diplomatic rows as described overleaf.

ARRIVING IN BARCELONA

The *Tairea* is scheduled to arrive in Barcelona harbour on the afternoon of 26th October. There is a ceremony planned for the repatriation, with the POWs on board the *Tairea* exchanged for 503 British, South African and ANZAC POWs currently on board the German ship *Aquileia*.

DIPLOMATIC FALLOUT

Regardless of how badly the investigators fare and how many innocent parties die along the way, their actions will not affect Spanish neutrality. There will be some uncomfortable times ahead for the British ambassador, and much diplomacy required, but the investigators' actions will not change the course of the war.

Of course this does not let the investigators off the hook. If their actions cause severe political embarrassment, N will exact punishment. What form this takes largely depends on what role N plays in your campaign: a more human, benevolent N may arrange for a court martial; one who is more infused with the Mythos may come up with a darker and more eldritch fate.

Once both boats have been moored and secured, and the dignitaries are ready, the ceremony will begin. General Moscardó of the Spanish authorities and Doctor Arbenz, the delegate of the International Red Cross, will oversee the operations, along with the British Ambassador, Sir Samuel Hoare, and his German counterpart, Doctor Dieckhoff. Also present will be a delegation from the National Socialist Party of Barcelona and pupils from various German schools in the city. The wives of each of the ambassadors will greet each of the prisoners as they are repatriated and present them with a small gift of food, tobacco and the like.

Unless the investigators do anything to interfere with this ceremony, it will pass peacefully and as planned. The boats will set off again shortly afterwards, to take the repatriated POWs on the first leg of their journeys home.

SINKING THE *TAIREA*

If the investigators fail to contain the infection, or feel that they have completely lost control of the situation, they may decide to sink the *Tairea* out of sheer desperation. Even if the investigators did not procure any plastic explosives in Alexandria, the supply that Núñez smuggled on board will be sufficient.

Planting the explosives will require both successful Sneak and Demolitions rolls. If the Sneak roll is failed,

the investigator will be caught in the act of planting them by one of the guards (use the stats for Private Pullman on page 135). If the Demolitions roll is a failure, the bombs will still go off, but the damage will not be sufficient to sink the ship. In both cases, the investigators will have a lot of damage control to perform.

If the Demolitions roll was successful, the ship will start to sink and the call to abandon ship will sound. The crew of the *Tairea* are well-trained in lifeboat evacuations and will try to save as many of the POWs as possible, unless the investigators find some way to interfere. If Núñez had cause to plant the explosives, he will have sabotaged all but one of the lifeboats.

The sinking of the *Tairea* will be seen as a tragedy by all parties, and there will be plenty of blame to go around. Unless the investigators did something that will allow their involvement to be discovered, the diplomatic fallout will mean that the Allied prisoners will not be returned and the Axis powers will be reluctant to take part in another exchange. If the role of the investigators was revealed, the Spanish authorities will make representations for them to be tried as war criminals.

N will not be happy with this turn of events, as it will reflect badly on the trustworthiness of his network. Any survivors will have to face his wrath.





HANDOUTS

Handout 1: Orders from N

Medical contact in Alexandria has uncovered evidence of unknown entity in corpse of Nurse Mary Cannon. Appears to be parasitic. Possible infection amongst staff and prisoners of 503 Camp. Collect live specimen for examination and prevent spread at all costs. Avoid diplomatic incidents if possible.

N.

Handout 2: Mary Cannon's Suicide Note

I can't live with the shame any more. I have let down my friends and family, and most of all my country.

I should never have listened to him. I still feel dirty where I let him touch me.

I'm so sorry, mum. Forgive me.

Mary

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