

COVERT ACTIONS

Paranoia - Systemized Delusional Insanity

YES NO

Bias Normal

CONCESSION OF BRAIN
★ Marks of violence
★ on head



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No offence to anyone living or dead or to the inhabitants of any of these places is intended. Just as these stories have formed the basis for local folklore, so they are being used here as the basis around which to spin tales about the ancient horrors from the imagination of H. P. Lovecraft and those who have expanded upon his visions.





• INTRODUCTION •



There is no such thing as a standard mission.

Agents of Section 46 may be assigned almost anywhere on Earth, to carry out objectives for which they are unprepared, with minimal material support and no official sanction. They may have to perform acts that leave them psychologically scarred, consumed with self-loathing or growing ever-emptier inside, unable to maintain healthy relationships, only connecting with fellow human beings as covers or as preludes to betrayal.

They will be in regular physical danger, evading those who would arrest, torture or kill them, forced in turn to inflict pain and suffering on often-undeserving targets. And then there is the truly unpleasant side to their work...

Covert Actions presents six deadly sets of missions for agents of Section 46. Each includes an official objective, suitable for officers of Britain's Secret Intelligence Service or allies in other Western foreign intelligence services. These missions are filled with the dangers, intrigue and moral compromises that define espionage in the 1970s.

Lurking under the surface of each of these missions is a second, even deadlier objective, assigned by N or his cohort in Section 46. These objectives will place N's agents in existential danger, faced with ancient threats beyond human comprehension. Failure in either of these missions is likely to result in not only the destruction of the investigators, but a shift in the balance of greater, deadlier conflicts.

1970: The investigators find themselves at the centre of an ugly web of moral compromises and dirty expediencies in *Puddles Become Lakes*, by Matthew Dawkins. A routine, if unpleasant mission to silence a nosy journalist proves more complicated than first thought when the investigators discover that her research exposes not only espionage and treason, but tendrils of eldritch conspiracy.

1972: Scott Dorward's *The Forcing Move* takes the investigators to Reykjavik, where the World Chess Championship reflects in microcosm the paranoia and weirdness of the Cold War. As reality crumbles around the investigators, they must complete an increasingly complicated mission that risks the very reputation of Section 46.

1974: The Turkish invasion of Cyprus provides the backdrop for *Cadenza*, Matthew Sanderson's eerie scenario of cosmic horror. As the investigators learn the truth of the situation, they must make a horrifying decision or face deadly consequences.

1974: Nick Robinson's *Guardians of the Forest* sees the investigators aiding their allies in Australian intelligence, carrying out a dirty tricks campaign in East Timor as the country descends into bloodshed and atrocity. The two missions intersect in the worst possible way as the investigators discover that the man whose reputation they have been sent to destroy holds the key to defeating ancient horrors.

1970-79: *Operation Header*, by Ken Spencer, sends the investigators to the High Arctic, where they must discover why a Distant Early Warning listening post has gone silent. Once on site, they quickly discover that they face a threat far older and stranger than the Soviets.

1970-79: In Chad Bowser's *The Unclean*, agents of Section 46 stationed in Moscow must contain the consequences of a death cult's unholy rituals while operating under the noses of the KGB. Missions behind the Iron Curtain are always fraught with danger, and never more so here.

CHARTER DIE PUDDLES BECOME LAKES



В указании Мэри
иногда в 1949 г. указывалось, что
числа оборотов, при
которых редукторы,
требуется обеспечить
рационально и техни-
чески обоснованно
для эксплуатации
механизмов с
двигателями
цикл. В связи с
этим необходимо
быть в состоянии
определить, каковы
условия работы
в двигателях
сетки.

ЦНИИЛ было
сравнение синхронизации
двигателей с
тем, способным
в настоящее
время, главным
образом, обеспечить
Бригады. По
этим вопросам
необходимо
рассмотреть

• PUDDLES BECOME LAKES •

Date: Wednesday 8th July to Monday 13th July, 1970

Location: London, England to St Andrews, Scotland

INTRODUCTION

The investigators are tasked with staunching a leak of government secrets to the Russians, but swiftly find themselves caught up in an information war between the servants of two powers greater than East and West. All the way to the House of Lords, key individuals trade information with the Soviets, and in at least one case, the Brothers of the Yellow Sign.

The scenario opens in the grime and darkness of nighttime East End London, beneath flickering streetlights and behind twitching curtains. It graduates to the opulence of golf's 1970 Open Championship, held in St Andrews, Scotland, where deceptions are concealed behind statesmen's smiles and the exchange of unmarked cases filled with cash. The entire scenario takes place over the course of five days.

The initial mission from SIS is mundane yet ethically vacant: a freelance journalist knows too much about secret operations and requires silencing — permanently, if need be. As the investigators probe into her research, they discover an informant visits her in dreams. Section 46 intercepts the investigators with another mission: they need to identify the dreams' source — a Yithian the journalist encountered four months prior — and discern why the visions concern an important operation. N suspects something is attempting to hijack the Cold War to further its own aims.

As the investigators encounter the two crooked peers the journalist intends to expose, it becomes apparent one is a Brother of the Yellow Sign. While his fellow double-agent releases information to the Soviets, the cultist leaks the names of high-ranking officials susceptible to the Yellow Sign. From somewhere in the Baltic Sea, the Yellow Sign sends the ways and means of bringing these officials into the fold. Gradually, the peer intends on turning an assembly of leading British figures to the cult, forming a new front in the Cold War. The Yithian, defiantly opposing the Unspeakable One's power grab for reasons unknown, arrays forces against the Yellow Sign's cult.

The strands tangle together, and the investigators must prevent the disruption of SIS operations, while attempting to defuse the cultist peer's plans and avoid drawing the ire of the Great Race of Yith.

BACKGROUND

During the Edinburgh Nuclear Non-Proliferation Treaty summit of March 1970, a Soviet agent named Alexia Sentsova passed information to SIS regarding two compromised peers within the United Kingdom's House of Lords. Each regularly divulges sensitive information via radio. Though Sentsova intimated to her SIS handler Godfrey Appleby that was more at stake than mere politics, her words fell on ignorant ears. Appleby only reported the intelligence regarding a political leak, dismissing any talk of the occult. Sentsova subsequently disappeared.

SIS began observing the two peers — Seyton Hovenham and Percy Goodjohn — and started feeding them bogus intelligence as part of a tactic dubbed OPERATION PUDDLE. SIS believed the two reporters would be suitable as unknowing vectors, transmitting a steady line of low-value information and increasing volumes of disinformation — just enough to send Soviet spies on wild goose chases and have them tie themselves in knots. Appleby reported Sentsova's vanishing around this time, and noted an alarming lack of records showing the woman had ever existed. Appleby attempted to locate Sentsova in Scotland, and fell off the grid immediately after. Sentsova — a Yithian in human form — was attempting to manipulate SIS into exposing one of the Unspeakable One's high priests without revealing her involvement. As SIS decided they would play puppet master instead of immediately extinguishing the threat, Sentsova decided on a different tactic against the cultist Goodjohn.

While Hovenham danced to Operation Puddle's tune, Goodjohn continued to work for his own cause. A Brother of the Yellow Sign, Goodjohn had never been releasing information to the Russians. His transmissions detailed the politicians, agents, union leaders, and religious heads susceptible to influence under the Yellow Sign, whether through blackmail, flexible moral fibre, or magical influence. The transmissions returned from an island in the Baltic detailed the steps necessary to subvert minds to form another front within the Cold War, including the sorcery necessary to turn each of Goodjohn's suggested individuals into loyal, undead servants of the Unspeakable One.

Freelance journalist Billie Fanmoore's revelatory dreams started after a sexual liaison with Alexia Sentsova at the Nuclear Non-Proliferation Treaty summit. As she slept, the peers' faces flashed within her thoughts, along with frequencies, images of a pub, and terrifying visions of a



potbellied, octopoid being with three eyes and tendrils linked to the minds of one hundred statesmen. The Yithian had planted a neural seed in her, though she remained unaware of it or the visions' agenda. After four months of constant, disturbed nights, she visited the hostelry she saw so often in her dreams, and recognised the two peers sitting within. Obsessed and deranged by her constant dreams, Fanmoore followed Hovenham to his manor in Hemel Hempstead, and unnoticed, recorded him as he communicated with Russian contacts using encrypted longwave broadcast equipment. Hovenham discovered her on his property and chased her away — unaware of the depths of her discovery.

Believing her life in danger, Fanmoore approached a friend working at the *Daily Mirror* to gauge interest in publishing her report on the corrupt peers. She added that without the backing of an established paper, she would attempt to discredit the peers personally. From her tone, talk of visions, and threats of violence against the suspected spies, the *Daily Mirror* took the high road and contacted SIS. Meanwhile, Fanmoore sat out the night, calling different papers with allusions of a big story waiting to break.

BRIEFINGS

The investigators are called to an emergency meeting in the late evening of 8th July, 1970 by handler and general misery Dan Vassidine. This meeting takes place in the top floor flat of a Billingsgate flophouse, the walls stained with cigarette smoke and wallpaper peeling all the way down to the thin carpet. The briefing is not scripted, though the Keeper should emphasise the atypical circumstances surrounding such a hastily-called meeting in such an unusual location.

The Keeper will need to convey the following information:

- This meeting is taking place in an off-the-books location, so nobody may know of its occurrence. The mission deals with a matter of internal security. The only SIS contact the investigators may approach regarding this meeting is Dan Vassidine.
- SIS received a reliable tip-off that a freelance journalist named Billie Fanmoore intends to go public with top-secret information. The information Fanmoore claims to hold could disrupt covert operations against Soviet intelligence, putting SIS efforts back to the 1960s.
- Fanmoore lives in a semi-detached house in Bethnal Green, 20 minutes' drive from their location. She shares the house with her elderly father, Leonard Fanmoore, and a pet Alsatian.
- As a priority, the investigators *must* retrieve all information Fanmoore holds. Destruction is not an option, as SIS needs to know what she knows.
- The investigators must ensure Fanmoore remains silent after a full interrogation. If they cannot contain her, they have permission to execute her in a way that will not arouse suspicion. This permission extends to anyone within the house that may know what Fanmoore knows, or what she plans.
- This task must be completed before dawn, as SIS believe several newspapers intend to send representatives to meet with Fanmoore in the morning.



COVERT ACTIONS

- They cannot discount the possibility that Soviet agents are observing Fanmoore, as she has made no secret in the last few hours of a high-level information leak.
- As soon as they obtain the information, and ensure Fanmoore's silence, they must reconvene with Dan Vassidine in Bow Cemetery. They may not leave until the rendezvous takes place. Fanmoore must under no circumstances meet with Vassidine.
- After the encounter with the journalist, and journey to Bow Cemetery, a clearly cold and unhappy Vassidine takes receipt of any obtained information, and provides an addendum to their initial briefing:
- The investigators are to observe and discreetly shepherd Fanmoore's "corrupt peers," as they are unknowingly under SIS control. Exposing them will disrupt the SIS misinformation campaign. If they exhibit any awareness of SIS manipulation or Fanmoore's exposé, they need to be contained, and brought to a safe house. Contact Vassidine immediately by calling a number he provides, and hang up after three rings. The investigators are not to terminate the peers under any circumstances.
- The investigators are to meet Vassidine and deliver their findings on the abandoned Limehouse Curve viaduct, Stepney East Station, at 21:00 on Thursday, 9th July. They are again to communicate with no other members of SIS until otherwise instructed.
- The peers are to attend The Open finals held in St Andrews on 12th July. They must attend this event for two reasons: 1.) The public expects to see the peers there, and 2.) SIS believes that the peers intend to meet with

their Soviet information buyer. SIS wishes to discover this individual's identity. They are to identify the individual, but in no way alert the Soviets to SIS presence.

In Vassidine's place, an unnamed caller contacts the group in Stepney East Station. The voice does not belong to Dan Vassidine, but introduces herself using his name. She compliments their recent activities and subtlety (sarcastically, if their performance is poor).

She provides a separate briefing on what she calls OPERATION LAKE:

- H is uncommunicative regarding the subject of dreams and the crooked peers' activities. Section 46 believes her uninvolved, as the dreams Fanmoore describes do not match the patterns H uses in her methods of communication.
- As part of Operation Lake, the investigators need to determine the source of Fanmoore's dreams, by retracing her steps, and identifying who or what she might have contacted when the dreams began.
- It is imperative the peers continue their SIS-driven information leaks unmolested, but Section 46 believes at least one of them to be more than a rogue political agent. If either of them is serving an unknown party, the investigators must establish the party's identity. They must evaluate the risk before allowing the deception to continue, containing the spy, or terminating the individual/s in a way that appears accidental to the public, but sends a message to their "employer." This is contrary to the SIS brief that the targets must remain unmolested.

SIS AND DOMESTIC OPERATIONS

This type of operation is usually handled by the security service (better known to the public as MI5). SIS have no remit to operate on British soil and the security service may take a dim view of their friends from Century House encroaching on their turf.

The investigators are assigned to this operation because N has pulled some strings to ensure that it ends up in the hands of Section 46. This may cause complications for the investigators, especially if their actions bring them to the attention of the police. If the situation goes badly -and the investigators need help from SIS, the Keeper may call for Hard or even Extreme **Trust** rolls to make legal problems go away.

An alternative approach would be to use investigators that work for the security service rather than SIS. However, this may prove harder to fit into an ongoing campaign.



- Before her disappearance, the suspected Soviet agent Sentsova alluded to the peers' activity in esoteric information trading, which is how SIS began their manipulation. Her handler Godfrey Appleby vanished while looking into Sentsova's whereabouts. Sentsova's last known location was Edinburgh, for the Nuclear Non-Proliferation Treaty summit four months ago. Appleby was searching for Sentsova's trail in Kirkcaldy when he vanished in April. A photograph believed to be of Sentsova is obtainable from PO Box 93 at Royal Mail St. Paul's (see **Handout #5**), along with a photograph and brief bio of Appleby (see **Handout #6**).

SIS will take steps to wrap up all assets and threats by midnight 12th July. The investigators will provide a report of their findings via dead drop, in a dustbin on the Rotherhithe Tunnel footpath, at 07:00 on 13th July.

Dan Vassidine, SIS Handler, Age 64

Vassidine served in the Naval Intelligence Division throughout World War II and the following two decades, until its dissolution in 1964. He loyally serves SIS, though these days he sleepwalks through most assignments, awaiting the day he's given permission to retire. His effective rank is rear admiral.



First Impressions: Tired, jaded, and by-the-book. Bald, with a horseshoe of white hair around the back of his head, and a tidy white beard.

Personal Details: Vassidine gives the impression of strict professionalism, but is truly bored of clandestine operations. He often seems distracted from a mission, as if he would rather be elsewhere. Agents know him for his use of naval

vernacular and being a handler nobody meets in Century House. He takes no shit from insubordinate agents.

Motivation: Ideology.

Secrets & Goals: Vassidine knows all about Fanmoore's two corrupt peers, as he is one of the parties responsible for their unknowing service to SIS. He petitioned for the duo to be openly turned, but N overruled him, commencing OPERATION PUDDLE. He understands the importance of the false intelligence the two peers convey to the Soviets, specifically as it pertains to naval operations in the North Sea. If the peers wise up to their manipulation, Vassidine believes they should be blackmailed by SIS into continuing to serve as messengers. He views the ready execution of assets as completely wasteful, and distrusts Section 46's involvement in his operations.

Playing Vassidine: You are straight-backed, strong-jawed, and look any manjack in the eye as you address them. Any time you finish a sentence, you bring your forefinger down to the desk or your knee, to emphasise a point. You often refer to "clearing the decks," "operations going arse over tit," and "making our enemies cross the bar," among other naval expressions.

STR 60	CON 70	SIZ 60	INT 80
POW 65	DEX 60	APP 50	EDU 76
HP: 13	DB: None	Build: 0	Move: 5
MP: 13	SAN: 65		

Attacks: 1

- Fighting (Brawl) 65% (33/13), damage 1D3
- Firearms (Handgun) 55% (28/11), damage 1D10
- Firearms (Rifle) 60% (30/12), damage 2D6+4
- Dodge 55% (28/11)

Skills: Credit Rating 30%, Drive Auto 45%, Electronics 40%, History 40%, Intimidate 55%, Library Use 30%, Listen 50%, Navigate 60%, Occult 15%, Pilot (Watercraft) 70%, Psychology 45%, Spot Hidden 35%, Stealth 40%, Survival 35%, Tradecraft 60%.

Other Languages: German 60%, Russian 60%.

Trust: Royal Navy 40%, SIS 40%.

THE JOURNALIST'S HOUSE

The investigators receive their briefing on the Billie Fanmoore situation with only seven hours remaining before dawn, making time of the essence to the investigators' operation. As they are forbidden from communicating with SIS regarding their mission, and most record halls are shut when the mission commences, basic recollection and research (phoning



contacts in the press, talking to neighbours, etc.) is limited. Looking into Billie Fanmoore via Dan Vassidine reveals the following:

- Billie Fanmoore is new to the journalism profession, having only recently graduated from university.
- At Cardiff University, Billie belonged to the New Socialists Foundation, and campaigned heavily for Harold Wilson.
- Fanmoore is freelance, as she finds the idea of permanent employment with one of the big newspapers stifling, bureaucratic, and susceptible to the editor's opinions.
- Her star was rising, as several notable papers bought her reports on the Edinburgh Nuclear Non-Proliferation Treaty summit in April and May 1970. She has published nothing since May.
- Fanmoore is her ailing father's caregiver. Her mother died of cancer in 1964. She has a pet Alsatian named Clement.

Fanmoore lives at her father's house in Bethnal Green; an ugly, semi-detached redbrick house in a post-war housing estate, with two storeys, a cellar, and a small back garden. An alley runs down the left side of the house, leading to an overgrown council park littered with refuse and overflowing bins.

At the time the investigators arrive at Fanmoore's home, only a few of the houses in the estate have lights on: all upstairs. The light from a flickering lamp post on the pavement in front of her house illuminates a bedroom window, where curtains are drawn. On this warm summer evening, the upstairs windows are all slightly ajar. The front and back doors are both locked, though the gate to the back garden is only on a latch. The cellar — once a household air raid shelter — is accessible via steps in the back garden.

THE GARDEN

The pet dog sleeps in a kennel in the back garden, and is not chained or collared. Any attempts to access or exit the house via the garden run the risk of alerting the dog, Clement. In her fragmented state of mind, Fanmoore has not fed him properly for several days, so due to his hunger, Clement is temperamental, and requires a successful **Animal Handling** roll to bypass, without him barking. If provoked, he barks repeatedly and attempts to maul the investigators (see entry for Dog, *Call of Cthulhu 7th Edition Keeper Handbook* p.337).

THE UPSTAIRS

The investigators may attempt a **Climb** roll to access the first floor of the house and clamber through an open window. If they climb into the front window, they find themselves in Leonard Fanmoore's dirty bedroom. It smells richly of ammonia and sweat, and silverfish infest the room's corners. The old man is an emaciated husk lying in bed, barely alive. He stares at the window with blank eyes. Allow the investigators to react when they believe they have been spotted.

Leonard has actually been blind for some time and sees nothing if the investigators climb into the room. He whispers of being thirsty, and pleads for Billie to provide a drink and his medicine. Leonard reaches out with a withered arm, clawing at the air with jagged fingernails, while pulling himself to an upright position. Subduing Leonard is no challenge, though if the investigators say nothing, he cries out in alarm repeatedly. If allowed to do this more than three times, a light in the neighbour's house comes on. A fourth time, and the neighbour will exit her house in her dressing gown, and knock on the Fanmoore's door to find out what's going on. She will call the police if the investigators take no action.

The back bedroom is Billie's, though she is not within. In fact, it looks like her room has remained untouched for weeks, or months. It is in repose, like a shrine dedicated to a dead child. On a wall hang her certificates from Cardiff University. She has shelves of books on journalism, socialism, the danger of nuclear weapons, and upon a writing desk, a stack of the newspapers in which her articles on the Non-Proliferation Treaty were published. On a successful **Spot Hidden** roll, the investigators find in a bin beneath the desk her train ticket to Edinburgh's summit and a torn open envelope postmarked four months ago by Royal Mail Edinburgh. A folded letter addressed to her (see **Handout #1**) is inside one of the newspapers on the desk, and is only visible if they open the newspapers (**Luck** roll while searching if the players do not specifically mention looking at the newspapers).

THE DOWNSTAIRS

Unlocking the front or back doors require successful **Locksmith** rolls. The front door leads to a thinly carpeted hallway, off of which is the lounge, and through which the investigators can see the narrow kitchen and back door. The kitchen is filled with mouldering food, and if the cupboard or fridge is opened, a rancid stench hits the investigator in the face, requiring a **CON** roll to resist throwing up into the maggot-infested sink. A quick examination reveals empty packets of caffeine pills and drained bottles of gin amongst the rotting food.



The furniture in the sitting room has been pushed up against the wall and stacked against the fireplace, leaving a clear square in the centre, surrounded by a dusty border. Stacks of paper are scrawled with gibberish language, with basic sketches of two faces repeated on several jotters (see **Handout #2**). If examined in decent light, the two faces are recognisable as peers Hovenham and Goodjohn. None of the writing makes sense.

THE CELLAR

The garden arches over the cellar, which years ago doubled as an air raid shelter. The cellar is accessible via a short flight of stone slab steps, closed off with a corrugated iron door. It is unlocked, but the scraping metal will make a terrible noise unless the investigator succeeds at a **Stealth** roll.

The cellar is one large room, lined with tin foil and stacks of corkboard. Piles of books, paperwork, empty bags of sweets, and bottles of alcohol neatly form a path to a young woman sitting cross-legged in the centre. As the door opens wider she lets out a shriek of pain. She continues shrieking until the investigators close the door. If they leave the door open, she picks up an empty bottle and charges at the nearest investigator.

Billie Fanmoore is a wasted mess, her scalp bald in patches, her face sallow, her eyes wide like black saucers. She is clad in dirty, filth-caked denims. In her lap is a notepad on which she has locked the nib of her fountain pen. Her bare arms are covered with bloody numbers scratched or cut shallowly into her flesh. The air is thick with the stench of human waste,

though the investigators cannot see where it is in the dim of the shelter.

Fanmoore is uncommunicative, except to shriek and occasionally sing pieces of "Happy Together" by The Turtles (1967). With a successful **Hard Persuade** roll, she temporarily breaks from her confused state and begins to cry that she can't shut out the voice or visions, and that they come to her whenever she attempts to sleep. She describes how "she" plants the metal word seeds in her mind and makes them sprout from her eyes, ears, nose, and mouth as wires. Apparently the tinfoil coating the inside of the air raid shelter mutes the dreams, but does not cancel them entirely.

If the investigators disrupt her carefully organised paperwork, Fanmoore attempts to tackle them, continuing to kick and scratch until physically restrained. If held in place while conscious, she whimpers about seeing two crooked faces in bed with the Yellows and the Reds. She murmurs about the Cask and the Glass, and repeats "Hovenham two three four. Goodjohn four zero two." She begs the investigators to stop the visions, and whispers to them that the octopus king has its yellow tentacles in all their heads. If she remains restrained, Fanmoore belches out the Clutch of Nyogtha (see *Call of Cthulhu 7th Edition Keeper Rulebook*, p.250) in a Russian accent, and attempts to escape into the night.

THE EVIDENCE

Though much of Fanmoore's research is recorded lunacy with no rhyme or reason, a successful **Spot Hidden** reveals a Dictaphone containing a cassette stored within a castle of



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books. There is a recording on both sides of the tape. The first is short, and requires rewinding:

[radio tuning, followed by three clicks, followed by a screeching frequency]

Hovenham: S.H. to Rostock. S.H. to Rostock. This is S.H. Over.

Rostock: This is Rostock. Speak, S.H. Over.

H: I have the information you requested, Rostock. Accessed the naval plans. Over.

R: Good. Payment will be delivered where agreed. Information now. Over.

H: Submarines in North Sea manoeuvres will leave the Stavanger-Aberdeen corridor clear between 09.07 and 12.07. Advise movement to place monitoring hardware on 10.07. Return 11.07. Over.

R: Thank you, S.H. Over and out.

[the sound of three clicks]

H: Wait — who's that?!

[the sound of panting and wading through water]

Fanmoore [distorted]: Hovenham sending transmissions to the Soviets. Visions were right. One to go. Must tell the Mirror. Get published. Impress Alex.

If the tape is turned over and rewound, a recording of Fanmoore plays from when she was clearly of sounder mind:

"When I attempt to write descriptions of the events in my dreams, my hand fails me. Ever since coming home from Edinburgh, I've not had a single restful night. I find it easier to describe aloud what I've been experiencing, so here it is. I close my eyes and see two faces in perfect detail. It took me a while, but I've identified they belong to the Baron of Harlow and Viscount Longforan. I've never met them before, so I have no idea why I've been dreaming about them.

I also see a pub. It has a crown on the shingle in my dream, but no name. I've been able to find a pub matching its physical description in Westminster, though the shingle is different. It's called the Cask and Glass. I went inside and found the two peers inside. As soon as I saw them I panicked, and fled.

What else..? So I see numbers repeating in my dream. I actually see the digits in my mind, glaring white hot. They give me a headache. I've had no difficulty writing them. 234 and 402.

The final thing I see — the weirdest thing — is a horrible, jaundiced octopus, with three eyes, and hundreds of tendrils latched onto the heads of the members of parliament, playing them like puppets. It looks straight at me as my dream ends and I wake up, and it's like I lose something every time it sees me. I feel like I'm starting to lose a grip on reality."

The recording of Hovenham is enough to constitute a front-page story with enough weight to dislodge the Profumo affair as the most notable political scandal of modern times, but if the investigators follow their mission brief, they will retrieve the recording, and any salient evidence for return to Vassidine. How they handle Fanmoore is down to their conscience, though she will resist any attempt to do her harm.

Billie Fanmoore, Freelance Journalist, Age 22

Since leaving Cardiff University in 1969, Fanmoore has struggled as a freelance journalist. She has only had one set of stories published in major newspapers, covering the Nuclear Non-Proliferation Treaty earlier in 1970. Since meeting Alexia Sentsova at the Edinburgh summit, she suffers terrible prophetic dreams that drive her to madness.



First Impressions: Wide-eyed and dishevelled, smelling of bodily waste. Covered in numbers scratched and cut into the skin. Scabrous, and losing her black hair in clumps.

Personal Details: Fanmoore appears to be in a world of her own. She fears shutting her eyes, for she knows whenever she sleeps, visions of Hastur and the crooked peers will beset her.



She constantly writes, draws, and slams back caffeine pills. Drawing her to lucidity takes mentioning her dog or father, at which point she wells up and begs that she be permitted to administer their care, which she does, before reverting to her mania. The only way to free Fanmoore from the dream-seed microchip buried in her brain by Alexia Sentsova is via brain surgery.

Motivation: Ego.

Secrets & Goals: Fanmoore possesses split motivations. She wants freedom from vision-induced insanity, but equally, a drive to expose the crooked peers controls her ego. She cannot fathom who grants her the visions, but now that she has interpreted them to a degree (she only believes the two peers are consorting with Soviets, and believes the floating yellow octopus is a metaphor), she believes someone has chosen her to expose the corruption. The microchip Alexia Sentsova planted pushes her to harm Hovenham and Goodjohn.

Playing Fanmoore: You twitch, and scratch at your arms and face. You pull at your hair, when not furiously scribbling gibberish words onto paper or carving 234 and 402 into your skin. Your voice starts as a hoarse whisper, but rises to an angry shriek, the more you are provoked.

STR 70	CON 30	SIZ 40	INT 65
POW 75	DEX 75	APP 30	EDU 70
HP: 7	DB: None	Build: 0	Move: 9
MP: 15	SAN: 15		

Attacks: 1

Fighting (Brawl) 50% (25/10), damage 1D3
 Knife 50% (50/10), damage 1D4+2
 Dodge 50% (25/10)

Skills: Animal Handling 40%, Cthulhu Mythos 10%, First Aid 45%, Intimidate 25%, Library Use 30%, Listen 55%, Occult 20%, Photography 50%, Spot Hidden 55%, Stealth 60%, Survival 20%.

Trust: The Great Race of Yith 60%, The Press 20%.

Spells: Clutch of Nyogtha.

Equipment: Fountain pen, pocket full of ink cartridges, carving knife.

RESEARCHING THE PEERS

The most likely mundane research method involves looking into the peers' publically accessible lives, by visiting libraries, reading newspapers, and searching halls of records. This requires no roll. A more complex method involves a successful **Library Use** roll, as the investigators dig into the peers' personal lives and histories, attempting to uncover

concealed scandals. Only Hard successes reveal if the private information is true or false, through cross-referencing information between SIS and Section 46 archives.

PUBLIC RECORD

- Lord Seyton Hovenham is a hereditary peer and Baron of Harlow in the County of Essex, though he makes his primary residence in his Hemel Hempstead family manor. Until 1942, Hovenham served as captain of the HMS Athos, until her sinking in the Arctic Sea, during which he lost the lower half of his right leg. He infamously resigned his lifetime commission in protest of the Korean War. Since 1959 he has acted as adviser to the Liberal Party leadership. Hovenham is married to Lady Miranda Hovenham, and has five children: Bruno, Alice, Bernadette, Paul, and Herman.
- Percy Goodjohn is a non-hereditary peer, and former Speaker of the House of Commons, awarded the title of Viscount Longforgan in 1965 after a decade of service. He holds many homes across the British Isles, though his primary residence is the newly renovated Dandelion House in the Scottish village of Longforgan. Goodjohn is active in the House of Lords, known to make the journey from Edinburgh to London to consult on matters of state and administration.

PRIVATE SECRETS

Hovenham

- resigned his captaincy due to communist agenda. (False, he is a Liberal pacifist)
- quietly declined to attend the 1969 Royal Reception due to communist agenda. (False, he was unwell)
- has been under observation for fraternisation with the enemy since 1961. (True)
- is currently manipulated by SIS into delivering false intelligence to the Soviets. (True)
- attended Harrow School with Percy Goodjohn. (True)
- is in a poor financial situation. (True)
- seeks to allow the Russian navy to fully infiltrate the North Sea. (False; greed and resentment are his drivers, rather than political ideology)
- has no recorded esoteric ties or knowledge of anything paranormal. (True)
- declared suspect by Alexia Sentsova, Soviet defector. (True)

Goodjohn

- no known party affiliation. (True)
- writes stories for the *Militant* newspaper under pseudonym "Gertrude Mustard." (False)



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- attended Harrow School with Seyton Hovenham. (True)
- has no recorded esoteric ties or knowledge of anything paranormal. (False; Alexia Sentsova confirmed in her initial report that Goodjohn is or was a member of a cult or brotherhood)
- is homosexual. (False; he has in fact never had a partner)
- declared suspect by Alexia Sentsova, Soviet defector. (True)
- has been under observation for fraternisation with the enemy since 1970. (True)
- has an unknown source of offshore income. (True)

ANOTHER ROAD TO THE PUB

If the investigators silence Fanmoore before she has a chance to mention the Cask and Glass, they may come across a note in a file from the security service that Hovenham and Goodjohn have been observed meeting in that pub on several occasions.

THE CASK AND GLASS

A quaint pub within spitting distance of Buckingham Palace, the tiny Cask and Glass avoids the notice of many. Its regulars like it that way. The dark oak panelling inside and photo-adorned walls displaying old Victoria Station, Queen Victoria herself, and 19th century breweries are barely discernible

through the thick cigarette smoke. There are no corners behind which to hide in this pub — just a bar, a scattering of tables, and a couple of cramped restrooms. The drinkers often leave the outside tables abandoned, due to the heavy Westminster foot traffic making its way past.

If the investigators pop into the pub on Thursday or Friday at around lunch, or between 16:00 and 18:00, they will find Hovenham and Goodjohn sat at a table together, enjoying a pint before Goodjohn's train home to Edinburgh. Hovenham looks nervous. The table next to theirs is occupied, though the patrons may be convinced to move on a successful **Charm** or **Persuade** roll. The window behind Goodjohn is open slightly to the street, and he occasionally leans back to flick the ash from his cigarette outside. A successful **Listen** roll from the bar area picks up the outline of their conversation, whereas a successful **Stealth** roll followed by a **Listen** roll from outside allows the same, without risk of being seen.

The two talk about an exchange of radio equipment from Hovenham to Goodjohn, with Goodjohn complimenting Hovenham on his source. Hovenham asks whether Goodjohn will be contacting Rostock, as to date Rostock has heard nothing from him. Goodjohn says he has his own contact, but assures Hovenham they are on the same side.

Hovenham explains he is only involved for the money; five children are expensive to raise, and mentions that he believes someone was listening to his transmissions the night before. Goodjohn tries to calm his friend and proposes a toast to the children, before draining his pint and going up to get a further round of drinks.





The two peers quieten their conversation if someone new takes the table next to them. Their conversation moves to discussion of families and the upcoming Open in St Andrews, which they will both be attending on Sunday the 12th.

Seyton Hovenham, Baron of Harlow and Soviet Mole, Age 55

Hovenham is the scion of the Teak-Hovenham family, and hereditary Baron of Harlow. His naval service, outspoken criticism of war, and loyalty to the Liberal Party earn him respect from many quarters.

In 1963, the government applied several years of back taxes once owed by his mother to Hovenham's estate, resulting in a dire financial position. Out of bitterness and desperation, Hovenham began selling secrets to the Soviets. He expects to receive his first payment at the Open Championship.



First Impressions: Immaculately waxed red hair swept to the side and an ever-present sad smile. Strikingly handsome. Constantly smoking. Has a metal prosthesis in place of his lower right leg and uses a walking stick.

Personal Details: Stress lines mark Hovenham's brow and surround his eyes, growing increasingly apparent the longer someone talks with him. He feels forced into selling secrets to the Russians just so he can keep his family's heads above water. He trusts and adores his friend Percy, who has always been good enough to extend a line of credit when most needed.

Motivation: Money.

Secrets & Goals: Hovenham's good relations with naval officers make him privy to information regarding ship manoeuvres and plans in the North Sea. He intends to continue funnelling select information to the Russians in exchange for regular payoffs. Unbeknownst to Hovenham, SIS are aware of his compromised status, and ensure that the intelligence that reaches him is harmless or inaccurate.

Hovenham naively hopes he will be able to sell enough information to recoup his family losses, then cut off communications with the Soviets. The only people he trusts with his secret are Percy Goodjohn and the Russian he communicates with on encrypted longwave frequency 234.

Playing Hovenham: You smile, laugh, and take constant drags on your Embassy cigarettes. You've started smoking more since 1963. If anyone confronts you on your deception, you will take their words with a clenched jaw, and ask that you can resolve your affairs and obtain some crucial, illuminating information before retiring to your summer house, where you intend to shoot yourself in the forehead.

STR 65 CON 55 SIZ 60 INT 80
POW 45 DEX 25 (impaired) APP 70 EDU 70
HP: 11 DB: 1D4 Build: +1 Move: 4 (impaired)
MP: 9 SAN: 45

Attacks: 1

Fighting (Brawl) 55% (28/11), damage 1D3+1D4 DB
Firearms (Handgun) 70% (35/14), damage 1D10
Firearms (Rifle) 50% (25/10), damage 2D6+4
Dodge 45% (23/9)

Skills: Charm 45%, Credit Rating 20%, Drive Auto 65%, Electrical Repair 45%, Electronics 60%, History 30%, Intimidate 50%, Listen 45%, Navigate 70%, Pilot (Watercraft) 60%, Signals 50%, Spot Hidden 55%, Swim 30%, Tradecraft 20%.

Other Languages: French 50%, German 40%, Russian 60%.

Trust: Royal Navy 40%, House of Lords 20%, Soviet Intelligence 20%.

Equipment: Colt Detective Special.

Percy Goodjohn, Viscount Longforgan and Brother of the Yellow Sign, Age 53

Goodjohn was elevated two years above his base year at Harrow due to his academic brilliance. Due to his intellect, a schoolmaster controlled by the Brothers of the Yellow Sign indoctrinated Goodjohn before he turned 16. Shortly after Goodjohn left school, investigators with half-formed ideas broke up the Harrow-based cult and murdered the schoolmaster, leaving Goodjohn as a juvenile cultist without

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a master. He studied Medicine at university, and ultimately ascended to the position of Speaker of the House in the Commons. Now retired from that position, the Crown awarded him the title of Viscount over his home village of Longforgan.



First Impressions: Ruddy-faced, bespectacled, and prone to gesticulating wildly. Turns beet red as he makes his points. Speaks in a broad Dundonian Scottish accent.

Personal Details: An impassioned servant of the Yellow Sign, Goodjohn is prone to peaks of emotion — typically ranging between hilarity and rage. He believes petty politics beneath him and dismisses matters of local interest as irrelevant.

Motivation: Ideology.

Secrets & Goals: Goodjohn uses Soviet radio equipment to transmit encrypted messages to an island in the Baltic on longwave frequency 402, where he believes the Unspeakable One gestates. Goodjohn sends the names of prominent individuals and their weaknesses — whether material, moral, or otherwise — and the Yellow Sign responds through a mind-bending chain of static and tuning sounds Goodjohn seems able to interpret. Goodjohn poisons the individuals the Unspeakable One approves with a form of mental undeath and subjugation, making them the Yellow Sign's slaves. Steadily, Goodjohn intends to create a servitor race to the Yellow Sign.

Playing Goodjohn: Most of your words and actions are bombastic. They range evenly between joyful exaltations, toasts, and thigh-slapping jokes, to furious tirades and threats.

You only pause to push your spectacles back up your nose, or take another drink. For all your histrionic behaviour, you are a highly intelligent individual. You use your volume and wild gestures to veil your cautious assessment of others, and wise — if loud — declarations. You occasionally play with an amber set signet ring on your left little finger, and routinely update a diary you keep in your briefcase.

STR 60 CON 70 SIZ 65 INT 80
POW 10 (depleted) DEX 35 APP 35 EDU 90
HP: 13 DB: 1D4 Build: +1 Move: 5
MP: 30 SAN: 25

Attacks: 1

Fighting (Brawl) 25% (13/5), damage 1D3+1D4 DB
Dodge 17% (9/3)

Skills: Appraise 50%, Biology 35%, Charm 60%, Command 80%, Credit Rating 70%, Cthulhu Mythos 35%, History 45%, Intimidate 70%, Library Use 30%, Medicine 65%, Persuade 55%, Photography 50%, Psychology 35%, Signals 20%, Spot Hidden 50%.

Other Languages: Greek 70%, The Yellow Sign 80%.

Trust: Brothers of the Yellow Sign 60%, House of Lords 20%.

Spells: Contact Rat-Thing, Mindblast, Mind Transfer, Enslavement to the Icterus (see pg. 27).

Equipment: Polaroid camera, hip flask containing bile, briefcase containing photographs, diary.

HOVENHAM MANOR

After concluding business in the House of Lords, and finishing a pint at the Cask and Glass, Seyton Hovenham takes a cab back to Hovenham Manor in Hemel Hempstead. The building is small despite its name, with the majority of the property given over to overgrown gardens and small, dirty lakes. The manor comprises three storeys and thirteen rooms, each badly in need of redecoration. The building exudes an overall feeling of decrepitude.

The Hovenhams employ only one member of household staff, in the form of a Barbadian housekeeper named Lynette Agard. Hovenham's wife is out of town with children Paul and Herman. Bruno attends the University of Westminster, while Alice and Bernadette are at the house. Agard will meet visitors who make their presence known, and Hovenham will nervously welcome anyone who comes to talk with him about political or military matters, though he requires a **Persuade** roll to believe their reasons for being there. He will not volunteer any information regarding his deception, but will not fight back if restrained or held to account with proof. If the investigators keep him past 18:00, he becomes agitated and asks they leave.



If watched at length, the investigators spot Hovenham making a trip to his garden summerhouse at just prior to 18:00. Studying the summerhouse, a small antenna emerges from a box on its roof. The summerhouse is on an island in the middle of one of the manor's murky lakes, and is accessible by either wading through waist-deep water, or taking one of the small rowboats to the summerhouse jetty, as Hovenham does. Within the summerhouse, Hovenham plays with his Soviet radio equipment like a radio ham, listening to occasional innocuous conversations and making notes from time to time, before at 18:30 tuning the radio to an exact frequency. If the investigators spy on Hovenham and succeed on a **Spot Hidden** roll, they see the frequency on his radio as 234, at which point he flicks three switches. A jamming signal emanates from the radio and dies off, at which point he speaks into his microphone. On a successful **Cryptography** roll, the investigators understand the equipment scrambles the frequency for everyone but the transmitter and the recipient. On a successful **Signals** roll, the investigators realise the 234 frequency is one often co-opted by the Russians.

Hovenham communicates with Rostock, though this time he is just checking that all is going to plan. Rostock confirms that it is, and that a woman who offers him cigarettes from an Elita pack at The Open, on 12th July, will deliver payment. He asks what action to take if he feels he has been compromised. The voice on the other end asks whether he has been, which he hastily confirms is not the case, before he terminates the conversation.

If Hovenham is in the summerhouse and spots the investigators spying — there is a dirty mirror on the summerhouse wall, and the investigators need to succeed with **Stealth** rolls — he draws a revolver from his desk and opens fire on them five times, before threatening to turn the gun on himself. They only have a small window to talk him down with a **Hard Persuade** or **Regular Intimidate** roll, before he shoots himself.

GOODJOHN'S JOURNEY

Goodjohn displays no awareness of his activities being under observation. In truth, he would care little if someone were spying on him. He is using Soviet encryption equipment to transmit his messages to the Baltic, but even if they were deciphered, the code breaker would just discover his sending the names of select British officials.

THE TRAIN

Goodjohn catches the 19:00 train to Edinburgh, travelling in first class. Should any investigators seek to follow him, they

discover Goodjohn making jokes with the train guard and other passengers, when not stopping to dine, or jot in a diary. The other passengers find his volume irritating, as most just wish to travel in silence.

After three hours on the train, Goodjohn falls asleep. He keeps his briefcase on the seat beside him, with his diary inside. To open the case in Goodjohn's presence, the investigator must succeed at an **Extreme Sleight of Hand** roll, as the "click" of it opening wakes the peer. If removed from the seat on a **Regular Sleight of Hand** roll, and taken to another carriage to open, the investigators find the case filled with photos of politicians and other officials (see **Handout #3**), a hip flask (containing bile), a polaroid camera, and his diary. The diary is lacquered with bile, except for the most recent page (see **Handout #4**).

If Goodjohn discovers his briefcase or diary stolen, he personally searches for it, moving from carriage to carriage at increasing speed, and getting redder and redder in the face. He ignores anyone asking as to his well-being, even shoving people aside. He will scour every inch of the train's interior for his case, and if he cannot find it, he will start his search all over again, looking intently at passengers' faces for signs of guilt. Eventually he will settle, but will lash out verbally if anyone engages him.

THE ESTATE

Goodjohn takes a cab directly from the station to Dandelion House, a massive country estate in Longforan, one hour from the station. Dandelion House is a massive estate, showing the signs of recent renovation and costly upkeep. Flying buttresses extend from the exterior walls to the earth, giving the grand house the impression of bearing several immense legs. No fence surrounds the estate, but great conifer trees form a boundary around the land's edge. The house itself has five storeys and is formed in a horseshoe shape, with an east and west wing flanking a central building. Stables and servants' quarters dot the estate near the tree line. Two expensive cars — a Jaguar and a Porsche — sit in the driveway.

The estate is freely approachable, though the investigators see guards patrolling the grounds with bright torches and dogs on leashes. The guards are dressed as groundskeepers, and there are two making the rounds around the six-acre plot. If the investigators are there at night, they require an **Extreme** success on a **Spot Hidden** roll to realise the guards bear walkie-talkies and shotguns.

Dandelion House itself is an imposing fortress. The windows are eight feet above ground level, and black iron bars protect



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each window. The estate doors remain locked during both day and night, though a bell outside summons the estate butler, who turns visitors away if they come at night, and asks for an appointment card if they come during the day. The butler can be convinced to allow the investigators entry on a Hard **Persuade** or **Fast Talk** roll, though he immediately goes to fetch the Viscount if he's home. The locks can be bypassed with a successful **Locksmith** roll.

THE LABYRINTH

The house interior is a labyrinthine exercise in egotism and clashing design philosophies. Modern and abstract art festoons the majority of the overwhelmingly warm house, evoking a nauseating feeling from room to room. Sculptures with wilting dandelions in the place of limbs, heads, and appendages; paintings comprised of swirling blacks, whites, and yellows; optical illusions making corridors appear longer than they are; landscapes of horribly distorted rooms and cities; the weird and the confusing populate every surface of the house, leaving little room for interpretation without an assault on the senses. The investigators must make successful **INT** rolls to avoid getting turned around. Confused investigators make their way immediately to the exit, and fresh air, as the twisted visuals from each room pain the minds of anyone not accustomed to them. They must make **SAN** rolls for each round remaining within the labyrinth, the paintings inflicting SAN 1/1D4+1 damage per round.

The central hallway holds the only exception to the mansion's distorted artwork. Bedecked in the classical style, lined with a thick, red, checked carpet, holding a grand staircase stretching

both east and west, the hallway impresses and overwhelms in equal measure. Disturbingly, each wall bears a portrait of a monarch, with no artist signature. On a successful **Appraise** roll, the investigators date the portraits' ages to at least 400 years old, and on a successful **History** roll, they identify the king as Charles II, though his hair is peculiarly the colour of straw. He holds a King James Bible in both hands in each of the dozen distinct portraits, and eleven of the twelve paintings have him facing left, like a Jack of Hearts. The portrait at the top of the stairs has him looking straight down into the hallway, his eyes seemingly boring into the person ascending the staircase. The portraits unnerve anyone in the main hallway.

Goodjohn has a score of staff — maids, a cook, and so forth — performing various activities around the house at all hours. If any encounter the unexpected investigators, they dash to find the Viscount. Goodjohn's first reaction to meeting the investigators is loud amusement and gratitude if they present his briefcase to him. He maintains a jovial persona no matter the hour or the investigators' questions, but follows up with excuses and attempts to usher them from the property. If they insist on remaining, he groans, and offers to show them something interesting in his attic.

THE ATTIC

A wide, dryly hot loft, the attic is strangely unadorned when compared to the rest of the house. Wooden support pillars and beams stretch up from the lattice-like floor, creating a maze of golden timbers. The thin air within the attic reeks of something putrid, the source of which the Viscount quickly reveals. Goodjohn's radio equipment sits on a table with





aerials and leads leading into the roof. To its side is a bathtub shallowly filled with bile, in which photographs of officials float. Photos on a makeshift washing line drip with the greasy yellow substance.

Whether Goodjohn is surprised here or the investigators follow him to the attic, he moves to flick the switches on the radio. A mind warping, eardrum-piercing tuning frequency emanates from the machine set to the frequency 402. For each round spent within the attic, the investigators lose 1D6 Hit Points and after a **SAN** roll, SAN 1/1D10. The Unspeakable One's voice fills the air. Unless they pass an Extreme **POW** roll, the noise stuns each investigator for 1D4 rounds, sending their consciousness to a terrible, arid and contorted alien vista. On a successful **Electronics** roll, it takes the investigator two rounds to work out how to shut the radio off. Changing the frequency is an instant action, if anyone thinks to do it.

Goodjohn takes the opportunity to escape into the house. He is no combatant. He will call on his servants to defend him, which they do until the investigators fire guns. The servants are not mindless drones, though they do possess weak wills. Goodjohn will take the opportunity to seize a member of the house staff and attempt a Mind Transfer (see *Call of Cthulhu 7th Edition Keeper Rulebook*, p.260) on them, rather than attempting to flee the investigators outright.

With the house available for searching, it is quite possible to become lost in its winding, hypnotic corridors and succumb to insanity before finding an exit. The higher up one goes, the more difficult it is to find an exit, as the windows will not open. The attic is the only room containing evidence relating to Goodjohn's activities, though the only piece of Soviet-related paraphernalia is the radio. There are around 15 photographs of national officials stuck together with bile in a thick stack. A hand-penned copy of the Enslavement to the Icterus spell (see pg. 27) is stuck to the radio like a recipe to a cupboard door, but with bile as the adhesive. A copy of a well-thumbed Revelations of Hali (see *Call of Cthulhu 7th Edition Keeper Rulebook*, pg. 239) dedicated to Percy Goodjohn by "Mr. Hartman, Biology Teacher" sits locked in Goodjohn's desk.

From the moment Goodjohn escapes the attic, the paintings in the main hallway all change position, facing forward. They bear no mystical power other than to terrify the investigators, compelling a SAN roll, with damage of SAN 1/1D4+1.

If seized before he can escape, Goodjohn goes limp and stops fighting. He bides his time for a better opportunity, knowing he cannot win in a physical conflict. He does not reveal his plot in a grand speech. He knows he has already planted

the Unspeakable One's servants in positions throughout the United Kingdom.

Goodjohn is susceptible to interrogation, and will speak reluctantly about the Yellow Sign's cult. He calls himself High Priest of the British Isles, though he will not, or cannot name the cultists within his power.

THE SAFE HOUSE

It is possible the investigators will bring Hovenham, Goodjohn, or Fanmoore to a safe house. The one designated to the group is beneath Stratford interchange station, via a North Thames Gas Board maintenance entrance.

The underground cloister is five flights of steel stairs beneath the surface, and comprises three rooms — a bathroom, bedroom, and living area including kitchen. Each room is lined with strip lights and barely decorated but for simple furnishings and a collection of pre-1960 books. A low buzz of electricity fills each room, occasionally punctuated by the thunder of a train passing overhead of further below. At one point, the safe house was a fallout shelter, though nobody designed it to offer comfort.

If both held captive, Hovenham and Goodjohn address one another as friends, albeit acting resigned to a lacklustre fate. Neither knows Fanmoore, but she will move to murder Goodjohn if kept in the same room as him. For his part, Goodjohn will bide his time and attack whenever there are three or fewer individuals in the room, unrepentantly targeting anyone in his way — Hovenham be damned.

If held solitarily, the three act in their own ways:

- Fanmoore paces and scratches her skin repeatedly, asking for a pen, and if not given one, begins to drag her fingernails against the bare concrete walls until they break and she collapses screaming. She will continue to resist captivity, alternating between begging for release and threatening horrific violence. If left alone with one captor, she will use the Clutch of Nyogtha on her captor before breaking whatever limbs she needs to, in order to escape.
- Hovenham sits stoically, but morosely, staring at his lap as he awaits his fate. If questioned, he speaks with the investigators honestly. He has no idea about Sentsova, Fanmoore, or Goodjohn's occult affiliations. He was selling information for money, not ideology. On a Hard **Persuade** or **Intimidate** roll, Hovenham can be convinced to attend The Open as a knowing SIS mole.



COVERT ACTIONS

On an Extreme **Persuade** or **Intimidate** roll, Hovenham can be convinced to turn on Goodjohn.

- Goodjohn shouts at the investigators and loudly decries his supposed guilt. He constantly shifts and bounces in place, turning increasingly red. He demands his release, and asks for evidence of his complicity in whatever the investigators accuse him of doing. If left alone with other captives, or held by only one captor, he attempts to cast Mindblast on a target, and if successful, attempts a Mind Transfer to the victim (see *Call of Cthulhu 7th Edition Keeper Rulebook*, p.260 for both spells). If Goodjohn successfully moves his mind into another body, he will attempt to either escape in his new host form, or he will wait for the captors to return and then explain how "Goodjohn" died of a heart attack. He will then live on in a new form. Tragically for Goodjohn, if he moves into Fanmoore's body he ends up with the Great Race of Yith's neural seed, and becomes subject to the same nightmares as Fanmoore.

THE RETURN OF VASSIDINE

Dan Vassidine arrives at the safe house if called. His usual composure breaks in Hovenham's presence. He bears affection for the former navy captain, despite Hovenham's duplicity. Vassidine makes clear that Hovenham and Goodjohn must attend The Open in St Andrews, as SIS understand their Soviet contact intends to make payment at the event. The contact needs identifying.

If made aware of Section 46's interest in dreams, Vassidine dismisses their relevance with the wave of his hand. Whoever is sending "visions" is clearly on their side, and some things are not worth probing.

If the subject of Goodjohn's cult membership arises, Vassidine takes the investigators from the safe house and speaks earnestly. He imparts that every operation involving a captive cultist ends badly; the prisoner turns the captors against one another, escapes in a wave of bloodshed, or calls "things" to liberate him, leaving yet more death.

Vassidine hands an investigator a gun, and gives the order to interrogate the cultist for no longer than a minute on the whereabouts of his library, his fellow cultists, and any imminent dangers. If no answers are forthcoming, the investigator must summarily execute Goodjohn. Of course, as Vassidine relays this command, Goodjohn may be moving his mind into the body of another captive, or a captor. If Goodjohn is alone, he uses the time to Contact Rat-Thing (see *Call of Cthulhu 7th Edition Keeper Rulebook*, p.251).

If successful, a swarm of the creatures descend on the safe house within 4D8 rounds, whether Goodjohn is alive or dead. Appleby's Trail

Section 46 put the investigators on SIS handler Godfrey Appleby's trail. Appleby disappeared in Scotland while hunting the missing Alexia Sentsova, his last recorded location at La Petite Maison Bed & Breakfast in Kirkcaldy, just under 12 miles from Edinburgh. In his last telephone report to SIS in April, Appleby explained that he traced Sentsova to the Kirkcaldy Links Market. Appleby never reported in again.

Officers searched the B&B and found no trace of Appleby or his personal effects. The owner explained that Appleby never checked out or returned his key. If the investigators visit the bed and breakfast, the owner, Maggie Swivney, still appears irritated about the loss of a perfectly good front door key.

Through normal conversation, Swivney answers questions regarding Appleby as follows:

- Appleby stayed at La Petite Maison for one week, and never socialised with the other guests., despite how busy the B&B was.
- She didn't see Appleby after day seven, but as he was paid up for ten days, she didn't check the room until the end of his stay. When she checked the room, it was already empty.
- She's never heard of Alexia Sentsova, or had a guest with a Russian accent.
- If the investigator is successful on a Hard **Persuade** roll, she divulges further information:
 - Appleby did get to know Maggie pretty well, and they "tumbled about" a bit. He seemed to be in Scotland to get away from London for the first few days.
 - Appleby's personality changed. He said he spotted someone he needed to talk to, and disappeared for two nights in a row, sleeping in his room during the day. She saw a photo of the person he was talking about. She looked like a local girl named Emily Macarthur.
 - The day after his disappearance, Maggie peered into his room. His apparel was there, along with a thick scattering of what she thought were pine needles on the bed. She pushed the vacuum cleaner around and took a clip of cash from his wallet as payment for the unpaid cleaning service.



- The following night, she heard his bedroom door slam. When she subsequently checked, the room was completely empty.

If pressed she admits to her initial lie, as she hadn't wanted to be labelled a thief for stealing Appleby's cash clip, holding £150. She offers the cash to the investigators for their silence, as she was too afraid to spend it. If the investigators take the cash clip and open it up, they discover a raffle ticket, with writing on the back (see **Handout #7**). If asked, Maggie explains the raffle ticket will be from the Links Market, as there is always a great raffle there. The raffle concluded in April, though the beach hut named on the back is on the sea front all year.

APPLEBY'S REMAINS

If the investigators want to examine the contents of her vacuum cleaner for the pine needles, Maggie explains she emptied it about a dozen times since April. She offers them the device anyway, and leaves them to it, commenting that it has been making a strange squealing sound since she picked up the needles. On a successful **Spot Hidden** roll they find a few pine needles still in the lining of the vacuum cleaner. A **Science** roll tells the investigators that the needles are not actually from a pine. When they snap, a tiny dot of blood emerges from the needle, along with a pungent odour of rotting meat, and a slight scream. The investigators must make a **SAN** roll and suffer a loss of SAN 1/ID6+1, as they realise their fellow agent has somehow been transmuted into thousands of tiny needles, vacuumed, and since dispersed, and yet retains enough of a consciousness to scream.

THE BEACH HUT

The Kirkcaldy beach front is temperate both day and night, a refreshing sea breeze washing over the investigators and acting as a brief respite from the dirtiness they tend to have to wade through. Beach Hut C3, as labelled on Appleby's raffle ticket, stands in a row of other huts. The area is crowded in daytime, though nobody occupies Beach Hut C3.

The Beach Hut rental company has a small mobile office at the end of the row, an old Scotsman behind the desk. If asked, he explains that a woman with an odd accent rents the hut, though he has not seen her around. He feels he would recognise her. If shown the photo of Sentsova/Macarthur, he verifies it as her.

The investigators may gain access to the hut with ease. A manila folder lays discarded the hut's bench; an elastic band and a crumpled note on the floor (see **Handout #8**). The folder is empty.

EMILY MACARTHUR?

Swivney's mention of Emily Macarthur and Appleby's reference to her in his note may push the investigators to visit her house. Macarthur lives in Kirkcaldy in a shared flat, and according to Swivney she works as a barmaid at the Novar Bar, though enquiring within it becomes apparent she hasn't appeared for work since March.

Macarthur's flat is situated within view of Beveridge Park. The building is a white-block prefab construction, unattractive and imposing when compared to the green of the park below. The people who live there mind their own business, and ignore the investigators unless they are particularly rude or loud.

When the investigators arrive at the flat, the door is unlocked. The flat exhibits the signs of a recent struggle. Chairs lie overturned and the television screen is smashed. A turntable needle is stuck at the end of a record, constantly catching, making a repetitive heartbeat-like sound throughout the flat. Dried blood stuck to the front of a kitchen unit seems to have poured from a drawer, and pooled in a puddle on the lino floor.

Standing out within the morbid scene are the photographs stuck to the fridge door. A woman clearly resembling Alexia Sentsova, with her arms around a pair of friends, is pictured in a brightly-coloured checked dress, wearing oversized hippie shades (see **Handout #9**). In another photo she sits with a guitar across her lap. In a third she appears to be smoking a joint, with a huge grin on her face. On a successful **History** roll, the investigators can place this photograph to the latter half of the 1960s, judging from the fashions of the era.

The flat has two bedrooms, one untidy and covered with Raith Rovers posters and memorabilia, the other pristine and without decoration, but for the bed and wardrobe. A light search of the football-themed room turns up a wallet belonging to a 24-year-old male named Gus Campbell, pictured in the photos with Alexia. A bag within the clean room's wardrobe holds a purse owned by one Emily Macarthur. Any articles or baubles from within the room have been obsessively stacked inside the wardrobe, next to the bag, and beneath her hanging clothes. An empty ticket envelope for the Open Championship in St Andrews sits within the stack of articles in Emily's wardrobe, addressed to Alexia Sentsova (see **Handout #10**).

If the investigators attempt to open the bleeding drawer, they find it wedged shut. It takes a successful **STR** roll to pull it open without breaking off the handle. As it resists opening, a terrible stench fills the kitchen. Should the investigators pull it all the way open, they find the perfectly compressed



body of Campbell, concertinaed and folded end over end in an impossible way to fit into the kitchen drawer, his face flattened on top of the dense cube of meat and crushed bone. Any investigator who witnesses the inexplicable treatment this body received must make a **SAN** roll and suffer a loss of SAN 1/1D6+1. The abrupt moaning from the compacted body's mouth-hole produces an even worse odour than before, and compels a further **SAN** roll, and loss of SAN 1/1D10. Somehow, Campbell is still alive in his new state, but incapable of communicating in anything less than a horrified wail of expelled air.

It should be clear to the investigators that Campbell cannot fall into the hands of medical professionals in this state, due to the attention such a condition would provoke.

THE OPEN

Throughout July, St Andrews hosts the British Open golfing tournament; the oldest of professional golf's four major championships. The tournament concludes on Sunday, 12th July, the players playing their final holes and seeking to win the extravagant prize money and Claret Jug trophy.



The Open draws celebrities, sportsmen, and politicians, along with a mix of gold enthusiasts from across the spectrum

of wealth. St Andrews is never busier than on finals day, a feeling of summer fair and grand spectacle descending on the historical town.

DRESS APPROPRIATELY

The Open is only open to those with a ticket to spectate; otherwise, the tournament hosts restrict the public to the town itself. The investigators will need to smuggle their way inside, or procure tickets, available at the gate for the high cost of £15 each for general entry.

The royal pavilion on the hilltop overlooking the course is accessible by invite only. Without an invitation, the investigators have an array of options for entry, including requesting tickets from SIS prior to departure; stealing invitations from existing guests; sneaking in, in disguise; or paying off a guest in exchange for their invitation. The vast pavilion houses at least 200 guests, many of whom sit in coral white chairs with tiny binoculars, watching the tournament's events on the course below.

The Open expects any observer in the pavilion to dress well, or at least appropriately for golf. Any investigators that show up in common clothing will be treated harshly, if not outright barred from the rich tent.

THE MOVERS AND SHAKERS

A number of important individuals make their way to the pavilion, some of whom the investigators will have encountered.

Hovenham

Assuming the investigators have not prevented him from attending, Hovenham is present, drinking and smoking profusely, dressed in his best tweeds and affecting a nervous disposition. Anyone studying the man can see the hand he uses to clutch a cigarette is shaking, until he stuffs it in a pocket when someone approaches, nearly catching the inside of his jacket on fire.

Hovenham is either waiting for his Russian contact without knowledge of the SIS sting, or playing patsy due to the dirt the investigators have on him. In either case, this is the first time he will receive payment for the information transmitted to the Soviets.

As the afternoon wears on, Hovenham gets increasingly drunk, and resorts to leaning against one of the pavilion posts with his collar undone and necktie loose. It seems as if he is ready to bolt when an old woman approaches him with the



offer of a cigarette. He jumps upright and spurts out a "Yes." She eyes him cautiously, and looks around.

The investigators have orders to observe the individual Hovenham meets at The Open. They have no orders to seize or terminate the Russian agent. The investigators watching Hovenham will need to succeed on Hard **Disguise** or **Stealth** rolls to conceal their observation of Hovenham's behaviour and the woman with him. If they alert her, she hastily takes a golf cart back down to the car park, where she leaps into her car and attempts to drive back to Edinburgh without drawing further attention.

If the investigators successfully conceal their presence, the old woman whispers something in Hovenham's ear — the location of his money, in a red and yellow tartan golf bag propped behind the coat rack in the pavilion — and goes back to ostensibly watch the golf, attempting to draw no attention to herself. She keeps one eye on Hovenham, in case anyone approaches him, and another on the money. If she sees any investigators making sudden moves towards Hovenham, she will head for the money herself and attempt the golf cart exit. If investigators obviously move for the money, she attempts to escape without further prevarication. She wants to see Hovenham take the money and leave. Anything different will arouse her suspicion.

Should she be accosted, the old woman will identify herself as Valerie Brown, a British citizen working as a courier between the Russian and British spies.

For his part, Hovenham will break down in tears in his car once he gets the money to it. He will drunkenly and emotionally attempt to drive away, dinging several cars as he goes, before crashing into a bollard not a mile from the golf course.

Goodjohn

Providing the investigators have not locked up or killed him, the Brother of the Yellow Sign mingles with the politicians and jetsetters in the pavilion, completely at ease with his agenda and whichever identity he holds at this point. If in any form other than Goodjohn, he attempts to spread the contents of a hipflask filled with bile into the various cocktail jugs used by the targets on his list. Even if spotted doing so, Goodjohn will laugh it off as adding a little more zest to the alcohol.

If in the form of Goodjohn, the cultist is still playing the long game. He has invited select members within the pavilion back to his house in Longforan, where he intends to infect them with his Hastur-given spell and make them slaves of the Yellow Sign. In this case, he acts his overbearing self,

drinks, laughs, and watches the golf. Investigators observing Goodjohn may be surprised to see him meeting no Soviet contacts. He greets many people, and shakes many hands, but there are no subtle exchanges or nervous actions.

If Hovenham and Goodjohn are both in attendance, Goodjohn pointedly ignores his friend. He feels Hovenham is embarrassing himself with his drunkenness, and as the Yellow Sign has not selected him as an appropriate slave, he believes his fellow peer redundant now that the plan is in action.

Fanmoore

In the unlikely event the investigators released Fanmoore or she freed herself, her visions lead her to St Andrews and the pavilion. Her wretched state will see her accosted immediately by bodyguards, though as she shrieks and howls, she makes eye contact with Goodjohn and bellows the Clutch of Nyogtha, the spell gifted to her by the neural seed. Goodjohn collapses in cardiac arrest, and in the ensuing panic Fanmoore breaks free from her captors. She attempts to stab Goodjohn to death, unless the investigators move to prevent it.

If the investigators seize Fanmoore, she cries out the name "Alex" and points at a young woman standing at the top table. The investigators may connect the woman's appearance with that of Alexia Sentsova.

Sentsova

Alexia Sentsova will only be present at The Open if Goodjohn is still alive. The Yithian remains in the same human female form it occupied when delivering information to SIS at the Non-Proliferation Treaty. As Alexia, she plays the role of a wealthy Ukrainian diplomat, shaking hands with humans, engaging in small talk, and maintaining a subterfuge so she can monitor Goodjohn's activities.

With Goodjohn present at the event, Sentsova maintains a distance but never takes her eyes from him. She acts oblivious to the rest of the guests in attendance, and pays no attention whatsoever to the golf. Her fixed observation is noticeable with a successful **Psychology** roll. She does not approach Goodjohn or address him in any way.

Whenever he closes in on her, she maintains a level distance, skirting around the edge of the pavilion — even if doing so cuts off a conversation, or she obstructs someone's view of the golf course.

If Fanmoore points out Alexia's presence, she vanishes from view and begins to immediately fade from memory. Investigators must succeed on a Hard **POW** roll to retain memories of the Yithian.

COVERT ACTIONS

Sentsova is not expecting to be attacked, and will act with surprise if the investigators accost her. Her immediate response is to retreat towards the golf course, and abandon the body she inhabits, even if in plain view of everyone. Alexia Sentsova will collapse, and wake up as Emily Macarthur; a young, disturbed Scottish lady with horrifying memories of dwelling in the body of an insect for several months. Her hysterics draw the attention of security. They attempt to escort the suspected protester from the course.

Should the investigators approach Alexia, she greets them coolly. She does not know who they are, unless they introduce themselves honestly, and will constantly look over them and around them to keep an eye on Goodjohn. Should the investigators introduce themselves honestly or intimate that they know who — or what — she is, her gaze finally leaves Goodjohn and fixes on them. She expresses the following in a whisper, if questioned:

- Goodjohn is a danger to mankind, but something prevents her from directly stopping him or causing his death. Every action she takes against him requires several degrees of separation, to avoid a resultant butterfly effect.
- Hovenham is a smokescreen for Goodjohn and a lure for SIS. Goodjohn is using Soviet technology, but is not communicating with the Russians. He hides his activities behind Hovenham's. Sentsova needed to drop Hovenham's name to SIS to make them take Goodjohn seriously.
- As SIS failed to take Goodjohn seriously, she put Fanmoore — and therefore the press — on the peers' trails. She denies harming Fanmoore.
- She denies knowledge of what befell her handler, Godfrey Appleby. She says he just disappeared.
- She expresses a flicker of emotion if addressed as Emily Macarthur. Sentsova explains that Macarthur is elsewhere, and probably glad for it. She does not elaborate.

Sentsova will only express her intentions willingly if the investigators express a firm understanding of Goodjohn, his cult, and his agenda. A success on a **Cthulhu Mythos** roll enables the Keeper to connect some of the dots for the investigators, and engenders Sentsova to speak openly. The Yithian's mind traverses time and several realities, rendering her disinclined towards persuasion and intimidation. Sentsova can be duped or misled into revealing her schemes through a successful Extreme **Fast Talk** roll.

If asked again about the following subjects, Sentsova elaborates:

- The moment Goodjohn realises her involvement in attempting to stop him, she will quite literally disappear, and his success will be set.
- In her human form she had sex with Fanmoore, and "gifted" her a neural microchip. As it germinates, Fanmoore gains the ability to see across dimensions with increasing clarity. It will likely destroy her mind.
- Sentsova maintains that she did nothing to Appleby, but that doesn't mean she won't, at some point in the past, or future.
- She explains that Emily Macarthur exists in another time, and will return once she is done with her body. With a hint of regret, she explains how Macarthur's flatmate was incapable of keeping things tidy to her standards. Without cleanliness, she found it impossible to meditate. He insisted in piling up dishes and leaving clothes around, until she finally decided to tidy him away in a drawer. The flat became peaceful from that point on.

The investigators are likely incredulous. Sentsova will offer any one of them the same seed she gifted Fanmoore. If an investigator is foolish enough to allow it inside them, it will convey visions of an alien landscape, a jaundiced octopus devouring the sky with a thousand tongues, and Goodjohn mutating into a giant, ripe floating head trailing tendrils, its skin split in seams exposing pulsating veins. The visions compel the seer to make a **SAN** roll, and degrade the seer's Sanity by SAN 1/ID10 each time they sleep. Removing the seed requires an Extreme **Medicine** roll to avoid causing permanent brain damage or fatal injury.

SENTSOVA'S PLAN

The Great Race of Yith have long opposed Hastur's servants. Goodjohn aims to enact the Enslavement to the Icterus (see pg. 27) and form a race enslaved to the Yellow Sign. He would undo the actions of the Nuclear Non-Proliferation Treaty and in several realities visible to Sentsova, plunge the world into a state of nuclear, chemical, and biological warfare. Sentsova does not care about mankind. She has, however, seen that if Goodjohn continues unstopped, his plans will grow and grow, and ultimately will affect the Great Race. Through the various permutations of time and reality, she knows that the Brothers of the Yellow Sign will trace the puppet strings to her if she does something as simple as murdering Goodjohn, which is why she orchestrates convoluted proxy schemes. All



she needs is for Goodjohn to lose credibility and following. If his cult abandons him, her ambition will be fulfilled. If he loses status, her ambition will be fulfilled. If he dies, she will literally vanish in the blink of an eye — though she does not understand the reasoning behind such a fate.

Sentsova needs Section 46 to recognise Goodjohn as a threat and take all appropriate action. The Yithian stresses that several officials are already the Unspeakable One's puppets, via Goodjohn's ritual, including Section 46 agents. The spell he intends to cast after The Open concludes will seal the deal on many more.

Alexia Sentsova, Yithian disguised as a Scottish Barmaid disguised as a Ukrainian Agent, Age 25

Sentsova has never existed. The Yithian inhabited the body of a Scottish woman named Emily Macarthur, moving Macarthur's consciousness into a beetle form existing in a future reality. The Yithian used Macarthur's body to appear as the fictional Alexia Sentsova, and with forged credentials introduced herself to SIS as a Soviet agent. Humans cannot understand the Yithian's true name, which it communicates through piping sounds at a low pitch.



First Impressions: Pale skin tinged with a hint of red around the cheeks. Lips almost purple, as if from cold. Ash-blond hair tied in a tight bun. Sentsova wears slightly oversized men's suits. She never smiles.

Personal Details: A member of the Great Race possessing a human form, Sentsova is not entirely comfortable in her temporary body, and reacts poorly to dirt and unkemptness.

She appears unfocused, or lost in meditation, unless fixated on Percy Goodjohn.

Motivation: Coercion.

Secrets & Goals: Sentsova desires Goodjohn's loss of status. She wants him to lose access to his god, his spells, and his cult; but not lose his life. She has analysed space and time and knows that if Goodjohn dies, she disappears forever. She attempts to manipulate the SIS, Section 46, and Fanmoore into bringing Goodjohn down. She has seen over a hundred realities where she attempts to push people too closely into Goodjohn's path. Each time she does, the Brothers of the Yellow Sign make terrible reprisals against the Great Race.

Playing Sentsova: You are distant and distracted, as if on another plane or in a daydream half the time. The only time you wake with alertness is when Goodjohn or his cult are referenced or present. You find chaos abhorrent, and obsessively straighten chairs, completely drain glasses, and pick lint from suit jacket shoulders to conform to your sense of order. A hint of emotion — possibly regret — emerges when someone mentions Emily Macarthur by name. You attempt non-violence except in self-defence, as you know bringing attention to yourself ruins your plans. You do not have a lightning gun, but unlike many Yithians, you possess the ability to cast spells when necessary.

STR 125	CON 65	SIZ 50	INT 100
POW 65	DEX 60	APP 70	EDU 100
HP: 11	DB: 1D6	Build: +2	Move: 9
MP: 13	SAN: N/A		

Attacks: 1

Fighting (Brawl) 40% (20/8), damage 1D3+1D6 DB
Pnatokus Quill (special) 30% (15/6), damage 1D3+half DB (see pg. 27)

Dodge 30% (15/6)

Skills: Biology 80%, Chemistry 70%, Disguise 60%, Electrical Repair 60%, Intimidate 30%, Persuade 45%, Psychology 30%.

Trust: The Great Race of Yith 60%, Section 46 20%.

Spells: Clutch of Nyogtha, Pnakotus Quills (see pg. 27).

Equipment: Neural seeds.

RETURN TO DANDELION HOUSE

Goodjohn intends to enjoy The Open and bring 18 officials — comprising politicians, religious leaders, celebrities, and even a few union leaders — back to his home in Longforgan. He attempts to restrict the guest list only to those he photographed, for the purposes of completing the

COVERT ACTIONS

Enslavement to the Icterus (see pg. 27). If the investigators crash the house party, or compel others to do so, Goodjohn will reluctantly acquiesce to their presence.

Goodjohn intends to take his 18 victims to a smoking room buried within the heart of Dandelion House, where a brew of his "home-made wine" awaits them, dosed with his bile and ready to complete his ritual. The spell immediately affects the drinkers. From this point, the undead thralls act only in Hastur's alien service. Should the investigators accost Goodjohn; the slaves do nothing to stop his death. The Yellow Sign has the servants it wants. The investigators may attempt to disrupt the drinking and the spell's effects. They can only do this by preventing the guests from drinking. If they intervene, Goodjohn struggles to maintain his anger. He will ultimately laugh off their interference instead of embarrassing himself before the guests. He still has a month in which to complete the spell, and will target the investigators with his camera, and the spell, in years to come.

CONCLUSION

The scenario may end in several ways, at several points throughout the story. Here are some potential endings, based on investigator actions:

Goodjohn dies prior to The Open. Goodjohn does not get the chance to complete his spell on new drinkers, though existing thralls go on under Hastur's service without possible means of identification. Sentsova disappears into thin air as Goodjohn dies, leaving the

mystery of what happened to Emily Macarthur and Godfrey Appleby unsolved.

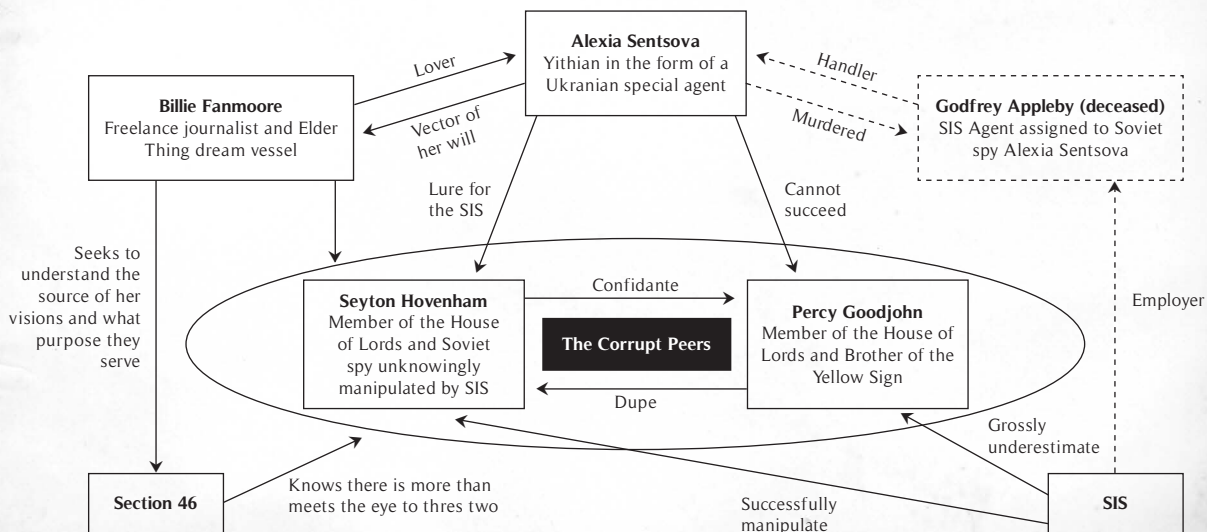
Hovenham dies prior to The Open. SIS do not discover who Hovenham's Soviet contact is.

Fanmoore's story reaches the Press. Hovenham and Goodjohn are discredited and immediately placed beneath the public lens. SIS takes action and orders the investigators to locate and seize the peers' radio equipment, followed by the peers themselves for questioning. Goodjohn will attempt to acquire a new body and continue with the spell at The Open, by dosing the drinks in the pavilion. Hovenham's Soviet contact does not show up.

The investigators seek reprisals against Sentsova. Whether for her actions against Fanmoore, Appleby, or Macarthur, the investigators may target the Great Race. She produces vision-producing neural seeds as a means of convincing the investigators of her "good intentions." She will physically defend herself by spitting Phakotus Quills (see pg. 27). She will return the body to Emily Macarthur if she feels her mission is jeopardised, and attempt it again in another body, dimension, or time-stream.

Hovenham attends The Open under the investigators' watchful eye. The investigators successfully identify Hovenham's Soviet contact, revealed as an elderly woman named Valerie Brown who acts as a courier between the Russians and their British spies. SIS commence a long-term observation of Brown.

RELATIONSHIP MAP





Goodjohn attends The Open under the investigators' watchful eye. The investigators watch as Goodjohn corrals his chosen victims, and takes them back to his house for poisoning with his bile. If the investigators stop him, he agrees to questioning, but without coercion, reveals little. If the investigators expose his attempt to poison his guests, they thoroughly discredit him. He attempts to find a new body and continue with his spell at another time, though if made a suitable pariah, the Brothers of the Yellow Sign disown the humiliated Goodjohn, and Hastur strips him of his spells. Sentsova remains in Macarthur's body for a further five years. She ensures Goodjohn remains socially crippled, before returning the insane Macarthur to her body.

this occurs, an opposed POW roll must be made between the Yithian and the victim on 1D100. This challenge takes place each round a quill remains embedded in the victim's skin. If the victim fails, they begin a steady decay into needles.

A crust appears over the victim's armpits, inner thighs, and genitals within 24 hours of succumbing to the poison. The victim may peel this crust off, but it removes the upper layer of skin and becomes incredibly painful. Within three days, the crust covers the victim's arms, legs and neck. Within four days, mobility ceases as the crust mummifies the body. On day five, a fir cocoon envelops the body, and dissolves into thousands of tiny needles if disturbed. Each needle bears the victim's sentence.

SANITY/TRUST REWARDS

Understanding the breadth of different schemes rewards the investigators with Sanity:

- Uncovering Hovenham's motivation, and lack of connection to the occult: +1 Sanity points
- Uncovering Goodjohn's plot: +1D6 Sanity points
- Uncovering Sentsova's plot: +1D6 Sanity points

Accomplishing SIS's and Section 46's objectives awards the investigators Trust:

- Partially achieving SIS's goals: +1D4 Trust points
- Partially achieving Section 46's goals: +1D4 Trust points
- Fully achieving SIS' goals: +1D6 Trust points
- Fully achieving Section 46's goals: +1D10 Trust points

SPELLS

Pnakotus Quills

Cost: 10 magic points; 1D10 Sanity points

Casting time: 1 month

The Great Race of Yith favour technology over magic, though some Yithians rely on an age-old method of self-defence. Through meditation and expenditure of will, once each solar month the Yithian can summon up a cone of sharp quills from inside a host body. The cone emerges from the roof of the Yithian's host mouth, covered in taut red skin. The cone contains 1D20 spittable quills, that inflict 1D3+half DB damage. The Yithian has an automatic 30% in its equivalent attack skill.

The damage these quills deal is minor, unless they reduce the victim to lower than half their maximum Hit Points. When

This spell appears within the *Pnakotic Manuscripts and Remnants of Lost Empires*, though each refers to the spell as abominable. Supposedly, other races can use Pnakotus Quills, though the Great Race relentlessly hunts those who steal vestiges of their history.

Enslavement to the Icterus

Cost: 5 POW; 2D6 Sanity points

Casting time: 1 day

A curse that forces a human into physical degradation and mental slavery to the Yellow Sign. The caster must spend



COVERT ACTIONS

a day focusing on a photograph of the target, smearing the image of the target with human bile in a firelit room, while listening to white noise and feedback, interpreted by Brothers of the Yellow Sign as the Unspeakable One's voice. The caster must make the target ingest a spoonful of the human bile used in the ritual at any point before the next new moon.

The spell succeeds if the target ingests the bile and fails an opposed POW roll against the caster on 1D100. Immediately upon the spell's success, the target enters mental thralldom to the Yellow Sign. The caster only holds influence over the victim if he drinks a mouthful of the victim's bile, and this control only lasts a day. Otherwise, the victim goes about serving the

Yellow Sign — potentially in ways incomprehensible to the Yellow Sign's freethinking cultists.

The victim's internal organs immediately start shutting down under the spell's effect, though this does not kill the mental slave. They cease breathing, their pulse stops, and their skin and eyes jaundice, but otherwise they act normally. The only possible way to kill these drones is through complete physical obliteration. The brain is no longer driving the body.

The written transcription of this spell appears in the *Revelations of Hali*, though Hastur communicates it to most high priests through the tuning sound of a radio.

HANDOUTS

Handout #1: A handwritten letter addressed to Billie Fanmoore.

Dearest Billie,

I so enjoyed our discussions at the summit, and the nights we spent together. It is rare that one meets a young lady so well educated on the matters of Marx and Lenin, and so passionate in all things.

I felt inclined to write to you when I saw your stories published in over four national newspapers. You have my congratulations. The assistance I provided you in understanding the Russian motivations, speeches, and body language was, of course, my pleasure to give, among the other things we shared. You were, and are, fantastic.

I hope that we meet again one day, or one night. I shall dream of you.

Yours,

Alex

Handout #3: Baroness Beech and Lord McKillop



Handout #2: Lord Hovenham and Viscount Goodjohn



Handout #4: Pages from Goodjohn's Diary

Thursday 7th July 1970

06:15 — E'burgh train to Lon KC ✓

08:30 — B'fast ✓

10:45 — Arr ✓

11:00 — Hol: B'ness Coofs to ask HM Gov what is their current assessment of situation in C'badia ✓

11:20 — Hol: Lord McKillop of Luton to ask HM Gov whether they have any plans to amend the PIP mobility criteria ✓

11:40 — Hol: B'ness Beech to ask HM Gov what assessment they have made of whether government appoints unitary board for regulation of BBC ✓

12:00 — Lord Hayworth to ask HM Gov whether they will take steps to allow people to include honours in titles when completing forms ✓

12:20 — Hol: Extend invitation to recognised Lords and ladies present to attend my house for drinks after Open final Sunday ✓

12:30 — Lunch w/Hovenham at C&G ✓

14:30 — Hol: Cultural Property Bill ✓

15:00 — West Midlands Combo Order ✓

15:30 — R'tation of the People (Eng and Wales) A'ment ✓

16:00 — Dinner w/Hovenham at C&G ✓

18:30 — Prepare photos of McKillop and Beech ✓

19:00 — Lon KC train to E'burgh ✓

20:00 — 2nd dinner ✓

23:40 — Arr + cab to D'fion House

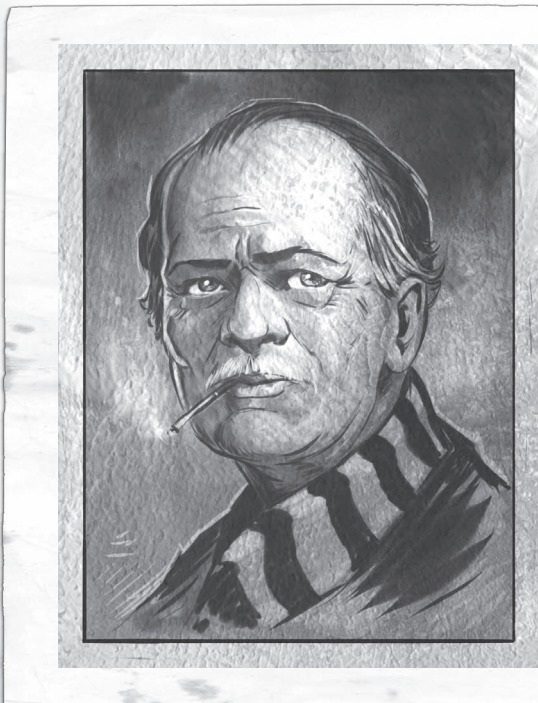


Handout #5: Delegates attending the Nuclear Non-Proliferation summit

Handout #7: Raffle Ticket



Handout #6: Godfrey Appleby



Godfrey Appleby, M.I.

Traits: Age 34. Speaks English, French, Russian, Danish. Divorced. Speaks with a strong "Bristolian" accent. Possesses driving licence and in-date passport. Bank account not accessed since disappearance. Smoker. Non-drinker.

Notables: Often wears a Bristol City scarf. Known by colleagues as "Clench" for his thriftiness. Frequent complaints about conduct with female agents and informants.



Handout #8: Letter from Godfrey Appleby

This is the information. We have less than you do, whatever it is you are, or whomever it is you represent. I've urged the Service to investigate his occult ties, but they're not taking your information seriously. Your attempt to lure them in with Hovenham and lead them to Goodjohn was too subtle. They're taking the bait on Hovenham, but don't think there's a strong lead on Goodjohn.

I've done everything you've asked. If you can't get your journalist to expose Goodjohn, you're going to have to find another way before St Andrews. Just be sure your insane "Goodjohn poison" theory is right. Just give Fanmoore a chance, so it never happens.

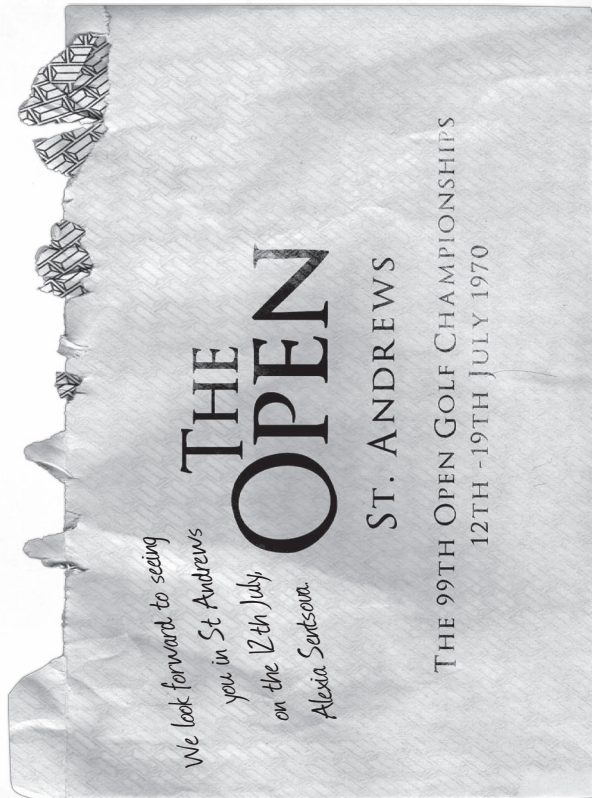
I'll be at La Petite Maison, waiting for the cure you promised. You told me I have a week, but I think whatever you dosed me with is working faster than that. Then we'll go our separate ways and I'll just say Emily MacArthur and Alexia Sentsova vanished from the face of the Earth.

Godfrey

Handout #9



Handout #10



CHARTER TWO THE FORCING MOVE



В указании Министров
иностранной торговли и
внешних сношений от 1949 г.
числа 10/11, в котором
указано, что в целях
улучшения работы
внешнеторговых
предприятий необходимо
принять ряд мер по
повышению их
производительности и
качества продукции.
В частности, в указании
указано, что в целях
улучшения работы
внешнеторговых
предприятий необходимо
принять ряд мер по
повышению их
производительности и
качества продукции.



• THE FORCING MOVE •

Date: July 1972

Location: Iceland

INTRODUCTION

This scenario sees the investigators travel to Reykjavik, Iceland, to carry out two missions that seem subtle and straightforward at first, but which grow increasingly more complicated and dangerous as they unfold.

Reykjavik is normally quiet for a European capital, and of little interest to British intelligence outside of the occasional kerfuffle over cod fishing. In July of 1972, however, the city is home to the World Chess Championship, where the American prodigy Bobby Fischer is mounting the first serious threat to Soviet domination of the chess world. Chess has become the world's obsession, and Reykjavik is currently packed with enthusiasts from around the globe, members of the world's media, and more than its usual complement of spies.

The investigators' official mission is to convince Erik Leonidovich Yefimov, a low-value Soviet double-agent, not to use his visit to Reykjavik as an opportunity to defect. SIS believe that his defection would lead KGB counterintelligence to go on a mole hunt, risking more valuable agents in Moscow. Unbeknownst to SIS, Yefimov has acquired some leverage. He has stumbled across possible collusion between the KGB

and a high-ranking member of SIS, who he only knows by his codename: N. Yefimov is willing to make this information public if he does not get what he wants.

At the same time, N has become aware that a suspected American cultist has just travelled to Reykjavik. Virgil Marquardt, the managing editor of Shining Word Publications, produces a wide variety of books, pamphlets, and audio recordings for a growing audience of far-right-wing conspiracy theorists. N recently received information that Bobby Fischer subscribes to *Dangerous Truths*, a *Shining Word* newsletter, and fears that Marquardt's visit to Reykjavik may be related to Fischer's presence there.

N is right. Marquardt hopes to use subliminal messages to transform Fischer into an avatar of Daoloth while the eyes of the world are upon him. So far, all Marquardt has succeeded in doing is pushing Fischer to the brink of madness. Exposure to the *Shining Word* is beginning to change Marquardt himself, however, and he is becoming something very dangerous indeed.

If they are careless, the investigators may find themselves driven to insanity, unable to tell what is real while dealing with a frightened and irrational would-be defector and a deeply paranoid chess grandmaster, all while operating under near constant scrutiny.





A NOTE ON HISTORICAL ACCURACY

Much of the detail about the World Chess Championship, Bobby Fischer's paranoid beliefs, and his strange behaviour in Reykjavik is based on actual events. There is some exaggeration of the presence of the intelligence services at the championship, although it is certainly possible that there were strong, undocumented showings by the KGB and CIA.

It is possible that the actions of the investigators will cause deviations from documented events. Fischer missed one game and was late for almost all of them, so minor disruptions to his schedule caused by the investigators are easily explained. If the investigators kill Fisher, drive him from Iceland, or otherwise affect the outcome of the championship, however, there will be larger repercussions, although these are unlikely to affect the larger Cold War or international politics in general.

If the risk of changing history in a minor way does not appeal to you or your group, an alternative would be to use a fictional chess tournament character inspired by Fischer.

BACKGROUND

It is 1972 and the world has gone mad for chess. Bobby Fischer, eccentric genius and former child prodigy, represents the first major challenge to the Soviet domination of the chess world. This has culminated in his challenge to the reigning champion, Boris Spassky, at the World Chess Championship. The match is currently in progress in Reykjavik.

ERIK LEONIDOVICH YEFIMOV, THE CENTRAL CHESS CLUB, AND N

Erik Leonidovich Yefimov has worked for the the First Chief Directorate of the KGB since the 1950s, analysing troop movements in West Germany. His is an undistinguished career, one minor cog in the great machine of Soviet intelligence. Outside of work, Yefimov's passion is chess. Only two things make Yefimov interesting: he is a double-agent for British

intelligence, and he has recently learnt of the existence of N. One of Yefimov's more distinguished colleagues in the First Chief Directorate, Stanimir Pavlovich Timoshkin, died in a car accident just under a month ago. Yefimov and Timoshkin were friends, fellow members of the Central Chess Club, and Yefimov helped put Timoshkin's affairs in order to help his widow. In the process, Yefimov found encrypted correspondence indicating that Timoshkin had a contact in British intelligence, who used the codename N.

Yefimov was unable to decode most of the communications, but learnt enough to deduce that N is a senior officer in SIS, leading a department called Section 46, and that Timoshkin was probably not a British double-agent. Putting together the pieces incorrectly, Yefimov has deduced that N is a Soviet mole in British intelligence. Yefimov has not presented his findings to KGB counterintelligence, deciding instead that this could give him the leverage he needs to convince SIS to allow him to defect. He has put together a dossier about N and Section 46 and left it with Losif Denisovich Mamykin, a Moscow-based dissident samizdat publisher of his acquaintance. Mamykin's instructions are to get the information into the hands of the British press in the event of Yefimov's death or disappearance.

In recent weeks, Yefimov has become increasingly convinced that KGB counterintelligence are on his trail. He believes that his flat has been broken into, his office at work searched, and that he is sometimes followed. Yefimov's suspicions are correct in one respect: he is under surveillance, but not officially. Ratmir Rodionovich Zakharin, a counterintelligence officer with the Second Chief Directorate, is a member of N's unofficial network behind the Iron Curtain, although he is not a double-agent. N has spent decades building relationships with people knowledgeable about the Mythos, regardless of their political affiliations, and this personal network stretches far beyond the confines of Section 46.

Zakharin had planned to clean up any evidence of Timoshkin's association with N, but Yefimov beat him to it. Zakharin has been trying to determine whether Yefimov poses a threat to N and his network, and whether he was responsible for Timoshkin's death. Under normal conditions, he would have warned N of his concerns, but Zakharin has decided to avoid the risk of contact until he can learn whether he is under surveillance. Because of this, N has no idea what he is up to. Several members of the Central Chess Club have been given dispensation to travel to Iceland for the championship. As well as club members employed by the KGB, other KGB officers have travelled with them to make sure nothing untoward happens. This has led to mild suspicions in SIS and the CIA that the Soviets are using their intelligence service to try to



COVERT ACTIONS

sway the outcome of the championship. This is not the case: there are simply many chess enthusiasts in the KGB. Zakharin has also taken advantage of the championship to travel to Reykjavik, although he has no real interest in chess; he is simply there to see what Yefimov is doing, to determine if he poses a threat to N's network, and to kill him.

Despite being an officer of the KGB, Yefimov has had little field training and his only experience in espionage comes from being a double-agent. He is an analyst, not a spy, and he is very much out of his depth. His panic over being followed and his increasing dependency on alcohol are leading Yefimov to make rash decisions. Just before play starts, he tried to walk into the British embassy in Reykjavik to defect. Luckily for him, this has gone undetected by the KGB.

The Reykjavik head of station, Terence Soames (see pg. 45), has sent Yefimov away with a flea in his ear. Yefimov's parting words were some garbled threats about exposing N and Section 46 unless SIS bring in him and his family.

Yefimov is currently biding his time in Reykjavik, pretending to enjoy the chess and waiting for an opportunity to make another defection attempt.

TIMELINE OF EVENTS

- 22ND JUNE 1972: Stanimir Pavlovich Timoshkin dies in a car accident.
- 24TH JUNE 1972: Erik Leonidovich Yefimov discovers evidence of N and Section 46.
- 3RD JULY 1972: Yefimov travels to Reykjavik with the Central Chess Club.
- 4TH JULY 1972: Bobby Fischer arrives in Reykjavik.
- 5TH JULY 1972: Yefimov travels to Reykjavik with the Central Chess Club.
- 9TH JULY 1972: Virgil Marquardt arrives in Reykjavik.
- 10TH JULY 1972: Ratimir Rodionovich Zakharin follows Yefimov to Reykjavik.
- 11TH JULY 1972: The first match of the World Chess Championship begins.
- 11TH JULY 1972: Yefimov attempts to defect at the British Embassy.
- 11TH JULY 1972: Investigator briefings at the Greene Club.
- 12TH JULY 1972: The investigators arrive in Reykjavik.

BOBBY FISCHER AND THE *SHINING WORD*

Bobby Fischer's behaviour has always been erratic. He has pulled out of events at the last minute, made unreasonable demands of organisers, raised complaints about cheating or unfair tactics and displayed symptoms of growing paranoia. This paranoia includes a fascination with right-wing conspiracy theories, especially of an anti-Semitic nature, despite Fischer's own Jewish parentage. He subscribes to several newsletters and other publications printed by underground publishers and extremist groups.

Unbeknownst to Fischer and most of their other subscribers, one of these publishers, Shining Word Publications, is the front for a cult of Daoloth. Their goal is to awaken their readership, rending the veil and forcing their readers to see the world as it really is. Their publications are filled with subliminal messages that make the reader or listener more susceptible to the influence of Daoloth.

Virgil Marquardt, the managing editor of Shining Word Publications, made the decision to target conspiracy theorists when he realised that his experiments in metaphysical reprogramming worked best on subjects who were in high states of anxiety. By reinforcing the message that the world is run by vast conspiracies that would crush the readers like so many insects, The Shining Word's publications stoke this anxiety, making its readers more open to their real, underlying message. As a paranoid, Bobby Fischer is fascinated by conspiracies. They have become his secondary obsession, after chess. He has been subscribed to Shining Word Publications newsletters and audio cassettes for several months and they have taken a heavy toll on his already-precarious mental health.

With Fischer's growing fame, Marquardt has realised that he and Shining Word Publications have a unique opportunity. If they can prime Fischer correctly and fill him full of the transformative word of Daoloth, they believe that he will become an avatar. The Shining World's goal is to trigger this transformation during the championship, while Fischer is at the centre of the media's attention. They will then be able to tear the veil away from the eyes of the world.

BRIEFINGS

OFFICIAL BRIEFING

On the 11th of July, Sir Clive Grenfell, head of the Soviet Section of SIS, invites the investigators for post-supper brandy and cigars at the Greene Club in St James's. While the Greene Club is officially for gentlemen only, Sir Clive has made special provision for any female investigators to be



admitted. Their presence still results in raised eyebrows and disapproving tuts from other members.

The meeting takes place in a quiet little alcove, where Sir Clive is already waiting for the investigators. From the ruddiness of his cheeks and his exuberant good humour, it is obvious that Sir Clive has just come from a very boozy dinner. While Sir Clive seems genuinely happy to see the investigators, especially any he has worked with before, there is a slight undercurrent of irritation that will be obvious to anyone who succeeds with a **Psychology** roll. Sir Clive originally requested a different team of officers for this mission, and is confused as to why the investigators have been assigned, especially if any have no background in Soviet operations. He has seen this kind of thing happen before and has learned to accept it, but it still puzzles and vexes him.

Once everyone has had a chance to exchange pleasantries and been served their drinks, Sir Clive asks the investigators if they have been following the chess. He is the bemused at the sudden global popularity of the game, but supposes it must be good for the intellectual and moral fibre of the masses. This presents an opportunity for the Keeper to tell the players about the World Chess Championship in Reykjavik and Bobby Fischer.

With talk of the chess exhausted, conversation moves swiftly onto business. Sir Clive starts by asking who is familiar with STOAT. SIS officers with knowledge of operations in the Soviet Union will know that this is the codename for a low-value double agent in Moscow. Those who have run agents behind the Iron Curtain may know that STOAT is Erik Leonidovich Yefimov, a Moscow-based analyst specialising in monitoring troop movements in West Germany.

Taking a large sip of brandy, Sir Clive explains with wry amusement that STOAT has been a very silly boy today. Somehow, STOAT has managed to find his way to Reykjavik, where he walked into the British Embassy and demanded to see the SIS Head of Station.

Terrence Soames, the Head of Station in question, has sent a terse report stating that STOAT demanded that SIS allow him to defect immediately and arrange safe passage from Moscow for his wife and daughters. When Soames asked what the urgency was, STOAT said that he was under surveillance by KGB counterintelligence and that they must suspect him of being a British agent.

When Soames told STOAT to go away and lie low while he sought advice from Century House, STOAT threatened to release details of a Soviet mole in SIS to the international

press. When STOAT failed to provide any credible details, Soames had him escorted from the embassy for fear of provoking an international incident.

This, explains Sir Clive, brings the conversation neatly around to the mission itself. While the intelligence STOAT has provided has been of minimal use, and his loss as a double agent would barely be noticed by the Soviet section, neither SIS nor the Foreign Office want him to defect. SIS has other, more valuable agents in the KGB, and the fear is that STOAT's defection would lead to further investigations in Moscow, placing them at risk. This simply cannot be allowed to happen.

The investigators are to fly out to Reykjavik the following day and make contact with STOAT. Their primary objective is to determine whether STOAT is in any danger. If he is not, the investigators must convince him of this and that he should return to Moscow and carry on his work for SIS. This may require flattery, bribery or threats; the investigators are to do whatever is required.

If it turns out that STOAT is in danger, the investigators should see if this can be defused. If not, STOAT must either disappear or have a plausible accident. Deniability is the watchword here.

The complication, of course, is whether STOAT genuinely has any information about a Soviet mole in SIS. The investigators must learn the details from STOAT and ensure that none of them fall into the wrong hands. Once this mole has been identified, should he exist at all, the security services can deal with him quietly.

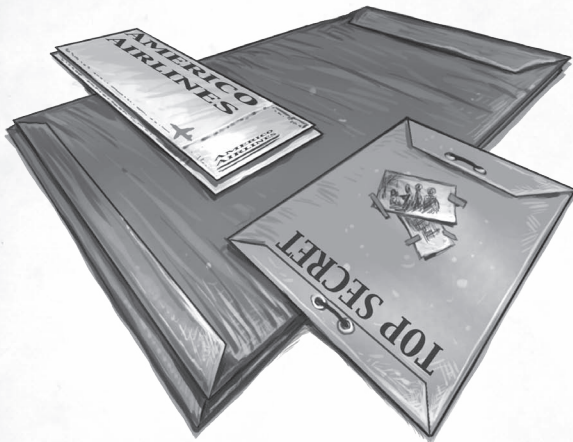
None of this will be easy, Sir Clive reminds the investigators. While the United Kingdom and Iceland are on good terms these days (see following section on British/Icelandic relations), this is too sensitive a matter to risk involving the Icelandic authorities. The investigators will most probably be acting illegally on foreign soil, and it will be difficult to cover up any mistakes.

As if this weren't bad enough, Reykjavik is currently under global scrutiny due to the World Chess Championship. There are thousands of foreign visitors and journalists, including a great many from the Soviet Union. It is also possible that there are semi-official presences from the KGB, CIA, and possibly the FBI. The investigators must act carefully to avoid attracting the attention of other intelligence officers.

Before opening the briefing to questions, Sir Clive tells the investigators that he has booked them on a flight from

COVERT ACTIONS

Heathrow to Keflavik International Airport in Reykjavik the following afternoon. Sir Clive has arranged for a summary of the pertinent points of STOAT's file, and this will be waiting for the investigators at Century House (see handout on pg. 61).



Once they arrive in Iceland, the first thing the investigators are to do is make themselves known to the local Head of Station, Terence Soames. The report from Soames was perfunctory (Sir Clive shakes his head and comments that no one is made the head of a backwater station like Reykjavik because of their competence) and the investigators will need to get more details in person. It is also good form for visiting officers to make themselves known to the local staff out of politeness and to avoid needless confusion.

The hotels and boarding houses of Reykjavik are booked solid because of the Chess Championship, so Soames will provide accommodation for the investigators.

Once Sir Clive has finished answering any questions the investigators may have, he makes his apologies, saying that it has been a long day and that he will need his eight hours if he is to face the demands of the day ahead.

Sir Clive Grenfell, Head of the Soviet Section, Age 62

A career intelligence officer, Sir Clive has been an SIS officer since before the Second World War. He rose to the top of the Soviet Section after the revelations about Burgess, Maclean and Philby sent several senior heads rolling.

First Impressions: A jowly, ruddy-faced man with thinning white hair and wild eyebrows. He is always quick to laugh,

and displays a sardonic sense of humour, but much of this is camouflage for the colder, more calculating temperament that lies beneath.

Personal Details: Having seen the effects of deception and split allegiances in the service has made Sir Clive extremely cautious, and while he is partially aware of the existence of Section 46, he is not an agent and tries to keep as much distance from their activities as possible.

Motivation: Ideology. For all his professional detachment, Sir Clive is a patriot.

Playing Sir Clive: Make expansive gestures, as if indicating points with your cigar or snifter of brandy. Stop the flow of your conversation regularly to order more drinks for the investigators. Laugh loudly, especially at your own jokes.



STR 45	CON 50	SIZ 70	INT 80
POW 65	DEX 40	APP 50	EDU 85
HP: 12	DB: 0	Build: 0	Move: 4
SAN: 55			

Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3+DB
Dodge 20% (10/4)

Skills: Charm 55%, Credit Rating 70%, Persuade 65%, Psychology 65%, Spot Hidden 55%, Tradecraft 55%. Other

Languages: Russian 75%, German 55%, Latin 55%.

Trust: SIS 70%.



BRITISH/ICELANDIC RELATIONS

While currently cordial enough, relations between Britain and Iceland have strained in recent years. In 1958, the United Kingdom and Iceland had a conflict over fishing rights, when Iceland extended their territorial waters from four to twelve miles off their coast. Every other NATO country refused to recognise the new restrictions, and British fishermen continued to fish the disputed waters.

The British and Icelandic navies became involved in the conflict, with British warships protecting fishing vessels from Icelandic patrols. There were exchanges of warning shots, but no direct military confrontation. One journalist jocularly referred to the situation as "the Cod War," and the name stuck.

Iceland and Britain came to an amicable settlement in 1961, and tensions between the countries have lessened greatly since then. The Second Cod War with the United Kingdom comes about in September of 1972, as Iceland further extends its fishing rights. This scenario will probably reach a resolution before the unpleasantness begins, but the Keeper should be aware of that looming crisis in case the investigators take their time.

N's BRIEFING

After Sir Clive has left, a wizened, claw-like hand appears from a nearby doorway and beckons the investigators. The hand belongs to N, and the doorway leads to his private room at the club.

As N has grown older, he has conducted fewer and fewer briefings himself. It is possible that some of the investigators may not have met him in person, and only a few are likely to have been invited into this room.

The room is even more untidy and squalid than usual. N's desk is buried beneath scattered papers, and there are empty china cups and brandy snifters perched precariously on some

of the larger stacks, alongside overflowing ashtrays. The walls are covered with notes, photographs and diagrams, all stuck to the exquisite mahogany panelling with drawing pins. The sheets on the unmade cot are rumpled and sweat stained. The room smells of stale tobacco smoke and old man.

N himself looks even more gaunt than usual, a skeleton robed in sagging grey skin. He wears a long velvet dressing gown over silk pyjamas. His feet are bare, and his untrimmed toenails are untrimmed and long. While his eyes are sunken, they are still bright and follow the investigators as they enter, like a predator watching its prey. He invites the investigators to sit down, oblivious to the piles of books and papers already occupying the room's few chairs.

Without pausing for small talk, N launches straight into his briefing. He tells the investigators that he has pulled a few strings to have them all assigned to Sir Clive's mission as there is something going on in Reykjavik that needs attention from Section 46.

Leafing through the papers on his desk, N explains that for the past few months, he has had his eye on an organisation known as Shining Word Publications. While N has not been able to learn as much about them as he would like, he is convinced that there is there is "an unpleasantly familiar whiff" of the Other Enemy about them.

Shining Word Publications, N explains, operates as a publishing company headquartered in Billings, Montana in the United States. With a thin-lipped smile, he comments that he was surprised to learn that people in Montana could read. This company, he continues, caters exclusively to a growing market of people interested in far-right politics and conspiracy theories, especially of an anti-Semitic nature. "I'm old enough to remember how such material read in the original German."

There are hints, N believes, of something else corrupt in their publications, although maddeningly he has yet to determine precisely what. Lauren Weeks, an American NSA analyst and agent of Section 46, had been investigating Shining Word Publications and reporting directly to N.

Weeks' reports grew more fragmented and rambling as they went on, filled with strange comments about the paper in the books being too bright, or how she could now understand the hidden meanings in the birdsong outside her window. She died two weeks ago, apparently of a self-inflicted gunshot wound, although it is difficult to tell for sure as her body was badly burnt in the fire that subsequently consumed her home.



Other Section 46 agents are investigating Weeks's death and the offices of Shining Word Publications, so the investigators need not worry about them for the moment. N will let the investigators know if this situation changes and their presence is required in the US, but for the moment their attentions must be focused elsewhere.

Normally, N would spend more time gathering intelligence before taking action, but he has just received some troubling information from a source in the FBI. The managing editor of *The Shining Word*, a man known as Virgil Marquardt, took a flight to Reykjavik two days ago. What makes this information troubling is that, according to information gathered by Weeks, Bobby Fischer is a subscriber to *Dangerous Truths*, a newsletter published by Shining Word Publications.

Given Fischer's current position on the world stage, N is concerned that he may have been targeted by Shining Word Publications. Fischer has shown signs of paranoia in his actions and public interviews, and his behaviour is growing increasingly erratic. Shining Word Publications may have plans for Fischer, and N is concerned that he has no idea what they may be.

While in Reykjavik, the investigators are to locate Virgil Marquardt, find out what he is doing there and stop him. The only restrictions on the investigators' options are that they should not attract any attention and that any deaths should be necessary and deniable.

While N is more than happy for the investigators to kill Marquardt, they should interrogate him first and learn what kind of threat he and his organisation present. The lack of

hard information about Shining Word Publications is vexing N, and he worries that they may present a larger threat than anything has indicated so far.

If possible, the investigators should assess what damage has been done to Fischer. He has the full attention of the world's press, and it would be deeply unfortunate if he has been compromised in some dangerous manner. The investigators are not to kill Fischer under any circumstances, as both Henry Kissinger and President Nixon have taken a personal interest in him. Instead, the investigators should obtain samples of any Shining Word publications in Fischer's possession for analysis. Similarly, if Marquardt is in possession of any Shining Word literature, the investigators should secure and evaluate it.

While there is little hard information available about Marquardt, N provides the investigators with a blurry black-and-white photograph, taken with a telephoto lens. N also warns the investigators that Marquardt is prone to using false identities, often posing as a journalist, although he has flown out to Iceland using his own name and passport.

N reminds the investigators that they are to make regular reports to him via the Reykjavik station, but to be careful in doing so, as none of the intelligence staff there are members of Section 46. Although he does not say as much, N is concerned that the investigators may suffer a similar fate to that of Lauren Weeks and wants to make sure they brief him as thoroughly as possible before losing their minds.

Even more secretly, N hopes that the investigators are affected, as this would provide him with more data.



INVOLVING H

There are enough complications facing the investigators that adding H to their problems may be redundant. If H plays a major role in your campaign, however, there are a few ways you could bring her into play.

- H has decided that while Shining Word Publications are dangerous lunatics, they are potentially useful to her cause. By spreading their toxic brand of enlightenment, they may make it easier for people to attune themselves to the Dreamlands and find ways to cross over. There will be a lot of collateral damage, but it will ultimately aid the long-term survival of humanity. To this end, she will place post-hypnotic command in the minds of investigators under her control to protect Marquardt and his mission.
- Bobby Fischer's unique mind has attracted H's attention. She believes that he could become a useful tool with the proper grooming. As a result, she wants him to remain safe at all costs. This may involve her providing assistance if the investigators are in trouble with Marquardt, perhaps by possessing some sleeping innocent and using them as a distraction or a shield.
- H is concerned that N may subvert and use members of Shining Word Publications as his own agents, giving him an unwelcome edge in their ongoing Cold War. She seeks to subvert the mission in any way possible, including using possessed sleepers and controlling the actions of investigators that have come under her sway.

REYKJAVIK

For the capital of a modern Western European nation, Reykjavik far from a bustling metropolis. Its population just over 80,000, and its atmosphere is more that a large town than a city. Few buildings are more than three or four storeys in height, with peaked-roofed, colourfully painted concrete houses providing most accommodation.

Even with the current influx of visitors, there is less traffic than investigators will have encountered in other Western cities. While the investigators may find it convenient to drive around Reykjavik without becoming snarled up in jams, the lighter traffic may also make tails and other suspicious activities stand out more.

In the summer months, the local weather is mild, if changeable, with a peak temperature that rarely rises above the high teens in Celsius. The clement weather is often offset by brisk winds blowing in from the sea, which may necessitate warmer clothing that the investigators would normally expect to wear in July.

One possible complication to any plans the investigators may have for discreet surveillance or breaking and entering is that

Iceland is never fully dark in July. For most of the time the investigators are likely to be in Reykjavik, it is full daylight between 3 AM and midnight, and dusk for the remaining hours. The weather is often overcast, but the investigators will not be able to operate under the cover of darkness.

ICELANDIC CURRENCY AND EXCHANGE RATES

The local currency is the Icelandic *króna* (plural *krónur*). There are 100 *aurar* (singular *eyrir*) to the *króna*. The major denominations are 50 *aurar* and 5, 10 and (less commonly) 50 *krónur* coins and 10, 25, 100, and 500 *krónur* banknotes.

In July 1972, the exchange rates for pounds and dollars are as follow:

- 1 Pound sterling = 2.16 Icelandic *króna*
- 1 US dollar = 0.88 Icelandic *króna*



COVERT ACTIONS

POSSIBLE MEETING PLACES IN REYKJAVIK

Should the investigators need to set up public meeting places in Reykjavik, some options include:

- **Austurvöllur Square**, where locals and tourists often stretch out on the grass in summer months to enjoy the sunshine. There are a few cafés surrounding the square, some with outdoor seating.
- **Hólavallagarður Cemetery**, located towards the west of Reykjavik, is large, with plenty of trees and a few mausoleums to provide cover if required. If the investigators arrange a meeting with Yefimov, this will be his preferred location.
- **The Botanical Gardens**, located near the Laugardalshöll, where the championship is taking place — offers plenty of tree cover for discreet conversations.

which translates to “The Law Order”). While the city is still orderly and peaceful, the increased distraction makes it easier for the investigators to avoid the police if the operation takes an unfortunate turn. Should the investigators run afoul of the police, use the stats below for an average Icelandic police officer. Most officers the investigators are likely to encounter are male, wearing black uniforms with black-and-white checked markings. Police in Iceland do not carry firearms, only batons.

Average Icelandic Police Officer

STR 65 CON 60 SIZ 70 INT 65
 POW 50 DEX 60 APP 55 EDU 65
 HP: 13 DB: +1D4 Build: +1 Move: 8
 MP: 10 SAN: 50

Attacks: 1

Fighting (Brawl) 60% (30/12), damage 1D3+DB
 Baton 60% (30/12), damage 1D6+DB
 Dodge 40% (20/8)

Skills: Drive Auto 50%, Listen 40%, Psychology 35%, Spot Hidden 60%

Other Languages: Danish 20%, English 20%

Trust: Lögreglan 40%

THE ICELANDIC AUTHORITIES

The influx of visitors to Reykjavik has stretched the resources of the Icelandic police (known as Lögreglan in Icelandic,

ADDITIONAL NPC NAMES

If the Keeper needs to improvise an NPC, the following names may prove useful.

Male Russian		Female Russian	
Nikodim Borisovich Korotkin Adam Fyodorovich Dudko Yulian Afanasievich Popyrin Tikhon Vsevolodovich Sarnychev Adrian Vadimovich Gilyov Kvetoslav Artemovich Leshev Nikita Konstantinovich Ryurikov		Larissa Kirillovna Telitsyna Karina Mikhailovna Yerkhova Vasilisa Grigorievna Zhidkova Bogdana Mikhailovna Melnikova Agrippina Artemievna Leonova Anisa Romanovna Bazina Kapitolina Germanovna Pichushkina	
Male Icelandic		Female Icelandic	
Agnar Salómonsson Bergsveinn Gissurarsson Friðberg Jensson Geir Brynjólfsson Hermann Hlöðvarsson Jónatan Sveinsson	Kristmann Annýjarson Marinó Martinsson Oddbjörn Sigurfinnsson Stefán Hallbergsson Þór Guðþórsson	Ágústa Jóhannsdóttir Dúfa Guðjónsdóttir Eindís Hólmsteinsdóttir Freyja Agnarsdóttir Gísla Hermannsdóttir Klara Björnsdóttir	Laufey Steindórsdóttir Magnþóra Valbergsdóttir Pála Eyðfinnsdóttir Rebekka Angantýsdóttir Sólbjört Jónsdóttir
Male American		Female American	
Angelo Zavala Gregory Knaack Steven M. Loney		Alice Camara Nancy Herrman Mary Sykes	



A NOTE ON RUSSIAN NAMES

Each full name is broken down into three parts: a given (first) name, a patronymic and a family name (surname). The patronymic name is derived from the first name of the person's father, with a suffix of -ovich for men and -ovna for women. It is common to address people formally by their first name and patronym.

A NOTE ON ICELANDIC NAMES

Traditional Icelandic names are patronymic, with -sson or -sdóttir appended to the father's given name in place of a surname. Some Icelanders do have family names if they are of foreign extraction.

Icelandic people are generally called only by their given name, or sometimes their full name, and this is considered perfectly formal and polite. The address of Mr, Mrs, or Miss followed by the patronymic name is not normally used.

The characters ð and Þ, which appear in some of the names, are part of the Icelandic alphabet; they were also part of the English alphabet once, known as "eth" and "thorn" respectively. The letter ð corresponds to a soft th sound, such as found at the end of the word "with." Þ represents a hard th sound, as found at the start of the word "this".

BRITISH EMBASSY

The SIS station in Reykjavik is in the British Embassy, a nondescript suite of white concrete buildings on Laufásvegur Street, in the northwest of the city. The embassy itself is a normally a small, quiet operation, although they are significantly busier than usual with the increased number of British nationals present for the chess.

Given the low strategic importance of Iceland to the UK, the SIS presence in Reykjavik is minimal. The only permanent staff are Head of Station Terence Soames and his number two, Bernard Morton. On the rare occasions that more

resources are needed, Century House sends specialists over for limited secondments, but no such arrangements are currently in place.



If the investigators require any special support, such as checking flight or immigration records, or calling around local hotels, Soames can arrange for embassy staff to assist. This, of course, presupposes that the investigators do nothing to earn Soames' displeasure first.

Investigators presenting themselves at the embassy, as instructed, are promptly shown through to Soames's office. The office itself is simply decorated, with white walls, a bare wooden floor, an antique oak desk holding an array of phones, a small iron safe for classified materials, a telex machine, a well-stocked drinks cabinet, and several framed photographs of Soames shaking hands with a variety of dignitaries.

Soames does not invite the investigators to sit. Even before introductions are complete, he demands to know why Century House has sent the investigators over to Iceland when he clearly has everything under control. Soames is not actually interested in answers to this question and will talk over them, reminding the investigators what while they operate on Icelandic soil, they report to him about all operational matters.

COVERT ACTIONS

Once he has made his initial displeasure known, Soames softens somewhat and tells the investigators that he has arranged accommodation, transport and general assistance for them. The accommodation is at a disused farm, now repurposed by SIS as a safe house, some 10 miles east of Reykjavik.

Soames then calls his secretary on the intercom and asks her to send Morton in. He announces that he is assigning Morton as local liaison, providing the investigators with any assistance they may need while in Iceland. This includes being their driver, translator, and local guide.

All of this is Soames's way of keeping an eye on the investigators while pretending to be accommodating. No matter how much the investigators may insist they do not need anyone or find excuses not to take up the offer of help, Soames remains politely insistent. He makes his loan of Morton sound like a great sacrifice on his part, but one he is honour-bound to make.

Unless the investigators take active steps to lose Morton or dissuade him from accompanying them, he insists on driving them everywhere and acting as interpreter when needed. If the investigators behave suspiciously or do anything in Morton's presence that is clearly a breach of standard protocol, he reports it to Soames.

Soames, in turn, will compile his own dossier on the investigators' activities. He hopes to either take credit for the success of their mission or use any failure as leverage, allowing him to finally get out of Reykjavik.

If in the midst of Soames's machinations the investigators manage to get a word in and ask about Yefimov, Soames confirms that he did indeed turn up at the embassy yesterday and demand to be taken in. There is little detail Soames can offer that was not included in Sir Clive's briefing, but this will not stop him from repeating it all at length

Bernard Morton, SIS Number Two in Reykjavik, Age 31

Morton does most of the actual intelligence work at Reykjavik station, under the direction of Soames, and is assigned to assist the investigators, whether they want it or not.

Like Soames, Morton has never heard of Section 46 and has no experience of the Mythos.

First Impressions: A young, quiet man whose loose-fitting suits disguise just how muscular his build is. Morton comes across as serious, if polite, but he breaks into a boyish grin

when something genuinely amuses him (often as Soames' expense). His reddish hair is a little shorter than fashionable. Investigators with military backgrounds will recognise Morton's bearing, although he never talks about his past.



Personal Details: Morton served with the Special Boat Service (SBS) and joined SIS five years ago. His recruiter thought that he had leadership potential, and Morton has been moved through several positions to give him a breadth of experience. Unfortunately, since being stationed in Reykjavik, Soames has done everything he can to keep Morton there. Soames realises how exceptional Morton is, and is reluctant to let a potential asset like this slip his grasp.

Motivation: Ideology.

Secrets & Goals: Morton has come to despise Soames and is looking for any opportunity to either get out of Reykjavik or have Soames transferred to another post. If the investigators can find a way to play on this, they may find Morton a willing accomplice.

Playing Morton: Be firm but polite, always sticking to your mission of helping the investigators with all aspects of operating in Reykjavik, whether they want your assistance or not. Keep a degree of reserve in personal interactions unless one of the investigators makes a genuine or plausible attempt at friendship. Even then, try to appear professional up to the point that you see a way out of this dead-end station.

STR 70	CON 60	SIZ 70	INT 70
POW 50	DEX 75	APP 60	EDU 65
HP: 13	DB: +1D4	Build: +1	Move: 9
MP: 10	SAN: 50		



Attacks: 1

Fighting (Brawl) 65% (32/13), damage 1D3+DB
Firearms (Handgun) 50% (25/10), damage 1D10
Dodge 60% (30/12)

Note: Although Morton is trained in the use of firearms, he does not normally carry a handgun and will only sign one out in extreme circumstances.

Skills: Climb 60%, Credit Rating 30%, Drive Auto 65%, Intimidate 55%, Jump 60%, Listen 55%, Psychology 40%, Signals 30%, Spot Hidden 70%, Stealth 65%, Swim 65%, Throw 50%, Tradecraft 55%.

Other Languages: Icelandic 55%, Danish 20%, Russian 40%, German 30%.

Trust: SIS 40%.

ACCESS TO FIREARMS

It is rare for SIS officers to be issued with firearms. Most operations present little to no risk of physical danger, and carrying a gun in the wrong place presents a liability rather than an asset, especially if the officer uses it.

The official mission in this scenario is no exception. At this time, Reykjavik is friendly ground where nothing significant ever happens. No one at the station will see any reason to provide the investigators with firearms. If the investigators insist, they will need to pass a Hard Trust roll with SIS. A failed attempt to push this roll leads to a loss of 1D10 Trust, as the investigators are seen as trigger-happy cowboys.

If the investigators have developed contacts in other intelligence agencies or any groups that habitually use firearms, they may be able to provide weapons with a suitable Trust roll. This might lead to complications if the investigators shoot someone with an unauthorised weapon.

The Icelandic police do not normally carry firearms. Guns are not uncommon on the island, with almost a third of the population owning one, but these are usually shotguns and bolt-action rifles used for hunting. A desperate investigator may be able to steal or buy one from a local.

Terence Soames, Reykjavik Head of Station, Age 44

Nice, quiet stations such as Reykjavik provide suitable homes for officers who are not completely incompetent, but who have not distinguished themselves in any way. Soames is a classic old-school-tie recruit, with the right family background, education and connections, but no particular aptitude for intelligence work. Worst of all, he knows this is why he has been made Head of Station in Reykjavik, and resents it.

First Impressions: A stiff, formal man who seems to have forgotten how to smile. He has a pencil moustache that only draws attention to how thin his lips are. His suits are expensive and bespoke, although some recent weight gain makes them fit poorly. Soames has wavy brown hair which he keeps in place with large amounts of Brylcreem.



Personal Details: Soames's resentment at his placement evidences as nit-picking and micromanagement of any junior officers unlucky enough to enter his little world. He is quick to find fault with everything and detests being kept in the dark. Soames has never heard of Section 46 and will consider any details he learns to be nonsense of the highest order.

Motivation: Ego. While Soames is aware that he is not destined for great things, he believes he is too good for a station like Reykjavik.

Secrets & Goals: The fact that Century House has sent a whole group of officers out to handle this would-be defector means that something important is happening. Soames wants to claim as much of any potential glory as he can, while

COVERT ACTIONS

distancing himself from any trouble the investigators may cause. This means that he will use Morton to keep a close eye on them, and make sure that he gets as complete a picture as he can of what the investigators are up to.

Playing Soames: Interrupt conversations when they drag on too long. Directly accuse people of withholding information when they appear to be doing so. Pounce on every mistake, no matter how trivial, and try to use it as a form of leverage or a stick to beat people into submission.

STR 35 CON 50 SIZ 75 INT 65
POW 45 DEX 45 APP 45 EDU 80
HP: 13 DB: 0 Build: 0 Move: 6
SAN: 45

Attacks: 1

Fighting (Brawl) 30% (15/6), damage 1D3+DB
Dodge 22% (11/4)

Skills: Credit Rating 60%, Intimidate 40%, Psychology 45%
Tradecraft 35%.

Other Languages: Russian 25%, Danish 15%,
Icelandic 40%.

Trust: SIS 50%.

THE SAFE HOUSE

The accommodation arranged for the investigators by Soames is a safe house he has kept on standby for years, although no operation in Iceland has ever necessitated its use. The safe house is a disused farm located in the countryside around 10 miles east of Reykjavik. The farm is set back enough from the main road to provide a suitable degree of privacy, although there are no trees to offer much in the way of cover.

There is a main farmhouse, freshly painted white, with two bedrooms, a living room and a large kitchen with a wood-burning stove. There is no indoor plumbing, and a nearby outhouse serves as a lavatory. A small barn provides a convenient location for any noisy or wet work. People in neighbouring farms are used to the safe house being unoccupied and could potentially drop by at an awkward moment. The Keeper may consider calling for a group Luck roll to avoid interruptions if the investigators carry out a particularly vigorous interrogation or find themselves disposing of a body.

Erik Leonidovich Yefimov, Would-be Defector, Age 39

Yefimov is constitutionally unsuited to be a double agent. He has been feeding small amounts of information via a dead drop to an SIS handler in Moscow for eight years, in exchange for cash and, one day, the promise of a new life in the UK.

During this time, he has become increasingly nervous, developing mild paranoia and a heavy drinking habit. His relationship with his wife and daughters has suffered.

First Impressions: A pale, thin man with sunken eyes and thinning blond hair. His hands tremble slightly and his eyes constantly dart around, as if looking for threats. Yefimov sucks mints to cover the smell of alcohol on his breath, but the odour is still detectable.



Personal Details: After years of drinking heavily to steady his nerves, Yefimov can barely function while sober. He forces down half a bottle of vodka first thing in the morning and continues drinking secretly throughout the day. This can lead him to make rash, unwise decisions, like walking into the British Embassy, demanding to be taken in.

Motivation: Money, at least initially.

Secrets & Goals: Yefimov's only major goal is to get himself and his family free of the threat of discovery and the entire world of espionage. He does not care who he has to threaten or blackmail or how many risks he has to take. He believes that his cover is either already blown or in imminent danger, which also places his family in peril. No action is too desperate to keep his wife and daughters safe.

Playing Yefimov: Rub your face nervously and look around you, checking for threats. Be insistent in your demands, jabbing your finger as you talk, but lose your train of thought and trail off into incoherent rambling. Shift emotional gears



at random, moving from anger to pathetic begging and tears, then back again, all in the space of a single sentence.

STR 50 CON 40 SIZ 45 INT 65
 POW 40 DEX 60 APP 45 EDU 65
 HP: 9 DB: 0 Build: 0 Move: 9
 SAN: 28

Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3+DB

Dodge 40% (20/8)

Skills: Credit Rating 20%, Listen 30%, Psychology 20%, Spot Hidden 35%, Tradecraft 05%.

Other Languages: English 30%, German 60%.

Trust: KGB 20%, SIS 10%.

DEALING WITH YEFIMOV

In order to deal with the problems posed by Yefimov, the investigators first need to make contact with him. He is trying to blend in with the rest of the delegation from the Central Chess Club, although his drinking and fractured state of mind is making this difficult. He spends most evenings drinking in the hotel bar or in his room, and mornings sleeping late, suffering from a hangover. When there is a game at the Laugardalshöll, Yefimov usually attends with the rest the club.

If the investigators decide to find him in his room, they could learn his room number by bribing or **Fast Talk** used on a member of hotel staff, or simply find a way to sneak a look at the register. Alternatively, they may find him at the bar, the championship or wandering drunkenly through the streets of Reykjavik. Yefimov will be terrified of discovery should British intelligence officers approach him where others may overhear, and will insist on meeting later in a public place away from the hotel, such as the Hólavallagarður Cemetery.

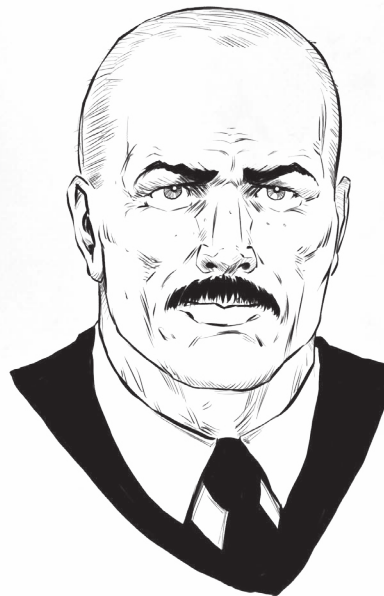
Yefimov's paranoia and perpetual drunkenness make him very difficult to deal with. His only goal is to ensure the safety of his family and himself, whatever that takes. Attempts to threaten him may succeed in the short term, apparently making him capitulate, but he always comes back to his goal once his resolve returns.

If the investigators threaten Yefimov's life, he breaks down in tears but tells them that he has left an insurance policy with a friend in Moscow: if Yefimov dies or disappears while in Reykjavik, details of N and Section 46 will be leaked to the British press. Finding some way of handling the Yefimov situation is likely to tax the investigators, and the Keeper should be open to creative solutions.

Ratimir Rodionovich Zakharin, Russian Correspondent of N, Age 56

Zakharin is a captain in the Second Chief Directorate of the KGB, which is responsible for internal security and counterintelligence. He is exactly the kind of person who should be rooting out a double agent like Yefimov, although his motivations are somewhat different.

For the past 34 years, Zakharin has been a member of N's less official network. In addition to Network N and Section 46, N has kept up looser associations with correspondents across the world. Political divisions have never been a barrier to N, and he has corresponded with like-minded people behind the Iron Curtain for decades, sharing information about the Mythos. Both Zakharin and the late Timoshkin are such correspondents. Despite this, neither were double agents or had any loyalty outside the KGB. Like N, they realised that the fight against their shared enemy superseded any human concerns, and worked together in secret.



Following the death of Timoshkin, Zakharin conducted his own private investigation to determine if his colleague had been killed by cultists. In the process, he discovered that Yefimov spent a lot of time going through Timoshkin's home and belongings, apparently removing correspondence with N. This has led Zakharin to believe that Yefimov was involved in Timoshkin's death. He has been following Yefimov, looking for evidence of who Yefimov is working with and waiting for the right moment to kill him.

Zakharin has not dared contact N since Timoshkin's death, out of concern that he too may be under surveillance.



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Now, Zakharin has followed Yefimov to Reykjavik and has seen how desperate and erratic his behaviour has become. Zakharin has determined that Yefimov cannot leave Reykjavik alive, but first he wants to know whether Yefimov is working alone.

Yefimov has yet to realise that Zakharin is the man who has been following him in Moscow.

First Impressions: A quiet, stern man with a bald pate and piercing blue eyes. He often sits still, observing what is happening around him, but when he moves into action he does so swiftly and decisively.

Personal Details: Zakharin is loyal officer of the KGB who sees no betrayal in corresponding with a senior officer of SIS about their shared enemy.

Motivation: Ideology.

Secrets & Goals: Above all, Zakharin wants to learn who was responsible for the death of his friend, deal with them, and determine whether there is a larger threat that must be neutralised.

Playing Zakharin: Remain quiet unless asking or answering a direct question. Do not smile. Keep your jaw clenched when now speaking.

STR 65	CON 55	SIZ 70	INT 70
POW 60	DEX 45	APP 60	EDU 65
HP: 12	DB: +1D4	Build: +1	Move: 5
SAN: 60			

Attacks: 1

Fighting (Brawl) 60% (30/12), damage 1D3+DB
Commando Knife 60% (30/12), damage 1D6+2+DB
Dodge 30% (15/6)

Skills: Credit Rating 40%, Cthulhu Mythos 23%, Drive Automobile 60%, Intimidate 65%, Listen 40%, Psychology 70%, Spot Hidden 60%, Stealth 60%, Tradecraft 50%.

Other Languages: English 45%, German 20%.

Trust: KGB 50%.

ZAKHARIN'S ACTIONS

For the first few days the investigators are in Reykjavik, Zakharin's intentions are to follow and observe Yefimov to determine whether he is a cultist or Mythos creature in human guise. Even if Zakharin finds no evidence, he still plans to kill Yefimov to be safe, but first wants to learn what kind of danger he poses, if possible.

If Zakharin sees Yefimov conducting secret meetings with the investigators, he will assume that they are part of the same conspiracy. This changes his priorities, and he will try to learn as much about the investigators as he can, following them discreetly through Reykjavik. If Yefimov's behaviour becomes even more suspicious while this is happening, Zakharin will take the first available opportunity to kill him.

THE HOTEL ESJA

The newly opened Hotel Esja is located towards the north of Reykjavik, within easy walking distance of the Laugardalshöll. It is a long, squat concrete structure, nine storeys tall, fronted with rows of square windows and blue panelling.

Due to the chess championship, all 252 rooms are occupied and the facilities of the hotel are stretched to near breaking point. The bar, lounge and restaurant are constantly busy and the lobby is only quiet in the dead of night.



The Central Chess Club has a block booking here, occupying 18 rooms on the fourth floor, most at double occupancy. A handful of the members are coincidentally officers of the KGB, and there are a few additional KGB officers accompanying the party in a more official capacity. While



there is no active attempt to interfere with Bobby Fischer or the American presence at the championship, the KGB want to be prepared in case the CIA take a hands-on interest in the event. Although Boris Spassky does not have an official KGB handler, it is rare that there is not an officer somewhere in his vicinity.

Yefimov is staying in room 407, which he is sharing with a fellow KGB analyst by the name of Miloslav Olegovich Agapov. The two men are not friends, and Agapov is growing increasingly irritated with Yefimov's skittish behaviour and heavy drinking, although he currently has no reason to suspect that Yefimov is a double-agent or planning to defect. Ratimir Rodionovich Zakharin is also staying in the Hotel Esja, in room 512.

THE PRESENCE OF INTELLIGENCE SERVICES IN REYKJAVIK

Although the press has portrayed the World Chess Championship as the Cold War in microcosm, and the leaders of both the US and the Soviet Union are paying close attention, there are no official intelligence operations related to the championship.

The officers of the KGB, CIA, and FBI present in Reykjavik are either there to enjoy the chess or keeping an eye out, just in case.

Of course, if the investigators decide to stir things up, or simply make a noisy mess of things, they could end up provoking members of at least three other intelligence agencies into action, possibly directed against the wrong targets.

If the investigators find themselves in unexpected confrontations with any officers other than those outlined in this scenario, use the Intelligence Officer stat block on pg. 130 of *World War Cthulhu: Cold War*. It is highly unlikely that any of these officers will be carrying firearms.

Bobby Fischer, Damaged Genius, Age 29

While Fischer is arguably the greatest living chess player in 1972 — a premise that will be supported by his victory in the championship, unless the investigators somehow prevent this — he is also a deeply troubled man. A combination of the pressure of the championship, the effect of the *Shining Word* and underlying mental illness have made Fischer's behaviour even more erratic than ever. The paranoia that will eventually consume his mind is already plainly manifest to anyone who speaks to him or listens to some of his more unguarded interviews.

BOBBY FISCHER AND MENTAL ILLNESS

It is a conceit of this scenario that Bobby Fischer's mental illness has been exacerbated by exposure to the *Mythos*. Given the tragic reality of Fischer's decline, this may be distasteful for some groups. In this case, we recommend substituting a fictional character for Fischer.

By this stage in his career, especially with the exposure resulting from the World Chess Championship, Bobby Fischer is a household name. His matches are discussed nightly on news programmes in the US and around the world, and his face is instantly recognisable to anyone who follows current affairs. This fame has not made him a complete recluse yet, although investigators who approach Fischer unannounced may find him suspicious, dismissive, or blatantly rude.

Fischer is unaware of the uncanny nature of the *Shining Word* publications he reads and listens to. His mental illness makes it difficult to tell the difference between the effects of exposure and the paranoid delusions he normally suffers. Due to his high POW, Fischer has not been affected quite as much by exposure as less strong-willed people might have been, although his sanity is still failing.

Fischer is currently staying in a suite at the Hotel Loftleidir, along with his second, Father William Lombardy.

First Impressions: A tall, gangly but physically-fit young man with neat brown hair. He takes great pride in his appearance and is usually dressed in an expensive suit. While not conventionally handsome, his features are striking and his

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eyes intense. He can often be found reading books on chess or replaying games on a pocket travel chess set.

Personal Details: Fischer's mind is becoming fractured. Instead of filling him full of the essence of Daoloth, the *Shining Word* is simply ramping up his paranoia to its breaking point.



Motivation: Ego. Fisher wants to prove to the world that he is the greatest chess player on the planet.

Secrets & Goals: To win the World Chess Championship, proving his superiority over the entire Russian chess establishment.

Playing Bobby Fischer: Ignore the investigators unless they are talking about chess, global conspiracies, or the *Shining Word*. Be rudely dismissive of interruptions or irrelevancies. Assign blame for misfortune to shadowy forces, the Russians, or the Jews.

STR 60	CON 60	SIZ 75	INT 90
POW 85	DEX 50	APP 50	EDU 70
HP: 13	DB: +1D4	Build: +1	Move: 7
MP: 17	SAN: 27		

Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3+DB
Dodge 25% (12/5)

Skills: Art/Craft (Chess) 95%, Credit Rating 60%, Psychology 60%, Spot Hidden 40%, Swim 50%.

Other Languages: None.

Trust: None.

FISCHER AFTER 1972

Unless the investigators take any action that changes the course of history, winning the World Chess Championship becomes the undoing of Bobby Fischer. He retires from public life immediately after, abandoning competitive play completely and descending steadily into mental illness. His rare interviews and occasional phone calls to talk radio programmes reveal a man who believes every outlandish far-right and conspiracy theory he hears. His rants become increasingly bizarre and anti-Semitic.

In 1992, Fischer returns briefly to the public eye with a rematch against Boris Spassky in Belgrade. This match contravenes American sanctions, and Fischer finds himself unable to return home, moving to Hungary instead.

In 2005, the Icelandic authorities offer citizenship to the now severely-ill Fischer. Fischer dies of renal failure in Reykjavik in early 2008.

OTHER NOTABLE CHARACTERS

There are some individuals involved with the championship who do not play an active enough role in this scenario to warrant their own stat blocks, but who the investigators may interact with. If you need stats for them, use the generic civilian stat block at the end of this section.

Father William Lombardy, Bobby Fischer's Second, Age 36

A Catholic priest and chess grandmaster, Father Lombardy is currently Fischer's second at the World Chess Championship. He spends much of his time in Reykjavik playing practice games with Fischer and helping analyse the match to date.

Lombardy is a heavy-set man with a round face and buzz-cut brown hair. Despite being an ordained priest, Lombardy wears mufti while in Reykjavik and can normally be seen dressed in a suit.

While Lombardy spends a large amount of time with Fischer, he does not share the same paranoid world view or anti-



Semitism. He has seen some of the Shining Word publications and disapproves of them strongly.



Boris Spassky, World Chess Champion, Age 35

Fischer's opponent in the match, the Russian Boris Spassky has been World Chess Champion since 1969. Despite Fischer's near-constant accusations of dirty tricks by the Russian chess establishment, Spassky has been sportsmanlike and patient with his opponent so far. Spassky has a broad build and handsome features, with dark, slightly curled hair worn brushed back. He is usually dressed in a suit, or a sports jacket and slacks.



Gudmundur Thorarinsson, Chief Organiser, Age 31

Gudmundur is president of the Icelandic Chess Federation and serves as the chief organiser of the championship. He is responsible for the smooth running of the match and is

present at all the games, as well as other events such as draws and ceremonies. He is a young, cheerful-looking man, with long sideburns and brown hair styled in something approaching a quiff.



Lothar Schmid, Match Referee, Age 44

Schmid, a German chess grandmaster, serves as chief arbiter for the match. He is present at all the games and is a frequent target of Fischer's complaints about noises and other distractions. The investigators may encounter him if they take an active interest in the events at the Laugardalshöll.

Schmid is a patient-if-firm man, and will prove unsympathetic to strange stories from investigators. He wears heavy-framed glasses, and has thick brown hair that pokes straight upwards.



COVERT ACTIONS

Generic Civilian

STR 55 CON 55 SIZ 65 INT 75
POW 55 DEX 58 APP 55 EDU 70
HP: 11 DB: 0 Build: 0 Move: 8
SAN: 55

Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3+DB
Dodge 27% (13/5)

Skills: Listen 30%, Psychology 20%, Spot Hidden 35%

Trust: None

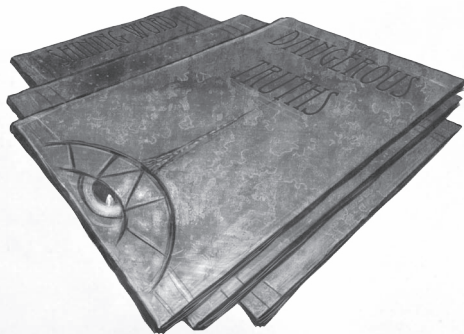
THE HOTEL LOFTLEIDIR

The Hotel Loftleidir is a luxury hotel located near the airport, towards the west of Reykjavik. It is a four-storey concrete structure of modern design, spread out over a number of connected buildings. Like the Hotel Esja, its 220 rooms are all taken and the bars and restaurant are rarely less than packed. The reception desk is manned 24 hours a day, although the hotel lobby is usually empty during the night.

BOBBY FISCHER'S SUITE

On the 10th of July, just before the investigators arrive in Reykjavik, Fischer moved out of the farmhouse near Reykjavik he was renting and into a three-room suite at the Hotel Loftleidir. Fischer's room number is 403, and his suite can be found on the fourth floor, in a corner of the main building. There is no special security assigned to the suite, but the busy nature of the hotel means that investigators breaking in may have to take extra precautions to avoid detection.

The suite is made up of two bedrooms and a shared living room. The living room is luxurious and tidy, although there are neat piles of chess books lying on most surfaces and several chess boards set up with different games in progress. Fischer shares the suite with Father Lombardy, who occupies the second bedroom. The two spend much of their time together, practising and analysing Fischer's games.



Fischer keeps most of his *Shining Word* materials in his bedroom, on his bedside table or the small desk. Father Lombardy is aware of them, as well as some of Fischer's stranger views, but he does not share them.

When Fischer is not practising, sleeping, or taking part in the tournament, he is often exercising in the hotel's indoor swimming pool.

The presence of Fischer in the hotel has attracted the press, and a number of reporters are in the lobby at almost any time.

SHINING WORD PUBLICATIONS IN FISCHER'S SUITE

There are a number of *Shining Word* publications mixed in with the chess references and notebooks that litter Fischer's room. There include English translations of *Mein Kampf* and *The Protocols of the Elders of Zion*, as well as issues 65-73 of *Dangerous Truths*, a newsletter full of rambling diatribes about the global Zionist conspiracies that secretly rule the world. Each issue of *Dangerous Truths* is reproduced from a typewritten manuscript, printed on cheap paper and hand-stapled together.

In addition to the printed material, Fischer has a small pile of cassette tapes with yellow, hand-written labels that contain extracts from the first 20 issues of *Dangerous Truths*. Listening to these has the same effect as reading the encoded messages in print. Fischer listens to them on a portable, battery-operated tape recorder that he keeps on his bedside table.

LAUGARDALSHÖLL

The venue of the 1972 World Chess Championship, the Laugardalshöll, is a sports arena located in the north of Reykjavik, close to the botanical gardens. The main structure is a large, brutalist concrete structure able to hold over 5,000 people, although the audience for the Chess Championship is limited to around 2,500. Seating is on the main floor of the arena and in tiers behind, looking down on the main



KEY EVENTS OF THE 1972 WORLD CHESS CHAMPIONSHIP

The Keeper should use these events both as a running timeline for the championship and as indication to the investigators of Fischer's erratic behaviour. Obviously, actions taken by the investigators may affect some of these events, in which case the Keeper should alter the timeline as appropriate. Causing Fischer to miss a significant number of games, for example, could lead to him losing the championship due to forfeits.

1ST JULY 1972: The opening ceremony is conducted at Iceland's National Theatre. Bobby Fischer is absent, having delayed his flight.

2ND JULY 1972: The scheduled first game is delayed due to Fischer's absence.

4TH JULY 1972: Fischer arrives in Reykjavik.

5TH JULY 1972: The contestants are scheduled to draw lots at the Hotel Esja to determine who plays white. Fischer does not attend.

7TH JULY 1972: Lots are finally drawn, despite Fischer arriving 20 minutes late.

11TH JULY 1972: The first game begins at the Laugardalshöll. Fischer is 7 minutes late in arriving.

12TH JULY 1972: Fischer leaves the stage for half an hour, complaining about the noise of the television cameras. He eventually resigns the game.

13TH JULY 1972: Fischer arrives for the second game over an hour, incurring a forfeit. He insists that he will not play in the main hall unless the cameras are removed.

16TH JULY 1972: Fischer decides to abandon the championship and head home. Once at the airport, he decides to fly to Greenland instead. Eventually, a delegation from the organisers convinces him to return to the match. Fischer and Spassky begin game 3 in a quieter anteroom normally used for table tennis. Fischer still complains about the noise of the cameras, as well as the lighting in the room.

17TH JULY 1972: Spassky resigns game 3 before Fischer arrives.

18TH JULY 1972: Fischer and Spassky return to the main auditorium for game 4, which ends in a draw.

20TH JULY 1972: Fischer wins game 5, which he calls his best of the match. The audience and Spassky applaud his performance.

23RD JULY 1972: Fischer wins game 6.

25TH JULY 1972: Game 7 ends in a draw.

Spassky complains about noises from his chair, and it is replaced.

27TH JULY 1972: Fischer wins game 8.

1ST AUGUST 1972: Game 9 ends in a draw.

3RD AUGUST 1972: Fischer wins game 10.

6TH AUGUST 1972: Spassky wins game 11.

8TH AUGUST 1972: Game 11 ends in a draw.

10TH AUGUST 1972: Fischer wins game 13.

17TH AUGUST 1972: Game 15 ends in a draw.

20TH AUGUST 1972: Game 16 ends in a draw.

22ND AUGUST 1972: Game 17 ends in a draw.

24TH AUGUST 1972: Game 18 ends in a draw.

27TH AUGUST 1972: Game 19 ends in a draw.

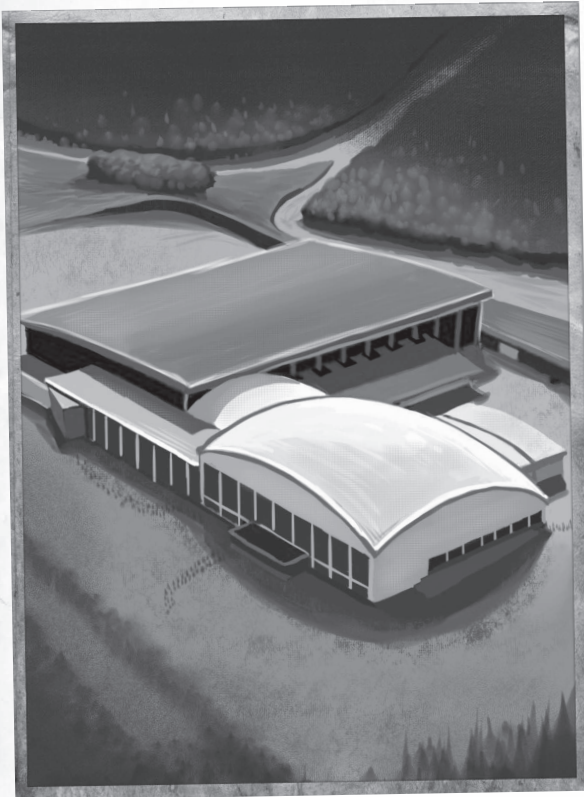
29TH AUGUST 1972: Game 20 ends in a draw.

31ST AUGUST 1972: Game 21 begins.

1ST SEPTEMBER 1972: Spassky resigns and Fischer is declared the winner of the match, with a score of 12.5-8.5. He becomes the 11th World Chess Champion.

COVERT ACTIONS

stage where Fischer and Spassky play most of their matches. Television crews are also present, filming the events. Following complaints by Fischer about the noise of the television cameras, game 3 is relocated to a small anteroom normally used for table tennis. After this game, play returns to the main arena for the rest of the championship.



VIRGIL MARQUARDT

While he has no evidence that he is under active investigation, Marquardt is cautious by nature and has taken some steps to cover his tracks. Not having the right connections to procure a fake passport in time, Marquardt has flown to Iceland under his own name. Once in Reykjavik, however, he has switched to using an alias, posing as a journalist named Hector Brand, from the *Billings Tribune*. He has a press pass and Montana driver's licence issued under this name, which he has used for identification to hire a car and a room at a guest house some 30 minutes' drive outside Reykjavik.

Marquardt's goal in coming to Reykjavik is to accelerate Fischer's transformation into an avatar of Daoloth. Marquardt had seen recent interviews and believes that Fischer will hit a crisis point soon, triggering the final change. Marquardt is completely mistaken about this.

While Shining Word Publications isn't actually turning Fischer into anything more than a damaged and delusional man, creating the *Shining Word* materials has steadily been transforming Marquardt. So far, he is oblivious to this. If he is presented with convincing evidence that he is becoming the avatar, such as surviving what should be a fatal wound, he will adjust his plans.

When he feels the final change coming, he will attend one of the games and try to have his ascension to godhood televised as a message to the world. He believes that this will be the first step to spreading the truth about Daoloth and the illusory nature of reality to a global audience.

Virgil Marquardt, Disciple of Daoloth, Age 36

First Impressions: A tall, broad man with wavy, collar-length brown hair and a thick, full beard. His eyes are an unusually pale shade of blue, looking almost milky in some light. Marquardt normally wears a denim jacket and jeans, along with aviator sunglasses; when trying to pass himself off as a journalist, however, he wears a button-down shirt and tie, neatly-pressed slacks and a checked sports jacket, his hair oiled and slicked back.



Personal Details: While Shining Word Publications specialises in far-right material, Marquardt himself is apolitical. He sees politics as a petty human concern, unimportant in the cosmic scale, and only useful as a means to transmit the truth of Daoloth.

Motivation: Ideology. Marquardt wants to tear away the veil from the world and let all humanity share in the glorious revelations that have shaped him.



Secrets & Goals: Marquardt believes that Fischer is close to becoming an avatar (Fischer is not) and will do everything he can to speed on the transformation. This includes protecting Fischer from anyone who may harm him and providing him with fresh *Shining Word* publications to tear the last shreds of the veil away from him. If all else fails, he will confront Fischer in person and use the *Speak Shining Word* spell, although Marquardt is concerned about attracting attention and risking Fischer before his transformation.

Playing Marquardt: Smile and be superficially glib and charming. Call people "buddy" or "friend". Try to convince anyone who challenges you that you only seek the enlightenment of mankind. Destroy anyone who gets in your way.

STR 80 CON 60 SIZ 75 INT 75
POW 180 DEX 65 APP 45 EDU 55
HP: 13* DB: +1D4 Build: +1 Move: 8
MP: 36 SAN: 0

Note: Due to the transformation Marquardt is undergoing, he regenerates 1 hit point per round unless killed. He can only be killed by a wound that inflicts his maximum hit points or more in one blow.

Attacks: 1

Fighting (Brawl) 40% (20/8), damage 1D3+DB
Firearms (Rifle/Shotgun) 60% (30/12), damage 4D6
Dodge 40% (20/8)

Skills: Art/Craft (Writing) 55%, Credit Rating 50%, Cthulhu Mythos 45%, Electrical Repair 60%, Electronics 40%, Fast Talk 60%, Listen 45%, Locksmith 50%, Persuade 50%, Spot Hidden 60%, Stealth 60%.

Other Languages: Aklo 65%.

Spells: Contact Daoloth, Drop Guise, Speak Shining Word.

SPELL: SPEAK THE SHINING WORD

Cost: 10 magic points; 1D6 Sanity points
Casting Time: Instantaneous

The caster cries out in Aklo, letting the will of Daoloth guide their words. Anyone that hears the caster has the same reaction as if they had read an encoded message from the *Shining Word* (see pg. 57).

SPELL: DROP GUISE

Cost: 10 magic points; 1D6 Sanity points
Casting Time: Instantaneous

The caster calls in Aklo for Daoloth to rend the veil that surrounds them. This reveals their true form to anyone looking, shorn of the comforting illusions that preserve human sanity. Witnessing this unveiling provokes a Sanity roll: 1D3/1D8.

Deeper Version: If the caster expends 20 magic points, Daoloth tears away the veil from an area the size of an average room (approximately 20 square feet), including every object and person present. Witnessing this provokes a Sanity roll: 1D6/1D20.

MARQUARDT'S HIDEOUT

Marquardt is using the guest house in which he has rented a room as his base of operations. As a precaution, he has used the shotgun owned by the couple who own the place to kill them and the two other residents, a young couple from Belgium. Their bodies are still in the house, lain out on each of their beds.

In the process of creating new audio cassettes for Fischer, Marquardt has partially manifested Daoloth on the upper floor of the house. While the living room and kitchen seem perfectly normal, the doors of the bedrooms open into a disquieting lattice of fleshy rods, through which can dimly be seen the outlines of the rooms beyond. Grey fog drifts through the lattices, and the shape of eyes within offer a disquieting sensation of being watched. This provokes a **SAN** roll (1/1D8). If any investigators clamber through the lattices filling any of the doorways, they can enter the rooms.

Two of the rooms contain the dead bodies of the owners and the Belgian couple respectively, lying on their beds; the blood and shotgun wounds make it obvious that they are not sleeping.

Unless Marquardt is using it, the shotgun and a box of shells can be found in the owners' bedroom.



COVERT ACTIONS

RENDING THE VEIL

At several points in this scenario the investigators are likely to see the veil ripped away from the world around them by Daoloth, and to be faced with the true nature of reality. This can be a tricky thing for a Keeper to describe. A few options include:

- Do not attempt to describe what the investigators see. Simply let the players know that it is too alien for the human mind to comprehend and that seeing it is enough to drive their investigators to the brink of madness.
- Use vague terms and motifs. Everything is spongy and grey, formless, wreathed in tendrils of fog. Strange lattices of repellently organic material underlie the world, moving through unidentifiable objects, but also remaining separate. The shapes of inhuman eyes are almost visible peering out from between the lattices. The investigators may be able to infer which shapes correspond to people and which to objects, but it is far from clear which is which. There may be a special nightmarish quality to hearing the voice of another investigator issuing from a writhing, spongy nightmare and wondering whether this is how they see you.
- Describe everything the investigators see in the most lurid, visceral manner you can. Use imagery you know gets under the skin of your players, making liberal use of gore and mutilation. This is a world of meat and blasphemy.



The third room is Marquardt's bedroom. The desk is covered with cassettes, blank labels, a dozen copies of issue 78 of *Dangerous Truths* and some rudimentary recording equipment. A padded envelope addressed to Bobby Fischer, care of the Hotel Loftleidir, sits to one side of the desk.

Investigators exploring any these rooms will notice the grey mist growing thicker around them, with hints of eyes watching them from between the lattices. The lattice-work seems to shift around them, growing larger when seen from the corner of the eye.

If an investigator spends more than 30 seconds searching a room, the lattices grow denser, interfering with their movements. If the investigator remains in the room, the lattice becomes dense enough to require a **DEX** roll to clamber through before the investigator can get back out the door. Investigators failing this roll will find themselves trapped inside the room as Daoloth manifests around them, provoking a D10/D100 **SAN** roll.

Any investigators who manage to avoid becoming permanently insane will be able to exit the room eventually, in a fog of delirium; any others are never seen again.



EXPOSURE TO *SHINING* WORD TRANSMISSIONS

Any time someone in a heightened state of awareness (the target perceives themselves to be at some form of risk or is in a general state of anxiety — a normal state of mind for intelligence officers on assignment) reads or listens to a text that includes subliminal messages from the *Shining Word* that they have not been exposed to before, roll a **POW** check. On a success, the reader or listener gains no understanding, but must make a **Sanity** roll (0/1). This is what has been chipping away at Fisher's mind.

Exposure also causes an increase in paranoia. Those affected start noticing people following them or having secret conversations. Apparent strangers or disparate organisations show signs of working together towards some unknown end. Anything could be hiding a camera or listening device. The most innocuous actions provide hints of conspiracy. Treat this as delusions, as per the *Sanity* rules, even when the target is not undergoing a bout of madness. This effect lasts for 48 hours after exposure to the *Shining Word*.

On a failure, the reader's mind is fully opened to the *Shining Word* of Daoloth. Roll on the following table. On a fumble, roll twice.

1. The target gains increased sensitivity to stimuli. Everything seems brighter and louder. They receive a bonus die on all **Listen** and **Spot Hidden** rolls for the next week.
2. The target gains an overwhelming sensitivity to stimuli. Everything seems unbearably bright and loud. They receive a penalty die on all **Listen** and **Spot Hidden** rolls for the next week.
3. The target acquires temporary face blindness. Every face the person affected sees for the next week looks like a grey spongy mass. The target can only recognise people through their voices.
4. For the next week, the target must make a **SAN** roll (0/1D3) every time they tell a lie, torn apart by some alien sense of guilt over deception.
5. For the next week, the target can hear the surface thoughts of everyone around them unless they suppress it with a **POW** roll (this lasts for 5 minutes). If more than one other person is in the immediate vicinity (10-foot radius) it is almost impossible to pick out individual thoughts. This is especially overwhelming in large crowds, leading to a penalty die on all rolls due to distraction.
6. For the next week, any written text the target looks at is a dancing jumble of words and the reader must pass an Extreme **Language** roll to make sense of it. This does not affect any texts filled with the *Shining Word*.
7. For the next week, the target can understand written text in any language as if they had 100% in that Language skill.
8. The motivations of those around the target become transparent. For the next week, the target gains use of the Psychology skill at 100%.
9. For a brief instant, the veil is rended for the target, provoking a **SAN** roll (1D6/1D20).
10. The target has a sudden insight into the true nature of reality and gains 1D10 points in Cthulhu Mythos, also losing 1D3 SAN.
11. For the next week, the target sees imaginary people everywhere. Even an empty room will have at least one person hiding in the shadows or a closet. The target cannot tell who is real and who is not without making a **SAN** roll to see through the delusion.

BUILDING PARANOIA

The Keeper should look for opportunities to use the paranoia that the *Shining Word* inflicts to interfere with the investigators' mission. They already have reasons not to trust Soames, Morton, Yefimov and, if they meet him, Zakharin, but this will be heightened by delusions. Perhaps these people are all working together on a secret plan that involves Fischer and Marquardt. Worse, maybe their fellow investigators are also involved. Did one of them just slip a note to the waitress? They spent a long time in the bathroom earlier — could that be a dead drop? And why do the others keep saying things just out of earshot?

If the investigators choose not to believe these suspicions, use the rules for resisting delusions from the *Call of Cthulhu 7th Edition Keeper Rulebook*, pg. 162.

- The reader's mind touches that of Daoloth for a moment. The player may choose to ask the god a single question about any subject, which the Keeper must answer truthfully if the investigator passes a **POW** roll. On a fumble, the investigator gains a clear glimpse of Daoloth, with the attendant SAN 1D10/1D100 loss.

TRACKING DOWN MARQUARDT

Finding Marquardt is likely to prove difficult. While he has travelled into Iceland under his own name, he has used the identity of Hector Brand for everything since then. There is no link between his real name and either the guest house or his rental car. The investigators have been told that he is likely to be using an alias and passing himself off as an American journalist, but there are dozens of these in Reykjavik at present.

Visiting the car rental offices at Keflavik International Airport may prove fruitful. A combined **Luck** and suitable interpersonal skill roll (**Charm, Fast Talk, Intimidate** or **Persuade**) will locate the clerk who served Marquardt and convince her to identify him from a photograph.

The records associated with the rental agreement reveal that he is using the name Hector Brand as well as the address of the guest house in which is he staying.

If the investigators hit a complete dead end, one of N's contacts in the FBI manages to compile a list of Marquardt's known aliases and send it to Reykjavik station via encrypted telex. One of the names listed is Hector Brand of the *Billings Tribune*. Of course, Soames will want to know who these people are and why the investigators are looking for them.

Alternatively, the investigators may choose to stake out Fischer's hotel in the hope that Marquardt makes contact there. On any given day, the investigators should make a group **Luck** roll; if successful, Marquardt visits the Hotel Loftleidir to drop off a package of new pamphlets and cassettes, addressed to Fischer, at the reception desk.

While Marquardt is not in disguise, he is dressed in a suit and has slicked back his hair, making him appear somewhat different from his photograph. One of the investigators will need to make a **Spot Hidden** roll to identify him.

Marquardt also visits the Laugardalshöll whenever Fischer is playing, in case he manifests his divinity and needs Marquardt's assistance. There are usually 2,500 people at the arena during games, so finding Marquardt in the crowd calls for concerted effort and a Hard **Spot Hidden** roll.

If challenged in a public place, Marquardt is quick to use magic to defend himself. If the location is crowded, he uses the deeper version of the Drop Guise spell, causing widespread madness and chaos in the hope of escaping.

THE REST OF THE SHINING WORD

Marquardt is not acting alone. While Shining Word Publications is not a large organisation, he still has colleagues in its publishing arm back in Montana who share his devotion to spreading the word of Daoloth. They in turn have connections to a larger cult with presences in publishing, journalism, and academia across the world. If the Keeper wishes to use Shining Word Publications as an ongoing antagonist, N's attempts to shut them down in Montana are only partly successful, with many of Marquardt's cohort going to ground. With their access to divination, they are in a strong position to learn about Section 46 and to begin a campaign of reprisals against N and his agents.

KEEPING THINGS MOVING

The Keeper should follow the investigators' lead as they try to deal with Morton, Soames, Yefimov, Zakharin, Marquardt, Fischer, and any other problems they encounter, reacting appropriately. If the players get stuck for ideas, or the Keeper wants to keep the pace up, use as many of the following events as needed. None of them are mandatory and any may be ignored if the investigators are pursuing different leads or take actions that obviate them.

- Yefimov gets drunk in the Hotel Esja bar and starts talking to Jonathan Cairns, a journalist from the *London Times*. He lets slip that he knows of a double agent high up in British intelligence, then immediately realises he has made a serious mistake by tipping his hand before securing his defection. Cairns takes every opportunity from this point to confirm the story and to convince Yefimov to share more details.
- Marquardt drops off some new tapes at the hotel for Fischer. The clerk questions the bulky package and calls the manager. Marquardt loses his temper and uses *Speak*



the *Shining Word* to punish the clerk for her insolence, driving her mad. This may be seen by the investigators, or they may simply encounter the aftermath; if the latter, one or more witnesses will be able to identify Marquardt from a photograph.

- Zakharin attempts to kill Yefimov by running him over in a stolen car. If he is unable to arrange this or fails, his next attempt will be to slip poison into Yefimov's drink at the hotel bar. This should be observed by one of the investigators for maximum dramatic effect.
- Marquardt uses Contact Daoloth to perform an act of divination, trying to anticipate barriers to his success. He learns that the investigators are in Reykjavik to stop him and decides to take the fight to them. Initially, this involves leaving notes addressed to them at various locations, infused with the *Shining Word*. He also tries to contact one or more of the investigators by telephone and cast *Speak the Shining Word*.
- Spooked by the surveillance and attempts on his life, a very drunk Yefimov once again attempts to defect at the British embassy, refusing to take no for an answer. He insists that if he is turned away, he will immediately go to the Times and tell them everything he knows about N and Section 46.
- Finally realising that he is the incipient avatar, not Fischer, Marquardt travels to the Laugardalshöll during a game and attempts to ascend to godhood on camera. He attracts everyone's attention by pulling out the shotgun

he stole from the guest house, now sawn-off, and firing it in the air. Once the cameras are pointing at him, he waves the gun around to keep everyone at bay and calls upon Daoloth to tear away the final veil that surrounds him. Unless stopped by the investigator, he succeeds, briefly expanding to a living lattice that fills the entire interior of the auditorium before dissipating into grey mist. Anyone who witnesses this in person must make a 1D10/1D100 **SAN** roll. The transformation does not show up on camera, although the aftermath of terror and madness does.

CONCLUSION

Depending on the tactics the investigators use, this mission may take days or even weeks to carry out. A cautious approach is likely to prove more successful, but growing paranoia and pressure could drive the investigators to take rash action. The World Chess Championship is scheduled to continue for almost two months following their arrival in Reykjavik, so it should provide a running backdrop for as long as the mission continues.

Wrapping the mission up will largely depend on dealing with the problems posed by three groups of NPCs: Soames/Morton, Yefimov/Zakharin, and Marquardt.

Depending on how much Morton learns about the investigators' operation, they may need to find some way of ensuring his silence or recruit him into Section 46. While he does not especially want to antagonise the investigators, he is bound to present a full report to Soames unless the





COVERT ACTIONS

investigators give him a good reason not to and offer him some protection from reprisals.

Soames potentially proves a more serious problem. As head of station, he is senior enough in SIS to cause political difficulties if he believes that the investigators have been acting improperly, withholding information from him or undermining his authority. While his complaints will have little effect on N's opinion, Sir Clive may be more easily swayed. The investigators can only avoid this by either convincing Soames that nothing improper has occurred or finding some means of ensuring his silence.

Zakharin can be effectively dealt just by speaking to him, if the investigators are able to piece together his motivations and offer some proof that they work for N. Otherwise, there is a good chance that any confrontation with him will end in violence.

Yefimov poses more of a long-term problem. If the investigators are unable to convince SIS to let him defect and arrange safe passage for his family, he will make good on his threat to release his dossier on N and Section 46 to the British press. Similarly, if he dies or disappears, his friend Mamykin in Moscow will release the information. The most likely way to stop this happening would be to force Yefimov to give up Mamykin's identity and have a Section 46 agent in Moscow deal with him swiftly. Even then, the investigators may be condemning Yefimov's wife and daughters to a terrible fate if the KGB learn of Yefimov's treachery.

Even if the dossier is leaked, Section 46 will not be publicly exposed. The story will be suppressed in the British press through use of a D-Notice (otherwise known as a Defence Notice: a mechanism whereby the government direct members of the press not to print a specific story in the interest of national security). This is not a comprehensive solution, however. Rumours will persist around Fleet Street,

and certain elements of SIS and the security service will take an active interest in Section 46, complicating future operations. Additionally, the reputations of the investigators will be tarnished within the service.

Sir Clive expects a report from the investigators about the identity of the purported double agent in SIS. The investigators will need to provide an answer that satisfies him, or a damned good excuse for not having one.

Despite his eldritch abilities and inhuman nature, Marquardt in many ways is the most straightforward of the investigators' problems. If they can kill him discreetly, there will be no further repercussions. On the other hand, if he does manage to become an avatar in a public manner, there will be widespread consequences. While the world's media may see such an event as a strange prank or an unexplained outbreak of mass hysteria, it will act as a beacon, drawing people across the globe to the Mythos and elevating Shining Word Publications from a small cult into a force to be reckoned with. Marquardt himself has now become something far greater than human, and his leadership will provide Shining Word Publications with resources beyond the investigators' worst nightmares.

SANITY AND TRUST AWARDS

- Stopping Marquardt's plan: +1D10 Sanity points
- Failing to stop Marquardt's ascension: -1D6 Sanity points and -1D6 Trust points with Section 46
- Keeping Yefimov in place as a double-agent: +1D8 Trust points with SIS
- Complaints about unprofessional behaviour from Soames: -1D8 Trust points with SIS
- Preventing Yefimov from exposing Section 46: +1D10 Trust points with Section 46
- Failing to prevent Yefimov from exposing Section 46: -1D20 Trust points with Section 46 and -1D10 Trust points with SIS






HANDOUTS

Handout #1: Summary of STOAT's SIS File

The SIS file on the asset known as STOAT is surprisingly thin considering his status as a Soviet double-agent. It contains several photographs, transcripts of conversations with his handler, summaries of some of the raw intelligence he has passed on, some biographical information, and an assessment written by Sir Clive Grenfell.

The key points are:

- * STOAT's identity is Erik Leonidovich Yefimov (date of birth 18th July 1942), a KGB intelligence analyst based in Moscow.
- * Yefimov was recruited by the KGB in 1954. He has worked for the First Chief Directorate for his entire career, analysing West German troop movements. He lacks either the ambition or the talent to advance within the directorate.
- * He is married to Yeva Vladislavovna Yefimov, aged 36. They have two daughters, Tereza (aged 12) and Irina (aged 8).
- * Yefimov's passion is chess. He is a member of the Central Chess Club in Moscow, an organisation whose ranks include many other KGB officers.
- * Yefimov was recruited by SIS as a double agent in 1964 after being caught in a honeypot meant for another KGB officer. Despite this mistake, SIS have been paying him modest sums of money ever since in exchange for information.
- * The intelligence Yefimov provides is low-value. It is accurate but unimportant.
- * His handler has flagged a risk associated with Yefimov's increasing dependence on alcohol, although this has not proved a problem until now.
- * Until his attempted defection in Reykjavik, Yefimov has been perfectly compliant. There were no apparent warning signs.
- * Analysis has suggested that if Yefimov were to defect and the KGB were to learn of it, the inevitable mole hunt in Moscow would place several far more valuable double-agents at risk. As a result, the directive is to keep STOAT in place until further notice.



CHARTER THREE

CAENZA

В указании Министр
этом, особенно на
зубчатый редуктор,
тис требует больша
рационально в техн
Имеет место
для эксплуатаци
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Движется выключ
Число ЦИНСЛ вын
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ство формации
условиях вых
в двигателях о
Сети.

ЦИНСЛ было
сравнение синхронизации
гими способами
В настоящее
вук, главным
Мые отечествен
Приметель. По
См. БЕР...



• CADENZA •

Cadenza: noun, music. Virtuoso passage for soloist during concerto.

— Oxford Dictionary and Thesaurus

Date: July 1974

Location: Cyprus

INTRODUCTION

This scenario is set against the backdrop of the Turkish invasion of the island nation of Cyprus. The bulk of the action takes place in Limassol and RAF Akrotiri. While the mission is primarily suited to SIS agents, CIA investigators are possible.

The No. 9 and No. 35 Squadron RAF flying Vulcans are based at RAF Akrotiri. These squadrons are armed with nuclear warheads as part of the Central Treaty Organisation, a major anti-Communist mutual defence pact. Mythos forces have turned their attention to the airbase due to the unwitting action of an individual there. The senior officers on the base incorrectly believe that the disruption caused by the Mythos presence is sabotage aimed at stealing a nuclear warhead.

The investigators will ultimately hold the fate of an innocent man in their hands. Some of the choices available to them might make them as bad as the forces they fight. Where do the investigators draw the line?

BRIEFING & PREPARATION

The investigators in London are woken by a telephone call, summoning them to Century House by their usual superior for an urgent briefing. The briefing will start at 5:00am on Friday 19th July (dawn is at 5:06am in London).

The Keeper should convey the following to the investigators. While this is aimed primarily at SIS operatives, amendments for CIA investigators follow.

- Musgrave has reported that a technician (Fredericks) on duty at the numbers station on RAF Akrotiri was assaulted just after midnight local time last night.
- The base has since been locked down.
- Electrical systems on the base have subsequently been going haywire.
- Musgrave has admitted to SIS in confidence that he has been caught in a honey trap. Only SIS know about this. No one else on the base needs to know.
- Evren Kartal, an artist from Limassol, drugged him and attempted to blackmail him with photos of them *in flagrante delicto*.





COVERT ACTIONS

CIA AGENTS

If the investigators work for the CIA, the briefing requires the following amendments:

- Musgrave's report to SIS has been intercepted by CIA-friendly contacts.
- His description of Kartal matches that of an unknown female photographed in a meeting with Mr Snow.
- Mr Snow is being investigated by the CIA as a significant person of interest.
- Washington has put pressure on London to allow the CIA to investigate, given their ongoing investigation of Mr Snow.
- The CIA has promised to share its findings with SIS.
- London has given permission for the CIA to send a team to RAF Akrotiri, thus maintaining the Special Relationship.

- Kartal wanted information about the nuclear warheads on base (serial numbers, who has access to the warheads, where are they stored, etc.).
- Musgrave and SIS believe the technical problems to be sabotage orchestrated by Kartal to steal a nuclear weapon.
- SIS believes the assault on the technician was to direct attention away from the warheads.
- The investigators are to apprehend Kartal and all other saboteurs and bring them in for interrogation.
- The investigators will be issued with cover identities of RAF Police investigating the assault of the technician and suspected sabotage. This will avoid raising undue suspicion and give the investigators the authority (being outside of the normal rank structure) to question anyone on base.
- The only people on the airbase that know the investigators are intelligence operatives are Knight, Musgrave, and Palmer.
- The real RAF Police have been assigned guard duties (staffing checkpoints and patrolling the base perimeter) while the base is in lockdown, so they will have no contact with the investigators, so as not to impede their actions or compromise their cover.

Keeper's Note: As the investigators are operating as RAF Police, most NPCs on the air base will answer their questions honestly with no skill roll required. Only ask for rolls when an NPC is being evasive for any reason.

If the investigators have any questions, they should be quick, as a car is waiting to take the investigators from Century House to RAF Northolt at 5:30am. The Keeper should refer to the **Background** to inform their answers. If the investigators ask for details of the personnel or operations on the airbase they are informed this will be available to them upon their arrival at RAF Akrotiri.

The investigators have a few minutes to requisition any specialist equipment they might desire. They will be provided with RAF Police uniforms and identification at RAF Northolt, along with a standard issue sidearm (1D10 damage). Additional weaponry and any conspicuous equipment will need to be carried discreetly to avoid suspicion (shoulder bags, backpacks, or briefcases should suffice). The extent of what the investigators can requisition is left to the Keeper's discretion.

BACKGROUND

The Musician

Corporal Bryce Fredericks never wanted to join the Royal Air Force. He was a talented virtuoso, able to turn his hand to any instrument he desired. He dreamed of forming a band and becoming famous. His father, Flight Lieutenant Brian Fredericks, had been a member of the RAF and served during the Battle of Britain. Forced by his father, Fredericks enrolled as a trainee technician in the RAF to serve his country.

Fredericks' aptitude soon led to promotion for his exemplary work. In 1973, after eight years of service, he was deployed to RAF Akrotiri. Six months ago, he was seconded to SIS to become part of the team that operated the numbers station on the base.



The team is made up of various RAF personnel on rotation, with three people assigned to active duty at any one time. Each person is on duty for eight hours a day, for three-week periods. Besides Fredericks, Sergeant Emma Howland and Corporal Reginald Sandford are also currently on duty at the numbers station. Fredericks and Howland developed feelings for each other and started a covert relationship two months ago.

The "Lincolnshire Poacher" (as the station has become known by radio enthusiasts) sends coded transmissions on shortwave radio frequencies to undercover SIS operatives throughout the northern hemisphere. For the last two weeks, Fredericks has been on duty from 23:00 to 07:00 every night, ensuring the pre-recorded transmissions are sent and monitoring the transmission frequency for any interference. Two weeks ago, Fredericks found something.

During the midnight transmission, Fredericks heard faint, complex music on the same frequency. Three repeated pieces of music overlapped eight of the first nine blocks of numbers. Only the fifth block had no music overlapping it. For a visual aid, see the **Report** handout on pg. 79.

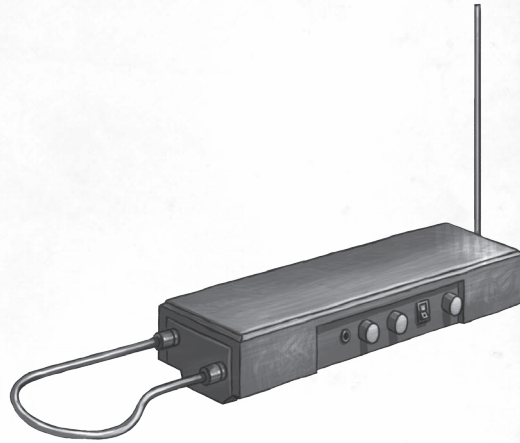
Fredericks heard the music again the same time the following night. By the third night, he was prepared and tried to triangulate the signal's origin. Fredericks made a detailed report to the base commander, Group Captain George Knight, stating that he believed the signal came from the constellation of Lyra.

Group Captain Knight was prepared to accept a rational explanation, but refused to believe the transmissions were coming from space. He ordered Fredericks to double-check his findings and submit a "realistic" report. Knight concluded that the music was being picked up from the extreme range of a commercial station. As the music was not detrimentally blocking the transmissions, Knight was not immediately concerned.

Fredericks checked his readings again. The signal was coming from Lyra. This made him wonder: was the transmission an attempt by aliens to contact other intelligent life? The gap in the sequence could be an invitation to respond with the missing tune. He made recordings of the music and isolated the music. Transcribing it, he discovered only a virtuoso could play such complicated music. He was such a virtuoso. If he was right, Fredericks believed he could go down in history as the man responsible for first contact with an alien race.

Fredericks owned a theremin and believed this was the best instrument to play the music. After much practice, he recorded

his response and spliced it into the tape that broadcasted at 00:01 19th July.



Tru'nembra, the Angel of Music (see pg. 88) that searches the universe for the most gifted of musicians, heard Fredericks. The Outer God responded, changing the last three blocks of its normal signal with a cacophony that would transport Fredericks to the Court of Azathoth (see pg. 91), where he would forever join the orchestra that keeps the Demon Sultan placated. The equipment in the numbers station overloaded, sparing the musician. Fredericks fell unconscious following a glimpse of the Court of Azathoth. He was found minutes later by Howland who raised the alarm, believing he had been assaulted.

Two members of Section 46 listening to the broadcast at that time were not so lucky. Hearing Tru'nembra's response, they saw Azathoth, driving them both to madness and suicide. While the "assault" at the numbers station is enough for SIS to send agents to investigate, the death of the two agents has got N's attention.

Tru'nembra wants the musician that called it (or one to take his place). As time passes, its patience wears thin. The Outer God has dispatched Erich Zann, a musician from the Court of Azathoth, to find Fredericks. If that fails, Tru'nembra intends to take everyone on the airbase to the Court of Azathoth, hoping the musician is among them. It does not care if innocent people die.

Following the report of the "assault", standard procedure means that nothing at the numbers station has been touched before the investigators arrive. Because the numbers station must remain on the air, the tape with Fredericks' recording (the only operable tape now) is on a loop. His performance is repeated every four hours. Each time this occurs, Tru'nembra turns its attention back to the base, looking for the musician, resulting in electrical systems going haywire.



NUMBERS STATIONS

No government has ever claimed ownership of these real broadcasts, but this does not stop the almost ghostly voices from reading out lists of numbers day and night.

Shortwave transmissions can be received by conventional radios, meaning an undercover spy does not require incriminating equipment to receive their orders. The list of numbers is combined with a one-time pad to reveal a message.

The "Lincolnshire Poacher" numbers station gained its name because it played bars of the eponymous English folk song at the beginning of its transmissions. The tune identified the one-time pad to be used. A long list of numbers spoken in groups of five followed, usually in a female voice.

Numbers stations are constantly on the air to help disguise their owners. If a frequency is being monitored by an enemy power and it detected that signals were only broadcast at certain times (e.g. in response to certain world events), they could potentially determine who might be taking an interest by responding at these times.

Given their secretive nature, and that few hard facts exist about them in the public domain, details of the operation of the numbers station have been fictionalised for this scenario.

THE BLACKMAILED OFFICER

Wing Commander Thomas Musgrave is second-in-command to Group Captain Knight on RAF Akrotiri. He has been stationed at the base for the last five years. He is married with two children and his family reside with him on the airbase.

Burçin Uzun is a Turkish art thief who has been living in Cyprus for the last two years. She is occasionally paid by someone she knows only as "Mr Snow" to perform certain tasks. More often though, Uzun works for Aydın Dikmen, a Turkish art dealer in his mid-30s, who pays her to steal rare art he then sells.

Four months ago, Uzun took a job from Mr Snow to get Musgrave into a compromising position where photos could be taken to blackmail him with. Uzun made herself known to the officer while he was on leave in Limassol, at the Marina Bar-Café. She used a false name (Evren Kartal), claiming to be an artist.

Months later, aided by some drug-laced alcohol, Uzun took Musgrave to a cheap hotel room Mr Snow had prepared. Photos were taken. Musgrave awoke alone the next morning and found copies of the photos and a note detailing Snow's ultimatum.

To ensure that the photos would never be seen by his superiors or family, Musgrave was to provide Uzun with information about the nuclear warheads on the base: maps showing where they were kept; their specifications and serial numbers; a list of all personnel with access to them, etc.

The next day, Monday 15th July, the *coup d'état* occurred. As violence spread across the island, the Cypriot National Guard took up positions across Limassol and the RAF declared the city "out of bounds" to its personnel. This allowed Musgrave to stall Uzun as he could not leave the base to give her the information. She begrudgingly accepted his position. Musgrave has used this time to work out how to escape his predicament.

Following the report of the "assault" on Fredericks, and the technical problems on the base (caused by Tru'nembra), Musgrave wrongly concluded that saboteurs working for Kartal were trying to steal a nuclear warhead.

Musgrave went over Knight's head and reported to SIS what had happened, confessing in confidence the situation with Kartal. SIS believed him, ordering the investigators to find and stop the saboteurs.



MR SNOW'S GOAL

Mr Snow's true identity, his real affiliation, and his reasons for wanting information about the nuclear warheads are for the Keeper to determine. Possibilities include:

- He works for an intelligence agency (e.g. the KGB).
- He is a member of a terrorist organisation (e.g. the Black Brotherhood).
- He is gathering intelligence on Western nuclear capability in the region.
- This is all misdirection to hide other activities in Cyprus.
- He is laying groundwork to enable the future theft of a warhead.
- There are several reasons why a warhead could be stolen:
 - To be sold to another terrorist organisation.
 - To hold the West to ransom.
 - To detonate it as an "accident" the West is responsible for.
 - This could easily be developed by the Keeper as a hook into future scenarios.

TIMELINE OF EVENTS

JANUARY 1965: Fredericks joins the RAF.

JULY 1969: Musgrave deployed to RAF Akrotiri.

OCTOBER 1972: Howland deployed to RAF Akrotiri.

APRIL 1973: Fredericks deployed to RAF Akrotiri.

JANUARY 1974: Fredericks seconded to SIS to operate the numbers station.

SATURDAY, 2ND MARCH 1974: Uzun accepts the job from Mr Snow to blackmail Musgrave.

SATURDAY, 9TH MARCH 1974: Uzun meets Musgrave for the first time in the Marina Bar-Café, using the name Evren Kartal.

MAY 1974: Fredericks and Howland begin their relationship in secret.

MONDAY, 1ST JULY 1974: Sandford anonymously informs Musgrave of the relationship between Fredericks and Howland. Musgrave ignores it.

FRIDAY, 5TH JULY 1974: Fredericks hears Tru'nembra's signal for the first time.

SUNDAY, 7TH JULY 1974: Fredericks triangulates the origin of Tru'nembra's signal to be from Lyra.

MONDAY, 8TH JULY 1974: Fredericks makes his report to Knight. It is dismissed.

TUESDAY, 9TH JULY 1974: Fredericks begins to decode Tru'nembra's signal.

SATURDAY, 13TH JULY: Musgrave is seduced by Uzun and photographed by Mr Snow.

SUNDAY, 14TH JULY: Musgrave is blackmailed by Uzun to provide information on the nuclear warheads stored on the airbase.

MONDAY, 15TH JULY: Coup d'état by the Cypriot National Guard removes President Archbishop Makarios III from power. Nikos Sampson takes his place.

FRIDAY, 19TH JULY: Fredericks sends his response to Tru'nembra. Two Section 46 agents die from hearing Tru'nembra's attempt to take Fredericks to the Court of Azathoth. The investigators are sent to RAF Akrotiri later that morning.

SATURDAY, 20TH JULY: Turkish invasion of Cyprus begins.

JOURNEY & ARRIVAL

Allowing for traffic, it takes almost an hour to get from Century House to RAF Northolt in West London. Upon arrival, a Section 46 SIS operative known to the investigators is waiting for them. She hands the investigators their RAF Police uniforms, sidearms, and envelopes containing their credentials/identification. Included in one envelope is piece of rice paper with a message from N, informing them of their secondary mission (see **N's Note** handout below).

Agents Horowitz and Griffin were found dead last night. Both were members of Section 46 on undercover missions. The details of their missions are classified. Horowitz jumped from a fifth-floor window and Griffin shot himself in the head. Their deaths occurred immediately following the broadcast from the numbers station on RAF Akrotiri that contained their orders. Their different one-time pads would spell out their separate orders.

Standard procedure means the numbers station is not touched prior to the arrival of agency representatives. Some equipment has been damaged and only one tape is operable, set on a four-hour loop. It is broadcasting on 14.487 MHz every hour.

No reports of other deaths following the broadcast have been received. Agents in the field have been advised to ignore this frequency until further notice. A new set of tapes is being prepared for the numbers station. They will be ready in 24 hours and flown to the airbase.

The suicides are indicative of those who have been exposed to a significant "threat" and not been able to cope. Their prior experience perhaps made them more susceptible to this "revelation", which logic suggests was in the broadcast. Advise extreme caution. If any "threat" is present do everything in your power to neutralise it.

Good luck. N.

The flight to RAF Akrotiri takes 4.5 hours via a Hercules C1 transport aircraft. The investigators are seated on uncomfortable benches in the cargo hold where a regular shipment of spare electrical parts in large wooden crates is also being carried. They are undisturbed throughout the direct flight to RAF Akrotiri, allowing them to examine N's message before destroying it.

LISTENING TO THE BROADCASTS

The investigators may wish to listen to the broadcasts. This can be done by tuning into 14.487 MHz with a conventional radio. The numbers station only transmits on the hour.

Fredericks' performance can be heard at 00:01, 04:01, 08:01, 12:01, 16:01 and 20:01 (corresponding to 23:01, 03:01, 07:01, 11:01, 15:01 and 19:01 in London).

It is being transmitted at a much higher volume than normal, although the volume can be reduced on the receiver to compensate (see The Numbers Station, pg. 81).

Fredericks' performance is a cacophony of sound that can barely be called music. An Art/Craft (Music) roll identifies the instrument used as a theremin and that only an extremely talented musician could play such music.

If the investigators listen to the transmissions that contain Fredericks' performance while on the airbase, a Hard Listen roll reveals faint music they cannot hear when tuning in elsewhere, underlying the four blocks of numbers before Fredericks' performance and one block after.

The three blocks after this are slightly distorted by static (as the Outer God attempts to abduct the musician but cannot find them).

Cyprus falls under Eastern European Time, one hour ahead of British Summer Time. Sunrise occurs at approximately 05:50 with sunset at approximately 20:00. Recently, it has



been the hottest days of the year so far on the island, with temperatures reaching 41°C (106°F).

The investigators will arrive around noon, local time, when Fredericks' performance is broadcast again. As the aircraft starts its descent towards the runway, Tru'nembra turns its attention back to the airbase. All the lights in the aircraft go out, and the propellers stop turning.

According to the instruments in the cockpit, there has been a system-wide power failure. Faced with the prospect of a crash landing, the investigators should each make a **Sanity** roll (SAN loss 0/1). Successful **Spot Hidden** rolls reveal power going out in areas across the airbase below.

The pilot quickly resets the aircraft's systems, waits a few seconds, and then turns everything back on. The lights flicker on and the engines roar into life. The roll for the pilot to bring the aircraft in to land can be made by a player at the Keeper's discretion (unless an investigator takes over the controls). The pilot has a skill of 75%.

Success results in a smooth landing. Failure results in a rougher landing (1 damage as the investigators are thrown around inside). A fumble results in a significantly rougher landing, narrowly avoiding damage to the plane (damage increases to 1d4).

Once on the ground, a successful **Spot Hidden** roll allows the investigators to witness Corporal Victoria Fanshaw (see **Infirmary**, pg. 80) being electrocuted and thrown from a ladder as she examines a malfunctioning loudspeaker on the corner of an aircraft hangar. She is quickly taken the infirmary with burns to her forearms.

RECEPTION

Musgrave and Palmer sit in a parked truck in the aircraft hangar, waiting for the investigators to disembark. Musgrave introduces himself and Palmer before stating that Knight would like to see them in his office at the SHQ (Station Headquarters) (see SHQ, pg. 78).

Midway to the SHQ, Musgrave instructs Palmer to pull over for a moment and go have a cigarette out of earshot. Musgrave quickly imparts the following to the investigators:

- No one else on the base knows about his predicament and he requests the investigators keep it that way.
- He has passed no information to Kartal.

- He provides a Polaroid photo of her at the Limassol marina, smiling.
- He also provides the address of the bar where they often met (see **Marina Bar-Café**, pg. 72) hoping that someone there might recognise her from the photo and direct the investigators to her.
- He has secured 24-hour passes for the investigators to leave the base from Knight (which can only come from him during the lockdown). Knight has these at the SHQ.

Successful **Psychology** rolls confirm he is telling the truth. Musgrave calls Palmer to the truck and instructs him to continue driving to the SHQ, where they both escort the investigators to Knight's office. Knight greets the investigators and informs them of the following:

- Knight is a very busy man. Whitehall indicates that an invasion by Turkish forces is imminent. When this occurs, the nuclear bombers and their warheads are to leave the base as soon as possible.
- He is also planning the evacuation of civilian personnel and service families from Limassol if conflict breaks out, and how the base will handle refugees seeking shelter on the Sovereign Base in such an event.
- Before giving the investigators (and Palmer) their 24-hour passes, Knight states that if they need to leave the base to follow any leads, they should do so as soon as possible. The escalating tensions will only make travel worse, the longer they wait.
- Palmer is to stay with the investigators as their driver because he can speak Greek and Turkish (and maintain surveillance on them). This is not negotiable.
- Upon their return, if the investigators want anything, they go through Palmer. If Palmer can't get it, go to Musgrave. If Musgrave can't get it, it had better be important before they go to Knight.
- An office has been set up for the investigators in the SHQ. It has a computer terminal, allowing them to access site records, and two telephones (internal and external lines).
- Without asking if the investigators have any questions, Knight bids them good afternoon and returns to work. Musgrave and Palmer lead the investigators out.

COVERT ACTIONS

Wing Commander Thomas Musgrave, Second in Command, Age 42

Married (Rebecca) with two children (James and Amanda), Musgrave is a brilliant tactician and experienced Vulcan bomber pilot. He has been closely involved with the nuclear operation since 1960 when the British nuclear deterrent was split between the Royal Navy and the RAF.

He has been stationed at RAF Akrotiri since the RAF's nuclear role became a more tactical one in 1969.



First Impressions: Calm, polite, professional.

Personal Details: He is always very serious, knowing how important the role of the airbase is. There is no place for frivolity here. He does not suffer fools.

Motivation: Ideology.

Secrets & Goals: Musgrave knew that any attempt to hide his predicament (see **The Blackmailed Officer**, pg. 66) would ultimately fail. He has only told SIS about the blackmail, not Knight. If Knight were to discover this, he fears what might happen to his career and marriage. He genuinely believes the technical problems are sabotage.

Playing Musgrave: Everything you do is a carefully planned move. Pause briefly before replying to investigator's questions. Always remain calm and focused.

STR 55	CON 50	SIZ 50	INT 90
POW 60	DEX 70	APP 50	EDU 85
HP: 10	DB: None	Build: 0	Move: 9
MP 12	SAN: 60		

Attacks: 1

Fighting (Brawl) 60% (30/12), damage 1D3+DB
Firearms (Handgun) 65% (32/13), damage 1D10
Dodge 45% (22/9)

Skills: Command 70%, Credit Rating 45%, Fast Talk 45%, Intimidate 40%, Listen 60%, Military Science 70%, Pilot 65%, Psychology 60%, Spot Hidden 55%, Tradecraft 25%.

Other Languages: Greek 40%, Turkish 40%.

Trust: SIS 30%.

Group Captain George Knight, Base Commander, Age 50

Knight joined the RAF shortly after the Second World War. He started his rise through the ranks after exemplary service during the Berlin airlift of 1948-49. He has been the base commander for six years.



First Impressions: Authoritarian, meticulous, focused.

Personal Details: Knight is a control freak and infuriated that Musgrave went behind his back to report the assault to SIS. He has enough to handle with the impending invasion and does not want SIS getting in the way. He believes his personnel would have uncovered the truth without having to call in outside help.

Motivation: Ego.



Secrets & Goals: He has ordered Palmer to stay with the investigators and observe everything they do. If the investigators do anything suspicious, he will blame them for the problems on his base and report this to SIS (eroding their Trust).

Playing Knight: Speak loudly and firmly. Be polite, but make sure the investigators know it's your way and no other.

STR 65 CON 60 SIZ 60 INT 80
 POW 55 DEX 65 APP 55 EDU 85
 HP 12 DB +1D4 Build +1 Move 9
 MP: 11 SAN: 55

Attacks: 1

Fighting (Brawl) 60% (30/12), damage 1D3+DB
 Firearms (Handgun) 70% (35/14), damage 1D10
 Dodge 50% (25/10)

Skills: Command 75%, Credit Rating 50%, Intimidate 45%, Listen 50%, Military Science 50%, Pilot 70%, Psychology 50%, Spot Hidden 60%, Tradecraft 30%.

Other Languages: Greek 35%, Turkish 35%.

Trust: SIS 35%.

LAC Louis Palmer, the Go-to Man, Age 35

Leading Aircraftman (LAC) Palmer joined the RAF because of his love of travel. Because Knight and Musgrave are busy, Palmer has been tasked with assisting the investigators. His efforts to be promoted to Senior Aircraftsman have made him one of the most connected people on the base.



First Impressions: Attentive, friendly, helpful.

Personal Details: Palmer will do even the smallest tasks with a smile. If the investigators need anything, he has favours he can call in to make it happen.

Motivation: Ego.

Secrets & Goals: Palmer has been briefed that the investigators are SIS. If they drop his name in their report as being helpful, this could aid his promotion. However, Knight has also ordered him to observe everything the investigators do. If the investigators do anything to annoy him, or make it look like they won't aid with his promotion, he can get in Knight's favour by reporting any of their transgressions on the base.

Playing Palmer: The investigators are your new best friends. Smile, be cheerful, offer to help them with anything and everything, no matter how small. Make sure they know your name.

STR 60 CON 70 SIZ 60 INT 80
 POW 65 DEX 60 APP 50 EDU 80
 HP: 13 DB: None Build: 0 Move: 8
 MP 13 SAN: 65

Attacks: 1

Fighting (Brawl) 55% (27/11), damage 1D3+DB
 Firearms (Handgun) 55% (27/11), damage 1D10
 Dodge 40% (20/8)

Skills: Command 45%, Credit Rating 35%, Drive Auto 50%, Fast Talk 40%, Intimidate 45%, Listen 50%, Military Science 50%, Pilot 55%, Psychology 45%, Spot Hidden 50%.

Other Languages: Arabic 25%, French 25%, German 25%, Greek 35%, Italian 25%, Russian 25%, Spanish 25%, Turkish 35%.

Trust: SIS 30%.

THE TURKISH INVASION OF CYPRUS

The Turkish invasion of Cyprus (or the "Cyprus Peace Operation" as it is referred to by Turkey), began on the morning of 20th July 1974. It was sparked by the military junta in Greece ordering the Cypriot National Guard to depose President Archbishop Makarios III. The junta believed that the President was no longer a supporter of "enosis" (the movement of Greek communities outside Greece to incorporate their homeland into a wider Greek state), and potentially a Communist sympathiser. Pro-enosis Nikos Sampson was installed in his place. Sampson was also anti-Turk, and had conducted acts of violence against Turks living in Cyprus.

COVERT ACTIONS

The Turkish government demanded that Sampson step down. Furthermore, Turkey demanded the right to send troops to protect the many citizens it had that lived in Cyprus. When these demands were refused, Turkish Prime Minister Bülent Ecevit approached the British government requesting them to act as a signatory for the Treaty of Guarantee that would allow them to act and return Cyprus to a state of neutrality. The British government declined and stated it would not allow Turkey to use its bases on Cyprus as part of any military operation it might mount. Consequently, Turkey made the decision to invade Cyprus to protect its Turkish citizens.

KEEPER GUIDANCE

The impending invasion should instill the investigators with a sense of urgency and encourage them to follow the avenue of enquiry towards Kartal before dealing with events on the airbase.

If the investigators chose to ignore the immediacy of the situation and deal with the airbase first, that is their choice. However, this could mean there is a good chance of not being able to capture Uzun, depending on the timing of their actions.

It is very strongly recommended that the investigators remain together rather than split up to tackle both avenues simultaneously. There is a danger that events at the airbase could be wrapped up by some investigators while others are still dealing with events in Limassol, which would not be much fun for the latter group.

LIMASSOL

TRAVEL & COMPLICATIONS

The drive from the airbase checkpoint to the Marina Bar-Café is 9 miles (14.5 km) taking approximately 20 minutes in light traffic. The drive from the Marina Bar-Café to the Dikmen Gallery is 1 mile (1.7 km) taking approximately five minutes in the same conditions.

Palmer offers to drive the investigators into Limassol in a Land Rover (marked with a Union Flag). He recommends

changing into civilian attire before leaving the base, and that any weapons should be kept out of sight.

The drive takes the investigators through the village of Akrotiri, then along the western and northern shores of the Limassol Salt Lake where scrubland is replaced by cultivated fields. Franklin Roosevelt Avenue leads into the western suburbs and through the city to the marina. Approaching the marina, the buildings are closer together and more commercial.

The Cypriot National Guard has taken up positions along Franklin Roosevelt Avenue. On July 19th, the armed soldiers watch the passing traffic intently, but stop no vehicles marked with a Union Flag. On July 20th, once the invasion has begun, the city becomes a warzone (for contextual information, see **The Conflict in Limassol**, opposite).

Travel during the invasion requires a group **Luck** roll. Success means the investigators avoid immediate danger. Failure results in a complication, such as the examples below. How lethal these encounters are is left to the Keeper's discretion.

- A gunfight between Greek and Turkish Cypriot forces spills out onto the street.
- A convoy of trucks transporting Turkish Cypriot POWs to the stadium runs the investigators off the road.
- A Cypriot National Guard vehicle ahead of the investigators is hit by a grenade.
- Civilians attempt to jump onto the vehicle, hoping the Union Flag means they will not be shot at.

MARINA BAR-CAFÉ

The Marina Bar-Café is on a side street, north of Franklin Roosevelt Avenue, surrounded by apartment buildings. On the south side of Franklin Roosevelt Avenue is a warehouse district. The bar is normally bustling with regular customers. With the Cypriot National Guard on the streets, the bar is almost empty with a few customers sitting alone, largely in silence.

The front of the building is open with wide awnings providing shade for an outdoor seating area. Shutters come down to secure the bar at night. A cool breeze from the marina wafts through the shady interior. The bar is well stocked, mostly with locally sourced alcohol. The seats are worn and the décor needs updating.

The bar is run by Ilias Marinos. His wife, Yanna, runs the small kitchen. Their 8-year-old daughter, Athanasia, doodles



THE CONFLICT IN LIMASSOL

Widespread atrocities were carried out against Turkish Cypriots in Limassol during the invasion. It is left to the Keeper to determine to what extent this is depicted.

At 10:00am on July 20th, EOKA-B fighters (Greek Cypriot paramilitaries) attacked the Turkish Cypriot enclaves in Limassol and Avdimou, 13 miles west of Limassol, where the residents had taken up arms. 1,300 civilian Turkish Cypriot male POWs were subsequently transported to a football stadium in Limassol. Here, they were kept in cramped conditions, in the hot sun, under armed guard, behind barbed wire fences, to be used as a bargaining chip in later negotiations with the Turkish authorities.

More horrific violence took place following the fall of the Turkish Cypriot quarter in Limassol to the Cypriot National Guard. Properties were set ablaze, young girls were captured and raped, and children were shot.

Further atrocities of similar natures were carried out by both sides, across the island, during the conflict.



COVERT ACTIONS

in a colouring book at the end of the bar, where her father can keep an eye on her.

Ilias speaks a little English, but is reluctant to help at first. If the investigators buy a round of drinks, he becomes more receptive, and will look at the photo of Uzun. He admits to recognising her, she is a regular customer, but he wants something in return for helping the investigators. In whispers, he tells them that Kartal is not her real name, and that he has seen her with a man rumoured to have connections in the criminal underworld (Dikmen).

Ilias fears that if he tells the investigators and word gets back to Dikmen, he may suffer consequences. With the added tension on the streets, he is concerned for the safety of his family. He will tell the investigators Uzun's real name and where she works (see **The Dikmen Gallery**) if they agree to give him and his family shelter on the airbase until everything blows over.

An Extreme **Persuade** roll can get Ilias to reveal the information, but with a substantial bribe in place of refuge on the airbase. A **Hard Fast** Talk roll allows the investigators to successfully deceive him (e.g. they promise to send someone to collect his family, but do not plan to).

If negotiations break down, Ilias gets agitated and accidentally reveals it is Aydın Dikmen and his friends that he is afraid of. Upon hearing the name, an **Organisation Knowledge (Near East/Middle East)** roll reveals that Dikmen is a suspected smuggler of art and antiques with a gallery in Limassol.

Not enough proof has been accumulated yet to hold up any charges against him. This should lead the investigators to the gallery if all else fails.

Palmer assures the investigators that he can get the family through the checkpoint without any problems, if needed. This can convince Ilias to reveal the information if other options fail. In return, Palmer wants to know how the investigators heard about Uzun so quickly (suspecting Musgrave after the ordered cigarette break earlier).

If the investigators try to deceive him, they roll **Fast Talk** against Palmer's **Psychology**. If the investigators succeed, Palmer accepts their explanation and says nothing more. If Palmer succeeds, he realises the deception but appears to accept their explanation. He will now be more inclined to provide Knight with a less favourable report about their actions to earn the favour of his superiors. If the investigators tell him the truth, Palmer can hold this over Musgrave to get his promotion.

Upon returning to the base with the Marinos family (who follow the Land Rover in an old VW camper van), Palmer calls in a favour from the guard on the checkpoint (he obtained some recreational drugs for the guard previously) and the family are let in with no questions asked and directed to the Princess Mary's Hospital where accommodation for refugees is being organised.

CURRENCY

The Cypriot currency in 1974 is the Cypriot Pound. This became decimalized in 1955, with 1000 *mils* to the pound. There were 1, 5, 25, 50 and 100 *mil* coins, alongside 250 *mils*, 500 *mils*, £1 and £5 banknotes.

On 19th and 20th July 1974, £1 (Cyprus) is equivalent to £1.14 (Sterling) and \$2.74 (US).

THE DIKMEN GALLERY

The gallery overlooks the waterfront promenade, east of the old Limassol harbour, and one mile east of the Marina Bar-Café. Across the promenade parkland, a long jetty extends out into the sea.

The galley is a modern building with a glass frontage on the ground floor. Numerous signs proclaim that burglar alarms are in place. **Tradecraft** or **Spot Hidden** rolls confirm there are no alarms; the signs are a deterrent. The gallery is closed, with no sign of anyone inside.

Office buildings stand either side of the gallery, separated by narrow alleys. Fire escapes at the rear of these lead to their roofs. A **Jump** roll allows investigators to cross to the gallery roof, where skylights allow access to the **Second Floor** (see below).

Successful **Locksmith** rolls can open the front door or loading bay doors on the **Ground Floor** (see below). Alternatively, **STR** rolls can break through the loading bay doors.

Failures on any pushed rolls should not attract unwanted attention. Suitable consequences include allowing entrance at the cost of irreparably damaging lock picking equipment (**Locksmith** push) or suffering 1 hit point of damage as the investigator breaks through the door (**STR** push).



Ground Floor

The ground floor mainly consists of a large rectangular room with partitions extending partway across the room at intervals, providing more wall space to display art. From outside, only a few modest prints are visible, with more valuable pieces and sale desks out of sight at the rear. Mostly paintings are on display, with occasional sculptures, all universally high quality, commanding justifiably high prices.

A door in the rear leads to a storeroom with large exterior doors to a loading bay outside. Stairs here lead up to the first and second floors and down to further stores in the basement. Wooden crates in the storerooms contain additional sculptures and antiquities. Many are private sales, rather than for open sale in the gallery.

First Floor

The first floor has a handful of offices for staff handling day to day business. One of these belongs to Uzun. A **Spot Hidden** roll here finds paperwork and an envelope of photos in a desk drawer with a hidden compartment.

The paperwork (in Turkish) details the charter of a Canadair CL-215 amphibious aircraft due to arrive at the jetty opposite the gallery at 10:00am 20th July. Two passengers (Dikmen and Uzun) are listed, along with "cargo". The CL-215 is primarily a firefighting aircraft, used to carry large quantities of water to drop over forest fires, meaning it can carry Uzun and Dikmen's heavy cargo (see below). Such an aircraft would unlikely become a target during the conflict. The flight path is not listed, but with a range of 1,300 miles (2,902km),

it could potentially reach the west coast of Italy. The price for the charter is not discussed, implying a no-questions-asked arrangement. The photos are of a small Medieval Greek Orthodox church, characterized by Byzantine architecture. Unless an investigator has background ties to Cyprus, an Extreme **EDU** roll is required to identify this as the Church of Saint Euphemianos in Lysi, approximately 45 miles northeast of Limassol.

In Dikmen's office, **Spot Hidden** rolls discover several letters (in Turkish) detailing correspondence with Michel van Rijn, a Dutch art dealer, arranging for the purchase of a series of 13th century frescoes, to be delivered to him on 21st July in Hamburg.

Second Floor

The second floor consists of two apartments (for Uzun and Dikmen). Both are tidy, but show signs of clothes missing from wardrobes. No suitcases, identification or passports can be found, and a safe in Dikmen's apartment is empty, having previously been used to store large quantities of cash. However, various expensive jewellery is left in a dresser in Uzun's apartment. This implies that they will eventually return.

Keepers Note

Dikmen and Uzun are in Lysi, preparing to rob the Church of Saint Euphemianos under the cover of the imminent invasion. The investigators do not realistically have the time or means to get to Lysi, but an **INT** roll deduces that they can be ambushed upon their return to the gallery if the documents about the CL-215 are discovered (see **Confronting Uzun**, pg. 76).



HISTORICAL NOTE

Aydın Dikmen was a real art dealer and smuggler. He was brought to trial in 1989 along with Michel van Rijn and an associate (Robert Fitzgerald) for the theft and sale of stolen frescos from Cypriot churches during the Turkish Invasion of 1974. The dome fresco from the Church of Saint Euphemitos depicted Christ Pantokrator, various angels, and the Virgin Mary around an empty throne. It was cut into 38 sections and shipped to Germany by Dikmen, stating they came from an abandoned church in southern Turkey.

CONFRONTING UZUN

The investigators could wait for Uzun in the gallery, making use of the vacant apartments, or stake it out from the promenade across the road. As it takes approximately 30 minutes to travel between the gallery and the airbase, it is not impossible to travel back and forth between them but the invasion complicates such trips (see **Travel & Complications**, pg. 72).

The invasion begins just before dawn on Saturday 20th July, when Turkish forces land near Kyrenia on the northern coast. As word of this spreads, groups of Turkish Cypriots take up arms and band together. These mostly civilian forces are only lightly armed. Greek Cypriot forces begin attacks on various Turkish enclaves across the island over the next few hours.

Throughout the night, the sound of small arms fire echoes across the otherwise quiet city with increasing regularity. At sunrise, the Cypriot National Guard is active on the streets, setting up at more positions across the city. Local news radio confirms the invasion is underway. The sound of gunfire and conflict grows throughout the morning, interspersed with the occasional explosion and columns of black smoke rising across the skyline.

At 09:45, flying low over the ocean, following the coast from the east, a CL-215 amphibious aircraft approaches the jetty opposite the gallery. A few minutes later, a canvas-sided truck comes down the road from the east. It mounts the curb and drives down a footpath towards the jetty. Dikmen, Uzun and two hired associates climb out and begin moving wooden crates containing the 38 sections of the stolen fresco to the aircraft.

If the investigators are not present or otherwise fail to intervene, Uzun and Dikmen pay their associates with envelopes full of cash and then board the aircraft. It takes off moments later, heading south to avoid the island as quickly as possible.

If the investigators do intervene, Dikmen protests, stating they are trying to save valuable Turkish antiquities. The aircraft departs at the first sign of confrontation. Threatened with violence or at gunpoint, everyone present surrenders. If there is chance for Uzun to escape on foot, she will take it, potentially initiating a chase scene through the streets and into areas of active conflict, but she will not attack the investigators.

Uzun and Dikmen can be taken back to the airbase for interrogation, held in a secure, guarded room at SHQ. Dikmen has heard of Mr Snow in organised crime circles, but has never met him. Uzun is willing to tell the investigators what she knows about Mr Snow, in return for assurance of protection. She states truthfully that she was working alone knows nothing about sabotage on the airbase. As Mr Snow always contacts her, his current whereabouts is unknown.

This is an ideal opportunity for the Keeper to plant seeds for future scenarios as they see fit, if they want Uzun to know more about Mr Snow. Uzun and Dikmen can be loaded onto the next available aircraft and flown back to London, as per the investigators' orders, without complication.

Burçin Uzun, Art Thief, Age 38

Two years ago, Uzun fled Ankara after a burglary went wrong. "Mr Snow" stepped in and gave Uzun a place to hide with Aydın Dikmen, a Turkish art dealer in Cyprus. Forever in Snow's debt, she has since been approached by him to carry out thefts. He pays generously. She also steals art for Dikmen, which he sells through the black market, splitting the profits with her.

First Impressions: Quiet, inconspicuous, wealthy.

Personal Details: Uzun suspects that Mr Snow works for an intelligence agency, but he has never confirmed this. She does not like the situation she is in, but she is doing her best to make it work for her. She loves the thrill of the thefts, and the life of luxury they grant her. She prefers expensive clothes and flaunts her wealth.

Motivation: Money.

Secrets & Goals: She is blackmailing Musgrave (calling herself Evren Kartal, an artist), to obtain details about the



nuclear warheads on the airbase. She will cooperate with anyone willing to pay her. Because she doesn't know who Mr Snow works for, she knows this is potentially dangerous.

STR 65 CON 70 SIZ 50 INT 75
POW 60 DEX 80 APP 65 EDU 70
HP: 12 DB: None Build: 0 Move: 9
MP: 12 SAN: 60



Attacks: 1

Fighting (Brawl) 60% (30/12), damage 1D3+DB
Firearms (Handgun) 60% (30/12), damage 1D10
Dodge 70% (35/14)

Skills: Art/Craft (Forgery) 50%, Charm 40%, Credit Rating 55%, Electrical Repair 40%, Fast Talk 50%, Listen 50%, Locksmith 80%, Mechanical Repair 40%, Sleight of Hand 75%, Spot Hidden 50%, Stealth 80%.

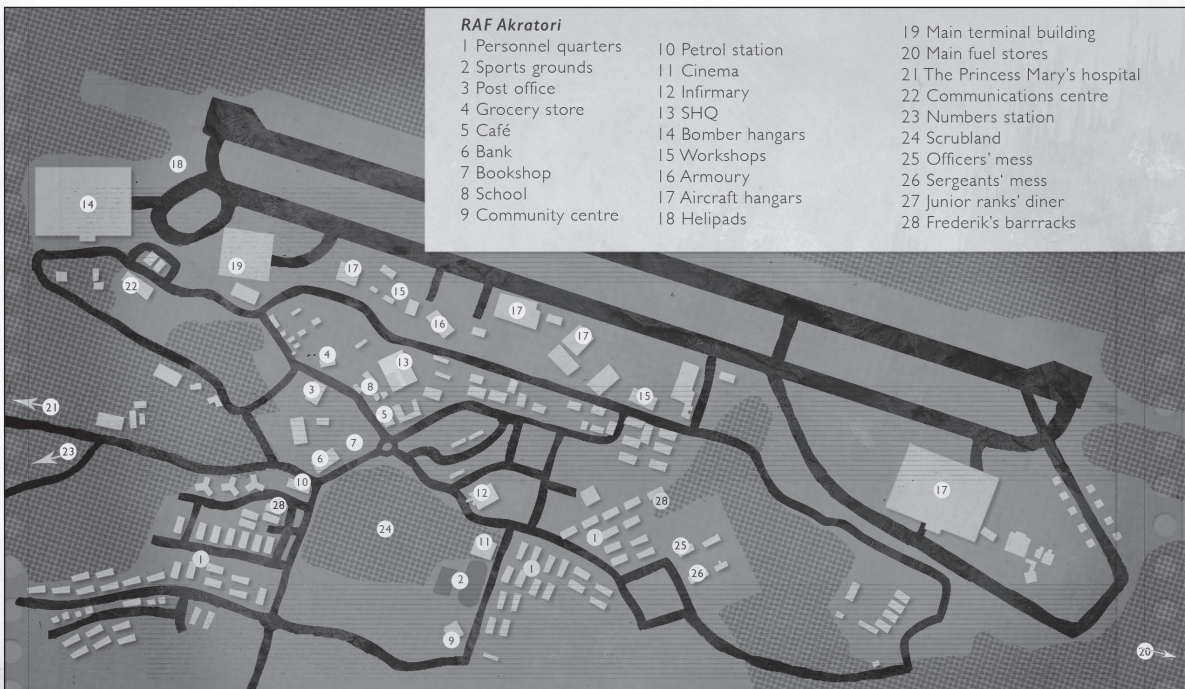
Other Languages: Arabic 20%, French 30%, Dutch 40%, English 50%, Greek 50%, Italian 40%, Russian 20%.

Trust: None.

RAF AKROTIRI, THE AIRBASE & SURROUNDING AREA

The village of Akrotiri is situated just beyond the Main Checkpoint. The village has the largest civilian population inside the Western Sovereign Base, with many working on the airbase. There are two churches in the village, and a little over a mile to the east is the isolated Monastery of Saint Nicholas of the Cats, dating back to the 15th Century. The large Limassol Salt Lake extends to the north.

Playing Uzun: Play innocent at first, but drop this façade when confronted with pressure. You are a shrewd businesswoman and you can negotiate your way out of anything. Smile sweetly, speak slowly in a soft but clear voice. Be confident.





COVERT ACTIONS

Several popular tourist spots are close to the airbase perimeter, frequented by civilians. To the west is Turtle Beach, and Lady's Mile Beach to the east. The ARABS (Akrotiri Rowing And Board Sailing) beach club is a popular venue.

The main road from the checkpoint leads through scrubland to a roundabout in the heart of the complex. Scrublands form most of the terrain outside of the built-up areas. To the southwest of the roundabout are the junior ranks quarters (including the Junior Ranks Diner), and the officers' quarters (including the officers' mess and sergeants' mess, pg. 80) to the southeast. Since the base was established in the mid-1950s, many of the temporary residential buildings have become permanent structures. Some temporary wooden buildings and tents remain on the extremities, housing new arrivals or those with temporary postings.

The two personnel quarters are separated by an area of scrubland, sports grounds and the main amenities on the airbase.

Shops include a post office, grocery store, café, bank, and bookshop. Other facilities include a school, community centre, petrol station, cinema, and infirmary.

The central area of the base is north of the personnel quarters. In the centre is the SHQ. North of this, bordering the runway, are the bomber hangars, workshops, and the armoury (pg. 80). Smaller aircraft hangars stand to the east, and a series of helipads to the west, near the main terminal building that handles personnel arriving and departing by air. To the extreme east of the airbase are the main fuel

stores. To the west are The Princess Mary's Hospital and the communications centre to the west. The communications centre is a series of curtain array antennas. The Numbers Station (pg. 81) is separate, to the west of the other antennas.

Keeper's Note: RAF Akrotiri is a real airbase, although a degree of artistic license has been taken with the following descriptions.

SHQ

This rectangular two-storey structure stands in the central area of the airbase. It consists of various offices, records rooms, briefing rooms, and communications centres connected by long, straight corridors. A colour scheme of light and dark blues is consistent throughout. Personnel are present at all hours of day and night.

The investigators have an office on the upper floor, near Knight's office. There is a large central metal desk with six chairs. Cot beds for each investigator are against the walls. Two telephones for internal (black) and external lines (white) are on one wall. A computer terminal stands in one corner, with access to personnel records and a range of site reports including checkpoint logs (see **The Numbers Station**, pg. 81), personnel rosters (allowing the investigators to locate the other corporals in **Fredericks' Barracks**, see pg. 82), etc. **Computer Use** rolls are required to search for data.

All handwritten and typed records are kept in the archives in SHQ (requiring **Library Use** rolls to search through). The investigators are allowed access to these, but only if

BASE PERSONNEL & PROCEDURES

Dozens of civilian contractors are hired by the RAF to work on the base, running the shops, performing administrative tasks, repairing facilities, providing catering, etc.

Shift patterns for RAF personnel are divided into three eight-hour shifts per day, working seven days a week. In periods of high alert, this could change to four six-hour shifts per day.

All leave from the base must be applied for. Passes are generally issued for a set number of hours (1-48, etc.).

Personnel signing in and out through the main checkpoint record the length of their pass and their intended destination, so if they are late returning, RAF Police can be dispatched to find them.



Palmer is present. Palmer can be convinced to leave for a few minutes (e.g. a cigarette break), requiring a **Charm, Fast Talk, Intimidate,** or **Persuade** roll. If the investigators look for any personnel files, or paperwork that could confirm events as described in the **Background** (see pgs 64-65), the Keeper is encouraged to elaborate upon what might be found. Searching for records relating to the numbers station reveals an entry for a report from Fredericks dated 8th July, but it is still pending review by Knight. The only copy of the report is in Knight's office.

Knight's office is in the middle of the upper floor with a commanding view to the south, the ocean in the distance. A

group **Luck** roll determines if he is present at any given time. Otherwise, an inventive distraction (perhaps with Palmer's help) could lure him out long enough for investigators to conduct a quick search.

In his office is a large mahogany desk, upon which are sat three telephones for internal (black), external (white), and secure lines (red). A matching chair sits beside the desk.

Contents of the drawers on either side of the desk include: reports being reviewed; Knight's service revolver; a three-quarters full bottle of fine whisky; miscellaneous stationery; and **Fredericks's report** (see below).

FREDERICK'S REPORT

The following summarises a report, typed on airbase letterhead, dated Monday 8th July 1974.

ROYAL AIR FORCE AKROTIRI, CYPRUS SECTION REPORT

Corporal Fredericks has heard faint music on the same frequency as the numbers station broadcasts for the last three nights at 00:01. This music is not of sufficient strength to block the transmission from the numbers station.

Fredericks has identified three separate repeated tunes that underlay eight of the first nine batches of numbers in the broadcast.

NUMBERS STATION BATCHES OF NUMBERS	MUSIC
First Block	First Tune
Second Block	First Tune
Third Block	First Tune
Fourth Block	Second Tune
Fifth Block	No Music
Sixth Block	Second Tune
Seventh Block	Third Tune
Eighth Block	Third Tune
Ninth Block	Third Tune

Fredericks was ready to triangulate the music's origin last night (Sunday, 7th July). His readings indicate the broadcast was coming from the constellation of Lyra. Because of the weakness of the signal, it could not be from a satellite in orbit. It must be from a more distant source, such as Lyra.

The report concludes with requesting advice on how to proceed.

ARMOURY

This single-storey building is the most-guarded structure on the airbase. A crowd of guards stand at alert in the area. Regular armaments (guns, ammunition, explosives, etc.) are stored aboveground. Underneath the structure, a guarded elevator descends underground to a bunker containing the various warheads (nuclear and otherwise). A series of tunnels connect to the bomber hangers, bringing the warheads up by guarded elevators. Sixteen WE.177B laydown nuclear bombs are kept on base.

Knight sees no reason why the investigators would need access to the armoury. He is reluctant to grant such access unless they make an exceptional argument (an Extreme **Persuade** roll). If they succeed, they are at all times accompanied by multiple armed escorts.

Examining the outside of the armoury reveals that the level of security would make it almost impossible to break into.

SERGEANTS' MESS

This one-storey building has an interior resembling a large club. There is an eating area, a bar with a seating area surrounded by booths, and a raised stage. The haze of tobacco smoke hangs in the air.

The bartender, Henry Carter (a civilian contractor from Akrotiri village) can be questioned about Fredericks and his performances. He was discovered through word of mouth following performances in the junior ranks diner. Fredericks initially played the mess piano, but has branched out recently, playing a variety of instruments (guitar, clarinet, trombone, theremin, etc.) with Howland playing the piano in accompaniment.

Fredericks' solos are universally regarded as amazing. Carter comments upon the chemistry that Howland and Fredericks have on the stage. He states that the pair would make a great couple, if it were not for regulations forbidding it.

Fredericks mentioned to Carter that he was working on a new tune for the theremin (his broadcast). He brought a theremin from a thrift store in Limassol, where he bought all his instruments cheaply. This took up a lot of his time last week and he was nearly late to performances.

INFIRMARY

The infirmary is a large white three-storey building. It caters to everyone on the base, whether civilian contractor or RAF personnel. Anyone injured is initially directed here. If the

injury is severe, the patient will be transferred to one of the eight wards in The Princess Mary's Hospital in the southwest corner of the airbase, three miles away.

Asking for Fredericks at the front desk, the receptionist directs the investigators to Ward 2, on the ground floor, towards the rear of the building. Ward 2 consists of six private rooms.

Nurse Lisa Sullivan is on duty in Ward 2. She is in her 50s and has grown tired of her duties. She can be found reading magazines at the Ward's main desk. When required, she quickly moves into action.

Doctor Terrence Monahan is currently assigned to Ward 2. He is in his late 50s and saw active service in World War Two. He's friendly and helpful, happy to still be doing his part for the RAF.

In Room 1 is Corporal Victoria Fanshaw (see **Journey & Arrival**, pg. 68). Her hands and forearms are bandaged. In her mid-30s, she winces in pain when she moves. She believes the incident at the hangar was just a freak accident. Loudspeakers should not normally have enough power running through them to cause such a shock.

Fanshaw has heard that numerous personnel have been brought into the infirmary today having suffered work-related accidents (e.g. minor electrical shocks and burns, cuts from exploding light bulbs, etc.). Doctor Monahan can confirm this, commenting that "gremlins have evidently crawled into the wiring".

Room 2 houses Aircraftman Kenneth Hamilton, recovering with a broken arm. Hamilton was repairing a telephone line to one of the hangars at the end of the runway. He heard music coming from the stores. There, he found a strange man playing his viol (Erich Zann, searching for Fredericks). Upon trying to apprehend the intruder, the man vanished. Thinking he had seen a ghost, Hamilton ran from the hangar, straight into a passing Land Rover. He does not believe anyone would believe him so says he was running from a snake. A successful **Psychology** roll confirms that he is lying. **Persuade** rolls reveal the truth.

Following up on this later in the scenario could lead to the investigators **Meeting Zann** (see pg. 87).

Fredericks is in Room 6. He was unconscious all night following the "assault". Howland came to see him early that morning after completing her damage report of the numbers station. Fredericks awoke while Howland was present. When he saw the window in his room, it triggered a flashback to his



glimpse of the Court of Azathoth. Fredericks' screams alerted Sullivan and Monahan, who then sedated him as became increasingly violent.

Worried that Fredericks might become violent again upon waking, on Doctor Monahan's orders Sullivan has kept him sedated. Monahan believes that the enforced rest will help to calm Fredericks. It also gives Monahan time to deal with more urgent cases coming in. He can, however, be ordered to wake Fredericks, using a stimulant (see **Questioning Fredericks**, pg. 85).

THE NUMBERS STATION

The communications centre is two miles southwest of the SHQ. The curtain array antennas resemble masts of sailing ships. The numbers station is separate from the other masts, on a square of concreted land surrounded by a chain-link fence. A single constantly-guarded checkpoint controls entry, signing everyone in and out.

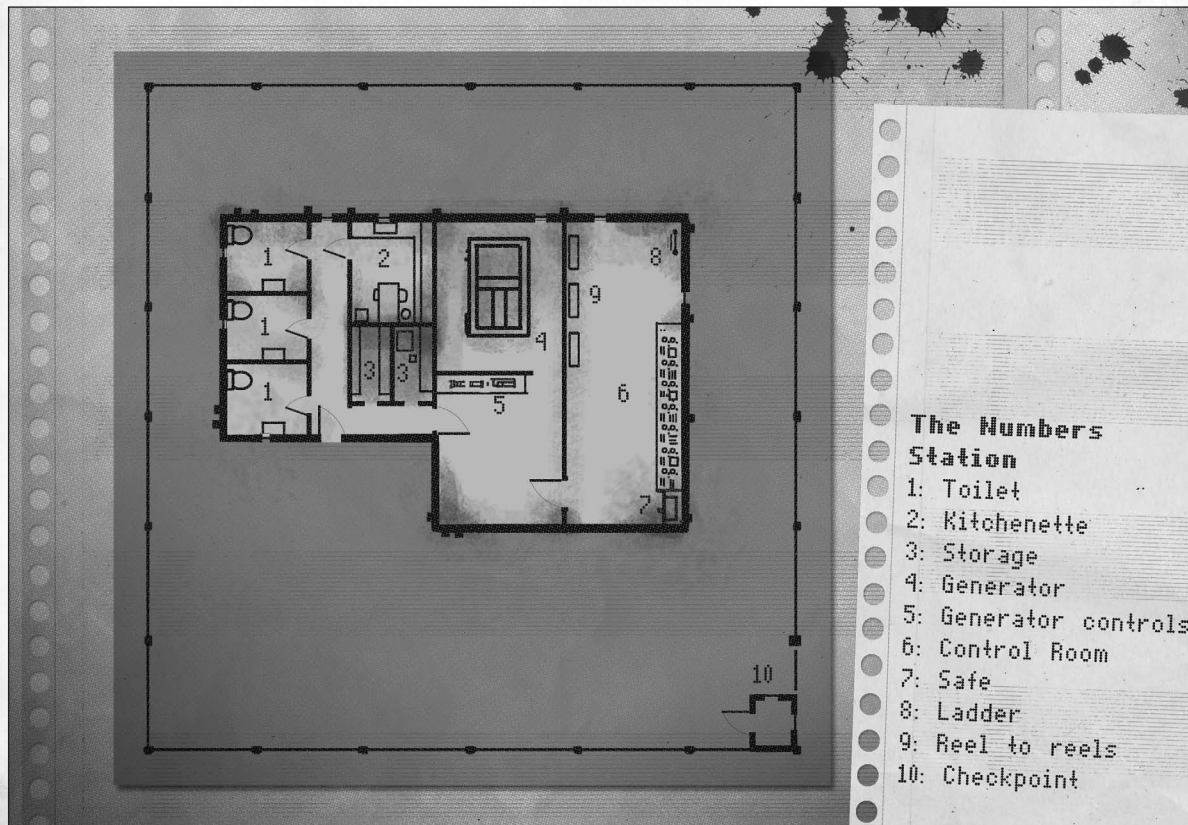
The logbook confirms what happened last night: Sandford arrived for his shift; Fredericks arrived and relieved Sandford; Howland arrived, looking for Fredericks; Fredericks was taken

to the infirmary, signed out by Howland; Howland left after completing her damage report. No one has been in since.

NAME	TIME IN	TIME OUT
CORPORAL REGINALD SANDFORD	14:54	23:01
CORPORAL BRYCE FREDERICKS	22:55	00:22 (BY SGT EH)
SERGEANT EMMA HOWLAND	00:13	04:33

Howland has been ordered by Knight to report to the checkpoint to meet the investigators. With their permission, she can begin repairs, going first to the radio control room and rewiring damaged control panels. She can be questioned while she works (see **Questioning Howland**, pg. 84).

Howland believes that a tremendous power surge caused small electrical fires that damaged various systems. The





transmitter is working, but stuck on 14.487 MHz, its volume locked at maximum. The damage can be repaired, but it will take many hours. There is no CCTV in the numbers station.

Store Rooms, Kitchenette & Toilets

The stores contain various electrical components and tools to help with repairs, as well as various cleaning products and supplies. The kitchenette has basic facilities (sink, kettle, etc.) and a small supply of teas and coffees, with a couple of magazines and an ashtray sitting on a table beside two chairs. The toilet is a single cubicle with its own sink.

Generator Room

The room is divided in two: one side for the control panels and the other for the backup diesel generator. If the base's power grid fails, the generator starts automatically. A **Mechanical Repair** or **Electrical Repair** roll can disconnect the generator, but the main cable to the base's power grid is not detachable.

The base's hydraulic excavator (in a workshop) is needed to dig up and sever the cable under the concrete (requiring an **Operate Heavy Machinery** roll).

Main Control Room

Control panels line one wall, featuring dials, levers, and gauges displaying how various systems are operating. They are scorched from electrical fires. A safe stands in one corner, containing tapes and other related equipment (used by Fredericks' to splice his recording into the existing reel).

A ladder and inspection hatch leads to the roof. Three pairs of reel-to-reel tape machines are on another wall, individually marked A1, A2, B1, B2, C1, and C2.

Tapes marked "1" contain the messages for broadcast. The system is automated, pausing during the silence between messages and then resuming play to broadcast the next message an hour later. Once a tape runs out, it automatically rewinds unless a technician changes to the next machine. These tapes are recorded in London and flown to RAF Akrotiri weekly. Old tapes are kept in the safe for three days after a week's use and then destroyed unless SIS orders otherwise.

Tapes marked "2" record the station's transmissions, allowing technicians to examine interference later. These four-hour tapes only record during transmissions, thus they can hold several days of messages. They are kept in the safe for a month before being destroyed.

Normally, the A tapes transmit/record from 00:00 to 07:59, followed by B from 08:00 to 15:59 and C from 16:00 to 23:59. Electrical fires have destroyed all B and C tapes and

machines. Only the A tapes are functioning (containing Fredericks' performance).

Removing the "A" Tapes

A Spot Hidden roll reveals that a section of tape A1 has been spliced into the opening message. If the investigators attempt to remove the tape while Howland is present, she will protest, stating that the station has to be continuously on air. Threatening her with action from Musgrave or Knight for impeding in their investigation makes her back down.

The investigators could cut the opening message (including Fredericks's performance) from the tape and then put the rest of the unaffected reel back into the player. However, Tru'nembra becomes alarmed when it does not hear the broadcast of the performance when it would next loop around. Fearing the musician may be trying to escape,

Tru'nembra will begin abductions en masse across the airbase within the hour, hoping to capture the musician. This is conveyed to the investigators upon **Meeting Zann** (see pg. 87). Putting the recording back will not delay the Tru'nembra intervention (see **Abductions Commence**, pg. 90).

Listening to the "A" Tapes

Tape A1 gives the investigators the message and performance without Tru'nembra's interference. Tape A2 is as per **Listening to the Broadcasts** (pg. 68), with the addition that the static in the blocks following the original performance at 00:01 last night is almost deafening. Thankfully, Tru'nembra's response that killed the two agents could not be fully captured by human technology.

FREDERICKS' BARRACKS

Fredericks' barracks are on the eastern edge of the junior officer's quarters. It is a permanent building shared with three other corporals (Crispin Ford, Merritt Ellison, and Ronny Ibbott, all currently on duty preparing the Vulcan bombers for departure). Upon tracking any of them down (using the rosters at SHQ), they mention that Fredericks has recently been playing his theremin, making terrible noises day and night. When they confronted him, he apologised, stating he was working on an important solo.

In his room, Fredericks has a tidy bed and modestly-stocked wardrobe. Under his bed are his musical instruments (saxophone, guitar, clarinet, trombone, and theremin). A tape recorder and microphone sits on a desk with crumpled sheets of manuscript paper showing drafts of Fredericks' composition. The final version is in the theremin case, entitled "*Cadenza to an Alien Aria*" (see handout opposite).



On a bookshelf are numerous music tapes and a book: *Myths Written in the Stars*, published by Oxford University Press. It details the myths and legends of the constellations. The entry about "Lyra" is bookmarked (see handout below).

The Constellation of Lyra

Lyra is usually depicted in star maps by a vulture or eagle carrying a lyre (a small musical instrument similar to a harp).

The constellation is visible in the northern hemisphere from spring through autumn, passing nearly overhead in summer.

Lyra represents the lyre of Orpheus from Greek mythology. It was given to Orpheus by Apollo, and the hero used it to play enchanting music. His music defended the Argonauts against the songs of the sirens, and charmed Hades on the hero's quest into the Underworld.

Upon Orpheus' death, his lyre was immortalised in the heavens by the Muses, forming the constellation Lyra.

As the investigators arrive, they hear Sandford searching Fredericks' room. He broke in to find evidence that confirms Fredericks' and Howland's relationship. Unsuccessful, he is enraged and smashing everything in sight. A group Luck roll is required. If failed, Sandford has already damaged the theremin. If successful, Sandford has not damaged it yet, but he will if the investigators do not actively try to restrain him within the next three rounds.

This is an ideal point to take Sandford into custody and question him (see **Questioning Sandford**, below).

QUESTIONING SANDFORD

Attempts to locate Sanford should lead to the confrontation at **Fredericks' Barracks** (above).

If threatened with official action being taken against him for impeding an RAF Police investigation, as well as for damage of personal effects, Sandford quickly opens up. He explains about the suspected relationship between Fredericks and Howland; how he reported it anonymously and no official action was taken; and that he was looking for proof in Fredericks' room before reporting it again. Successful **Intimidate** rolls make him reveal his motivation (his obsession for Howland), which can also be discerned by **Psychology** rolls. If questioned about events leading up to the "assault", he confirms what the logbook shows. He heard nothing about the assault until the following morning when he woke up and was contacted by Howland to inform him of the situation.

Corporal Reginald Sandford, RAF Communications Specialist, Age 29

Sandford has always been ambitious. He joined the RAF to become an officer, believing this would open doors to bigger things. His plan has changed after being seconded to SIS to operate the numbers station. He believes if he can fully join SIS, even better prospects await him. He is driven by the desire to succeed.

First Impressions: Intense, dedicated, driven.

Personal Details: Sandford is incredibly selfish. He is attracted to Howland because of her success and rapid promotion. By getting close to her, he hoped to achieve promotion for himself.

Motivation: Ego.

Secrets & Goals: He has spotted tell-tale looks between Howland and Fredericks. If he cannot have her, then neither

COVERT ACTIONS

can Fredericks. He anonymously reported the relationship, but Musgrave has done nothing due to lack of evidence. Musgrave hopes that the accuser will come forward (he believed the anonymous report to be cowardly). Sandford's anger grows.

Playing Sandford: You are the most important person in the room. You pay respect to your superiors and keep your arrogance in check, but only with them. Unless someone pulls rank on you, you're the man in charge. Sit upright, talk in a firm voice, stare down the investigators.



STR 50	CON 55	SIZ 55	INT 75
POW 60	DEX 65	APP 50	EDU 85
HP: 11	DB: None	Build: 0	Move: 8
MP: 12	SAN: 60		

Attacks: 1

Fighting (Brawl) 45% (22/9), damage 1D3+DB
Firearms (Handgun) 45% (22/9), damage 1D10
Dodge 40% (20/8)

Skills: Electrical Repair 45%, Electronics 45%, Listen 50%,
Mechanical Repair 60%, Psychology 45%, Signals 65%,
Spot Hidden 50%.

Other Languages: Greek 15%, Turkish 15%.

Trust: SIS 30%.

QUESTIONING HOWLAND

Howland can be questioned at the numbers station, or later in her barracks (a permanent structure, similar to Fredericks's and directly across the scrubland from the junior officers'

quarters). **Psychology** rolls confirm that she is nervous and withholding information (the relationship). A Hard success reveals this particularly when discussing Fredericks. If directly confronted about the relationship, following successful **Intimidation** or **Fast Talk** rolls, Howland will confess. She knows it is against regulations, but she can't deny her feelings for him. She is willing to take full responsibility for this, to protect Fredericks's career.

If questioned about finding Fredericks after the "assault", like Sandford, Howland confirms what the logbook shows (see pg. 81). If the relationship has been exposed, she will state that Fredericks was supposed to meet her in her room earlier that night (he has successfully sneaked in several times), but he never showed up.

She could not leave the quarters unobserved until after midnight, which is when she went to the numbers station to check on him and find out if anything was wrong. She correctly suspects he was engrossed in practising (and recording) his music composition, which she knew he was working on recently. She did not know about his discovery, or what he intended to do with it.

Howland quickly raised the alarm after checking Fredericks was alive and put out the small electrical fires in the control room. She found no sign of a break-in or struggle. She concluded that Fredericks had been hit on the head, although there was no sign of any impact besides that made when he hit the floor. It was the only explanation that made any sense.

Sergeant Emma Howland, RAF Intelligence Officer, Age 30

Howland wanted to master her own destiny ever since she could remember. She joined the RAF to (literally) fly away from her past. Her devotion to duty earned her quick promotion, but that passion is diminishing. Sometimes she regrets having joined the RAF, but wonders what she would do with a civilian life.

First Impressions: Intelligent, dedicated, professional.

Personal Details: She plays the piano and admires Fredericks' talent. She was attracted by his creativity and loves the music they perform together at the Sergeant's Mess.

Motivation: Ego.

Secrets & Goals: Howland deeply loves Fredericks. She has done a much better job at hiding this than he has. She went to the numbers station last night to check on him during his shift because he did not turn up to a planned tryst.



Playing Howland: Always be professional. End all statements with "Sir/Ma'am". Speak only when spoken to, unless invited to be more relaxed. If the investigators discover your relationship with Fredericks, open up more, but state your concern for him given the breach of regulations involved.



STR 55	CON 65	SIZ 55	INT 75
POW 70	DEX 65	APP 60	EDU 80
HP: 15	DB: None	Build: 0	Move: 8
MP 14	SAN: 70		

Attacks: 1

Fighting (Brawl) 50% (25/10), damage 1D3+DB

Firearms (Handgun) 55% (27/11), damage 1D10

Dodge 50% (25/10)

Skills: Art/Craft (Music – Piano) 50%, Electrical Repair 60%, Electronics 60%, Listen 60%, Mechanical Repair 50%, Psychology 50%, Signals 75%, Spot Hidden 60%.

Other Languages: French 25%, Greek 25%, Turkish 25%.

Trust: SIS 30%.

QUESTIONING FREDERICKS

It is recommended that the investigators do not get chance to talk coherently with Fredericks too early in the scenario, as this could circumvent many other avenues of inquiry. If he is woken too soon for the Keeper's liking, he can catch sight of the window in his room again (reminding him of the apertures between rooms in the Court of Azathoth) and suffer a bout of madness, reducing him to a violent screaming fit. Sedation is the only way to end this fit, and he cannot be woken again for several hours.

Once the Keeper is comfortable with Fredericks revealing his story, he can be questioned. Unless confronted about it, he states that he heard something on the transmission frequency that hurt his head. He recalls seeing "something" (a glimpse of the Court of Azathoth) but does not want to dwell upon it.

The next thing he remembers fully is waking up in hospital and this overwhelming feeling of dread before falling unconscious again (being sedated). **Psychology** rolls confirm he is withholding information (he knows it is against regulations to tamper with the tapes). **Intimidate** rolls reveal the truth.

Hard **Persuade** rolls convince Fredericks to describe his glimpse of the Court of Azathoth. This description can be based upon as many details of **The Court of Azathoth** (see pg. 91) as the Keeper wishes to reveal at this point.

If the investigators confront Fredericks about splicing his performance into the broadcast, he will not deny it. Instead, he justifies his actions, stating that he believes he has made contact with an alien intelligence. Any pride he displays disappears upon being told his actions led to the deaths of two agents.

Corporal Bryce Fredericks, the Musician, Age 28

Fredericks was forced into the RAF by his father. He wanted to be a musician. He plays regularly in the Sergeants' Mess, having established a routine of playing a new instrument every few weeks (accompanied by Howland on piano), which has proved popular with audiences.





COVERT ACTIONS

First Impressions: Dexterous, youthful, somehow shaken.

Personal Details: Fredericks is excited about having contacted an alien race, but terrified by his glimpse of the Court of Azathoth. He does not realise he has done anything wrong, but confronted by the knowledge that his actions killed two agents, he is stunned into submission.

Motivation: Coercion.

Secrets & Goals: Fredericks deeply loves Howland. He has been lucky to keep their relationship hidden so long. He will do anything to save Howland, even if it means sacrificing himself. He could not live without her.

Playing Fredericks: Be enthusiastic when discussing music or contacting an alien race. Stare wide-eyed and breathe quickly when forced to describe your glimpse of the Court of Azathoth.

STR 55	CON 55	SIZ 50	INT 80
POW 80	DEX 90	APP 50	EDU 75
HP: 10	DB: None	Build: 0	Move: 9
MP: 16	SAN: 60		

Attacks: 1

Fighting (Brawl) 40% (20/8), damage 1D3+DB
Firearms (Handgun) 50% (25/10), damage 1D10
Dodge 60% (30/12)

Skills: Art/Craft (Music – Any Instrument) 90%, Electrical Repair 50%, Electronics 50%, Listen 75%, Mechanical Repair 50%, Psychology 40%, Signals 70%, Spot Hidden 70%.
b Greek 15%, Turkish 15%.

Trust: SIS 30%.

REFUGEES & ESCALATING TECHNICAL PROBLEMS

After the fighting begins in Limassol, a steady stream of civilians enter the airbase on foot and in vehicles. From the main checkpoint, they are directed to Princess Mary's Hospital where temporary accommodation is being organised.

The Vulcan bombers are grounded with the growing technical problems. Knight doesn't dare risk a fault during a take-off. Most of the base technicians swarm over the hangers like bees in a hive.

As time progresses, the technical problems with electrical equipment across the base become more frequent, not just happening every four hours. This is especially the case if the investigators take Fredericks' performance off the air.

Light bulbs flare and explode at random, power cables spark and fall to the ground, phones emit a deafening scream before bursting into flame, alarms randomly sound on the base for no reason, etc. These could potentially do a small amount of harm the investigators, at the Keeper's discretion (no more than 1D3 damage) or force them to make Sanity rolls seeing personnel affected by them (maximum suggested loss 0/1D3).

REPORTING TO KNIGHT

Knight calls for Palmer and the investigators soon after technical problems escalate. He orders a complete report from Palmer of the investigators' progress so far in finding the saboteurs.





If Palmer knows the investigators lied to him at the **Marina Bar-Café** (see pg. 72), he biases his report against them, accusing them of investigating innocent base personnel, not reporting any transgressions uncovered between Fredericks and Howland, digging up the power line to the numbers station, etc. Palmer also blames them for hiding the Marinos family on the base (if applicable).

If the investigators have revealed the truth to Palmer, or successfully lied to him, he will provide a report in their favour.

In either instance, Knight is furious that they have not yet found the saboteurs. Five personnel have been killed by electrical accidents. More are being sent to the infirmary every hour. If Palmer's report is unfavourable, Knight will make a report to SIS, blaming the investigators for the death of his personnel and any other applicable transgressions (see **Sanity & Trust Rewards**, pg. 92).

He ends the meeting by demanding they find the saboteurs immediately.

MEETING ZANN

The Keeper is encouraged to hold back this encounter until late in the scenario. Bringing Zann to the attention of the investigators too early risks them circumventing other avenues of inquiry.

If the Keeper desires, some foreshadowing could be done by an investigator catching a glimpse of Zann down an alleyway as they pass by. He should not be caught at this early stage, but this sighting could lead to a search of the base, conducted by RAF Police, trying to find an intruder or suspected saboteur. The Keeper could potentially have Zann found by search parties and brought to the investigators later to facilitate the eventual meeting if desired.

Zann should be introduced to the investigators when they know the following:

- That Fredericks heard music on the transmission frequency (being told by him, or reading his report).
- That Fredericks devised a response to fill the gap in the sequence (finding his sheet music, or the splice in the tape).
- (Optional) That Fredericks and Howland are in a relationship (being told by Sandford, Howland, or Fredericks).

This encounter works best when the investigators cannot be interrupted by airbase personnel (e.g. in an empty hanger, in an alleyway, in an empty room at the numbers station or SHQ).

Zann should convey the following to the investigators:

- He is searching for "the musician" that responded to Tru'nembra's call.
- The musician is required to join the Court of Azathoth to play for eternity, to placate the Demon Sultan.
- Tru'nembra will not be satisfied until the musician plays their response again (i.e. broadcast live from the numbers station).
- Tru'nembra's patience grows thin. It hears the musician's performance regularly, but cannot find the source.
- (If the tape is still playing) If the musician is not presented by the time the next broadcast would be heard (i.e. within four hours), the Outer God will start to abduct people from the base en masse, hoping to catch the musician by default.
- (If the tape has been removed) Tru'nembra is concerned because it no longer hears the performance. It fears that the musician may be trying to escape and will begin abductions within the hour.

Zann is receptive to questions from the investigators and will not hide anything from them. Refer to his description (following) to craft his responses.

If the investigators wish Zann to hide (to avoid airbase security) he can remain invisible near the numbers station, waiting for them to bring the musician to him, but emphasises again that the investigators should hurry. Investigators that want Zann to accompany them openly will need a good explanation to explain his presence to the airbase authorities or unwanted attention may be directed their way, wasting valuable time.

RECOMMENDED READING

It is recommended that the Keeper read "The Music of Erich Zann", by H.P. Lovecraft. While the Outer God is not explicitly named in the story, it can be interpreted that it was Tru'nembra that Zann failed to hold back with his music.



Erich Zann, Musician of Azathoth, Apparent Age 60

He was a small, lean, bent person, with shabby clothes, blue eyes, grotesque, satyr-like face, and nearly bald head.

— H.P. Lovecraft, “The Music of Erich Zann”

Zann was born in Germany in the mid-19th century. Even at a young age he was a talented musician. At some point in his early years, he became mute. Towards the end of his life, he moved to Paris, where he found work playing his viol in a cheap theatre orchestra. His playing brought him to the attention of Tru'nembra. Zann's consciousness was abducted in the mid-1920s and transported to Court of Azathoth. He has been a part of the vast orchestra playing to Azathoth ever since.



First Impressions: Old, weak, distracted, untidy.

Personal Details: The world Zann finds himself in now is very different to the one he left behind. He views everything with a sense of wonder, but underpinned by the knowledge he will soon return to the Court of Azathoth.

Motivation: Coercion.

Secrets & Goals: Zann has been ordered by Tru'nembra to find the musician that attracted its attention (Fredericks). He has no hostile intent and hopes he can find the musician before Tru'nembra's patience expires.

Playing Zann: Remain silent. Use hand gestures and stare unblinkingly at the investigators. Ideally, write down your communications to the investigators, remembering you have only a moderate grasp of English and French.

STR 60 CON 50 SIZ 45 INT 75
 POW 125 DEX 90 APP 40 EDU 75
 HP: Special * DB: None Build: 0 Move: 9
 MP: 25 SAN: 0

* Zann has been given physical form for this time on Earth, but all that truly remains of him is his consciousness. He can become insubstantial and/or invisible at will, should anything impede his search. He cannot be harmed by physical attacks. Reducing his magic points to zero returns him to the Court of Azathoth.

Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3+DB
 Dodge 60% (30/12)

Skills: Art/Craft (Music – Viol) 95%, Listen 80%, Psychology 50%, Spot Hidden 60%.

Other Languages: English 20%, French 30%, German 75%.

Trust: None.

**TRU'NEMBRA,
 THE ANGEL OF MUSIC**

[I saw] only the blackness of space illimitable; unimagined space alive with motion and music, and having no semblance to anything on earth.

— H.P. Lovecraft, “The Music of Erich Zann”

Tru'nembra searches the universe for gifted musicians to join the Court of Azathoth. Their music will keep the Demon Sultan placated throughout eternity.

The Outer God takes the form of living sound, echoing across space as a strange, haunting melody. Once Tru'nembra arrives, nothing can be done to stop the music from being heard. Even the deaf can hear it.

Other Characteristics:

Synaesthesia: When Tru'nembra's manifests, everyone in its vicinity suffers from synaesthesia. Senses become “crossed”: colours are smelt; sounds are tasted; touch is heard, etc.. A Hard **POW** roll is required to avoid this inflicting a Penalty die on all actions performed in Tru'nembra's presence.



Banishment: Tru'nembra can be banished by virtuoso musicians able to improvise a counter-melody. The first step requires an Extreme **Art/Craft (Music)** roll to play the counter-melody. Multiple participants can attempt this performance. Each attempt represents one minute of playing the counter-melody, which also protects the musician from any sonic attacks (see below) made in this time (assuming they achieve a Hard success or better).

The second step involves only the musicians that achieved an Extreme success in step one. The musician with the highest **Music** skill takes the lead for the banishment roll. Between all qualifying musicians, a minimum of 12 magic points must be spent, divided as desired between them. This grants the lead musician a 5% chance to banish Tru'nembra. Every additional magic point spent after the first 12 increases the chance to banish Tru'nembra by an additional 5%.

Attacks:

Sonic Blast: As living sound, Tru'nembra is immune to physical attacks. However, if it is targeted with a spell that could harm it (see below), Tru'nembra can respond with a devastating sonic attack. This deadly cacophony can be directed at a single target (damage 1D100) or everything within 100 yards radius (damage 1D10).

While these attacks cannot be dodged, Hard **Art/Craft (Music)** rolls can protect a musician from these attacks each round.

Abduction: Tru'nembra can abduct musicians and any other targets to the Court of Azathoth. Anyone within a 100-yard radius of Tru'nembra can be targeted. Targets must succeed an opposed **POW** roll against Tru'nembra to avoid being abducted to the Court of Azathoth, incurring a **Sanity** roll upon arrival (SAN loss 1D10/1D100).

Musicians destined to join the orchestra are transformed into beings of pure will in this process so that they can survive in the court. The transformation erodes 1D100 SAN per day.

When the musician reaches 0 SAN, they accept their fate and play their music forever. Their material bodies are left behind as lifeless husks, usually playing the music that attracted Tru'nembra.

Seeing an animate corpse inflicts a **Sanity** roll (SAN loss 1/1D8). Anyone else transported by Tru'nembra (e.g. sorcerers that have petitioned for this service, or those that have angered the Outer God) is subjected to the hard vacuum of space awaiting them upon their arrival (see pg. 92).

OPTIONAL ENCOUNTER: SERVITORS OF THE OUTER GODS

As Tru'nembra's patience wears thin, it dispatches a Servitor of the Outer Gods (*Call of Cthulhu Keeper Rulebook*, pg. 304) to aid in the search for the musician.

Listen rolls detect the tune of the Lincolnshire Poacher folk song being played on a flute, coming from a vacant part of the base nearby (e.g. the generator room of the numbers station, an empty hangar, etc.). The tune is being played by a servitor.

Given that a servitor cannot be harmed by non-magical weaponry, it is not provoked by any such attacks made against it.

The servitor hopes that its music will attract the musician. If anyone approaching it does not play a musical instrument, it depart a round later, opening a Gate to the orchestra within the Court of Azathoth. Anyone within audible range that hears the cacophony must make a **Sanity** roll (SAN loss 1/1D4).

Spot Hidden rolls catch a glimpse of the series of rooms extending off into the distance, containing various musicians playing their instruments. At the Keeper's discretion, some of the visible musicians may not be human, necessitating **Sanity** rolls according to the races present.

COVERT ACTIONS

TRU'NEMBRA, the Angel of Music

STR N/A CON N/A SIZ N/A INT 70
POW 300 DEX N/A*
HP: 60 DB: N/A Move: Speed of sound

* For purposes of determining initiative, Tru'nembra acts after all other participants in each round of combat.

Attacks: 1

Damage Bonus: N/A

Sonic blast 100%, damage 1D10 (multiple targets) or 1D100 (single target)

Armour: none, but can only be harmed by spells that affect INT or POW.

Spells: Summon/Bind Servitor of the Outer Gods.

Sanity Loss: 1/2D10 Sanity points to hear or experience Tru'nembra.

CONCLUSIONS

ABDUCTIONS COMMENCE

If the investigators do nothing, or even write off the airbase as a lost cause and attempt to flee, Tru'nembra begins its wide-scale abduction of personnel. Servitors of the Outer Gods appear along the base perimeter, blocking all exits and causing mass panic with their flute playing.

With an escape over land being very difficult, the investigators might try to fly out of the airbase if one of them is a pilot (or perhaps relying on the skills of someone like Palmer or Musgrave).

Tru'nembra manifests across the airbase, its music broadcast from every loudspeaker and radio, requiring Hard **POW** rolls to avoid its synaesthesia inflicting penalty dice. Around the investigators, personnel, and refugees are screaming and vanishing in pillars of light shooting towards the sky.

For dramatic effect, the Keeper should wait until the players are trying to fly out of the base before calling for the opposed **POW** roll to avoid being abducted. If their pilot is abducted mid-flight, a fatal crash (4D10 damage to everyone on board) might soon follow if no one can take over the controls and make a Hard **Pilot** roll to pull up in time.

SACRIFICING FREDERICKS

Arguably the most heartless course of action is to convince Fredericks to repeat his performance at the numbers station, knowing his fate but not revealing what will happen to him as a result. How they convince him can lead to some

intense roleplay. The Keeper should let the discussion happen naturally without resorting to dice rolls. Telling him that this will save Howland convinces him completely.

Fredericks requires his theremin to play for Tru'nembra. If Sandford has damaged it, an **Electronics** roll (or **Electrical Repair** at the Keeper's discretion) is required to fix it, taking one hour. An Extreme success reduces this to 30 minutes. If the investigators do not have time to fix it before Tru'nembra begins abductions, Fredericks presents an alternative: the mast of the numbers station can be converted into a huge theremin (see below).

Zann meets Fredericks and the investigators at the numbers station. Fredericks' requests that Howland is present, to confirm she is safe. If the investigators have been honest with Fredericks about what will happen, this gives him the chance to make a tearful goodbye.

Anyone remaining inside the building or helping with the performance risks being abducted if they fail the opposed **POW** roll against Tru'nembra. Zann plays alongside Fredericks, who plays with a thousand yard stare of despair as both are surrounded by a column of light and projected skyward. Fredericks' animate corpse remains, playing his music (SAN loss 1/1D8) before crumbling to dust moments later. Upon seeing his corpse, Howland falls to her knees, staring while silently crying in an almost catatonic state.

CONVERTING THE MAST

By increasing the power to the mast with the aid of the station's generator (no roll required – this can be easily done from the control room), the mast can become a huge theremin. One person cannot play it alone. It requires the assistance of all the investigators to play any tune (including a counter-melody, see below).

A leader is chosen for the roll by the investigators (which can be Fredericks, especially if he is being sacrificed, as above). To successfully play a tune on the mast requires an Extreme **Art/Craft (Music)** roll with *three* penalty dice. Each participant other than the leader needs to make a **DEX** roll (representing moving in the right way to produce various sounds) to aid in the performance. Every success adds a bonus die to the leader's roll, cancelling out penalty dice on a one-for-one basis.

Such an Extreme success counts for the one needed in step one to banish Tru'nembra (see pg. 89) with all investigators that succeed their **DEX** roll being able to invest magic points in the attempt.



TAKING FREDERICKS' PLACE

Some investigators might be noble enough to want to take Fredericks' place. If so, they need to prove themselves to Tru'nembra that they have the necessary musical skill to join the orchestra. Responding to Tru'nembra's call at the appropriate time requires an Extreme **Art/Craft (Music)** roll, using the theremin or whatever instrument of his they can play.

If successful, anyone remaining close by sees the investigator suffer the fate that would have befallen Fredericks (as above) and also risks being abducted if they fail the opposed **POW** roll against Tru'nembra.

Upon a failure, the Keeper decides the fate of the noble investigator. Options include the mass abductions beginning (as above), with them becoming the first victim, or perhaps incurring the wrath of Tru'nembra in the form of a sonic blast. What happens to the other investigators is left to the Keeper's discretion.

BANISHING TRU'NEMBRA

Some investigators might actively try to think outside the box for other solutions rather than sacrificing an innocent man. A Hard **INT**, Regular **Cthulhu Mythos**, or Regular appropriate musical **Art/Craft** roll reveals the possibility of a counter-melody.

To compose a counter-melody to Fredericks' performance requires an **Art/Craft (Music)** roll. Fredericks can compose this, but a player should roll for him in this and all following

instances. Performing the counter-melody follows the rules for banishing Tru'nembra (see pg. 89). Failing the performance opens the investigators up to the same potential consequences as in **Taking Fredericks' Place**, above.

A successful **Cthulhu Mythos** roll also provides the insight that such banishment rituals usually need large investments of energy (magic points). This usually comes from participants in the rite. If the investigators are actively involved (either playing other instruments, or assisting with the mast being turned into a theremin), this will provide a greater chance of successfully banishing Tru'nembra.

THE COURT OF AZATHOTH

Unlucky investigators might find themselves transported to the Court of Azathoth.

The Demon Sultan sits upon its throne at the centre of ultimate Chaos. The throne is a vast, planetary-sized construction of cuboid rooms connected via apertures on all sides.

Each room houses a member of the vast orchestra that plays (with the help of the servitors) the cacophony that keeps Azathoth placated. The musicians play all manner of instruments, and come from races across the universe.

The outer windows look out upon the Court of Azathoth. The Demon Sultan sits upon the throne which is orbited by innumerable servitors and Outer Gods that dance to the sanity-shattering cacophony (SAN loss 1D10/1D100).





COVERT ACTIONS

There is no atmosphere in the Court of Azathoth, only the hard vacuum of outer space. Despite this, the cacophony can still be heard. Anyone transported to the Court of Azathoth is doomed unless they have some way to Gate back to Earth (requiring 23 magic points to travel the distance). The best they can hope for is that they lose enough Sanity that they cannot register the otherwise agonising death of being exposed to hard vacuum (1D6+2 damage every round, with an extra cumulative 2 damage each round after the first).

COVER STORIES

In closing the scenario, the Keeper should enquire how the investigators intend to explain events at the airbase to their superiors. Depending on what happens, they may have several disappearances to explain (Fredericks, maybe some of the investigators, or even mass disappearances). How plausible their explanation is might affect their Trust (see below).


If Tru'nembra is banished and Fredericks survives the experience, the investigators might see him and Howland in a

future Section 46 briefing, having come to the attention of N as valuable new recruits.

SANITY & TRUST REWARDS

- Convincing Fredericks to sacrifice himself while he is ignorant of his fate: -1D10 Sanity points
- Convincing Fredericks to sacrifice himself knowing all the facts: -1D6 Sanity points
- Abandoning the entire base to Tru'nembra: -1D10 Sanity points
- Banishing Tru'nembra and saving Fredericks: +1D10 Sanity points
- Granting the Marinos family shelter on the airbase: +1D6 Sanity points
- Failing to apprehend Uzun: -1/-1D10 Trust points
- Successfully apprehending Uzun: +1D10 Trust points
- Providing an adequate report to explain events at the airbase: +1D6 Trust points
- Providing an adequate report: 0/-1D6 Trust points
- Knight submitting a report blaming them for failure on the airbase: 0/-1D6 Trust points





CHARTER FOUR GUARDIANS OF THE FOREST

В указании Министров
включены в 1949 г. все
лесные участки, имеющие
культурно-религиозное
значение, требующие охраны
и восстановления.

Именно лесные участки
для восстановления и
охраны флоры и фауны
Министерства внутренних
дел СССР.

В связи с этим
число ЧИИЗЛ является
основным документом
для определения
условных затрат на
восстановление и
охрану лесных
участков.

ЧИИЗЛ было
составлено на
основании
данных
о состоянии
лесов в
1949 г.

В настоящее
время в
связи с
развитием
лесного
хозяйства
и
осуществлением
лесной
реформы
необходимо
пересмотреть
состав
и
структуру
ЧИИЗЛ.

• GUARDIANS OF THE FOREST •

Date: December 25th 1974 to early 1975

Location: Suai, East Timor

INTRODUCTION

This scenario is set during the Indonesian invasion of East Timor, and is a rush job for N and his agents. The Australian government of Gough Whitlam is a secret supporter of the invasion and is providing some help on the ground for the Indonesians: however, the speed of the current crisis has meant that the Australian Secret Intelligence Service has requested aid from the British. Although this has officially been politely turned down, N has taken the opportunity to get his own people on the ground to investigate the fate of an expedition from just before World War Two that disappeared when moving through the nearby mountains. Gathering a team at short notice the investigators are to perform a favour for the Australians and Indonesians before going off on N's mission, however nothing involving N can be expected to go smoothly...

It is preferable that at least one, and preferably all, of the investigators can speak Portuguese, since this will allow for smoother interaction with the local population. N will provide a translator for the group if necessary, quite possibly one fluent in Indonesian also. Investigators might be called in from Goa, Macao, Portugal, or Brazil to fulfil this requirement.

BACKGROUND

EAST TIMOR IN 1975

There are almost 900,000 people living in East Timor now. About 30% are Catholics; almost all the rest follow traditional animist beliefs, with a small number of Muslims. A Portuguese colony occupied by the Japanese during the war, East Timor was the location of a bloody guerrilla campaign before the eventual defeat of Japan and its return to Portuguese control. It remained a colony until the overthrow of the Estado Novo regime in Portugal during the Carnation Revolution of 1974. With its removal, the new government rapidly sought to disentangle itself from its overseas holding, granting independence to its scattered possessions.

In East Timor, there followed a brief period where the major factions formed a unity government. This ended when the Timorese Democratic Union (UDT), a pro-Portuguese (and initially anti-Independence) team staged a coup. There

followed a brief three-week period of conflict that saw the UDT routed, whereby most of their forces fled to Indonesia. The victorious Revolutionary Front of Independent East Timor (Fretilin) easily had more popular support than the UDT and looked to begin government when Indonesia took the pretext of the "civil war" as an excuse to invade and conquer the fledgling nation.

The country has been a colonial backwater, with little investment from the Portuguese and no time for its new leaders to rectify this before the Indonesian attack. By using overwhelming force the Indonesians forced to flee into the mountains and jungles, where a fierce guerrilla war would rage for some years.

The area the adventure is set is in the southwestern region of the country, quite close to the border.

THE MASON EXPEDITION

N's interest in East Timor is sparked by the disappearance of the Mason Expedition just prior to the outbreak of World War Two. This New Zealander endeavour was to study an isolated tribe in the jungles and mountains of East Timor, hoping to find out more about the native beliefs on the island before its colonisation by the Portuguese. Unfortunately for all those involved, the tribe contacted worshipped a Mythos entity they called Ti-Taki-Ti, and the expedition were duly served up as sacrifices to their god. N has now recovered evidence that has intrigued him sufficiently enough to send the investigators to discover what happened, and to deal with whatever evil they find there. If the members of the expedition are still-living sacrifices to Ti-Taki-Ti, the team should hopefully end their suffering while routing the god and its followers.

THE BRIEFING

OPERATION GLYNDWR

A sudden and unexpected summons and journey brought you to Hong Kong. Once there, you were met by a harassed official who drives you to a RAF Shek Kong on Kowloon. You enter the officers' mess and are served a roast turkey lunch, reminding you that it is Christmas day and highlighting the sudden nature of your summons. The few officers in the room try to ignore you, but their glances at the group of civilians in their midst only indicate their curiosity. After lunch, an Army Air Corps sergeant leads you to a small office situated some



distance from the other buildings. With him are two soldiers that stand guard while you enter. Inside is a briefing room, and an army major indicates that you should sit at the desks provided.

"Good afternoon. Apologies for bringing you here at such short notice. As you are no doubt aware, Indonesia has sent forces into the former Portuguese colony of East Timor. Both our American and Australian friends are supporting them in this endeavour, and the latter have asked if we can lend a hand. Their intelligence services are rather stretched at the moment and are unable to do all they promised, so they've called us in to help them out. Although Her Majesty's government has not agreed anything officially, N has reached out and decided to loan you to us. What the Australians are giving N, I cannot say."

The major pulls down a rolled map on the wall behind him. He points to the eastern part of an island.

"This is East Timor," he then points to an area in the middle of the island on the south coast, "and this is the town of Suai, capital of Cova Lima District. The Indonesians are due to secure the area in the coming days; you are going to help them – indirectly. If you open the files on your desk you will see a picture of one Leni Americo. Americo is a senior figure within Fretilin, the governing party in East Timor, and a regional head. You are to pose as journalists to get access to his offices in Suai and plant evidence linking Fretilin to the communist regime in China. By doing so you will bolster support for the Indonesians within both Australia and America when they publicise this proof of Fretilin-Chinese co-operation."

"This would be a rather straightforward false flag mission if that was all there was to it. However, N wants you to investigate the 1938 disappearance of the Mason Expedition. Bertrand Mason was a New Zealander anthropologist looking to contact a remote tribe supposedly living in the mountains to the north of Suai. His team went into the East Timor hinterland before disappearing. With the shadow of World War Two looming, attempts at finding out what happened were stymied. In the aftermath, Bertrand Mason and his expedition were forgotten."

"A couple of years ago, a contact in Japan handed N a diary, once belonging to Morris Cooper-Chambers, a member of the expedition. This diary included previously-unknown information about the plans of the expedition, and named the three guides hired to lead them into the mountains. Two of these we have been unable to trace: the third is Leni Americo. After framing Americo and his Fretilin superiors for receiving communist backing, you are to persuade him to lead you into the mountains to retrace the steps of the expedition. His cooperation is vital to your success, so you must also ensure he does not fall into the hands of the Indonesian military. They're likely to deal with him in a harsh manner."

"The expedition itself was to investigate the local animistic beliefs. Mason believed they would be truer to the original beliefs on the island and less likely to be influenced by contact with the Catholic Church. N has looked into what information there exists of these beliefs and does not like what he has discovered – he cannot be sure but suspects the activity of our other enemies. Discovering the fate of Mason's expedition may well confirm or dispel this notion, hence your

mission. You will be leaving on a commercial flight to Darwin in a couple of hours and from there will be put on a fast boat to the area. You arrive in Suai in three days' time. If you have any questions, feel free to ask now."

QUESTIONS AND ANSWERS

1. Who were the members of the Mason Expedition, and what do we know about them?

"Mason was a fellow at Otago College in Dunedin, an affiliated college to the University of New Zealand. In two prior expeditions in his late 30s he visited several other Pacific islands, and had earlier visited East Timor several while preparing the ground. These visits were normally for a week or two, with one week in 1936 and two in 1937."

"Thomas Parkinson was a fellow of Auckland College, again affiliated to the University of New Zealand. A couple of years older than Mason, he also had plenty of field experience.

Charles 'Chubby' Henderson was the only Australian member of the expedition. From the University of Sydney, he was in his early 30s. This was his first expedition in the field."

"Morris Cooper-Chambers was a PhD student from Otago College. One of two Otago students on the expedition."

"Florence 'Flo' Simpson, the other PhD student from Otago."

2. What support are we going to get from the Indonesians?

"You will each have an Indonesian security pass to show to any troops or officials. I would be very careful about showing these with any East Timorese about, as news is likely to filter back to Americo that you have such a pass. However it is unlikely any Indonesian will trouble you after you show him your pass. Take good care of them!"

3. What support are we likely to receive from the Australians?

"The Australians are providing transport to Suai with a reasonably fast ship. They will transport most of your field equipment on your flight to Darwin. On no account should you allow the Australians to examine your additional equipment. They have no knowledge of our extra objectives, and seeing your camping equipment may give the game away."

"They will also retrieve you from the area once they receive the pre-arranged signal."

4. What are we getting in return for our assistance from the Australians / Indonesians?

"I have no idea, and even if I did it would not be for you to know, unless N decided it was relevant. Why don't you ask him yourself the next time you're in London?"

5. Is it possible to see the diary N recovered, or a copy of it?

"No. N feels that the diary contains no relevant information. Furthermore, he fears you might read things into it that are simply not there; putting you at a major disadvantage in the field should you be confidently be expecting one of our enemies and then taken completely by surprise when it turns out you are wrong. Again, if you feel hard done by this I suggest you bring the matter to N's attention when you next see him."

EQUIPMENT FOR THE MISSION

There is plenty of equipment for the team to take on the flight to Australia. There are backpacks, army rations, a pair of hunting rifles, handguns for the entire group, parangs for the entire group, a length of rope, rainproof military ponchos, plus clothing and boots suitable for the jungle. If the investigators want other items they will have to request them. If it seems reasonable to the Major (i.e., the Keeper) and is available, he will get the extra equipment for the mission.

OPTIONAL ENCOUNTER: "TOMMY" NG

Tommy Ng is an agent for Communist China and has been in place on the island for many years. In his mid-40s, he hates the British Imperialists with a passion, and is employed as a Chinese civilian working at Shek Kong. He notes the arrival of the mysterious strangers at the base and suspect something is up. He attempts to gather what information he can about the team by eavesdropping on conversations, tailing them, and using other similar methods while they are in Hong Kong.

He bolts if discovered, and if cornered he takes poison rather than be captured. Encountering Tommy could well lead the investigators to be more suspicious than normal.

Tommy Ng, Communist Agent, Age 44

The position of the British colony off the coast of mainland China is both a perpetual sore spot for the Chinese, and a great opportunity for espionage. Many agents have been smuggled into the city as young adults so that years later they can be in positions to be of use for their agencies.

Tommy has managed to infiltrate the British military bases, and the snippets of information he and his peers have gathered add together collectively to make the whole process



worthwhile. Individually unimportant, these agents would come into their own if ever conflict broke out, for they would be able to commit many acts of sabotage to cripple the British forces based here.

First Impressions: A scruffy-looking civilian employee of the base, helping keep everything in order by completing manual tasks. Missing a front tooth. He appears completely harmless.

Motivation: Idealism.

Personal Details: Tommy has been living in Hong Kong since he was a teenager, inserted over the border from mainland China. He largely operates on his own, passing on information and receiving orders from dead drops in the New Territories. He is aware of the identity of one other agent in Hong Kong, an emergency contact, but will die long before he ever divulges her identity.



Secrets & Goals: Tommy is keen to thwart the Imperialists in any way he can, but will bite down on his cyanide pill if it looks like he is going to be captured. A fanatical Maoist.

Playing Tommy Ng: "Death to the running dog imperialists!" Better to die before being captured. Better to escape than death.

STR 60 CON 55 SIZ 50 INT 65
POW 45 DEX 50 APP 55 EDU 55
HP: 11 DB: None Build: 0 Move: 8
SAN: 45

Attacks: 1

Fighting (Knife) 35% (18/7), damage 1D4

Dodge 25% (13/5)

Skills: Cantonese Chinese 65%.

Other Languages: English 45%.

Trust: CID 80%.

DARWIN

Your journey to Darwin in the first-class compartment of a scheduled BOAC flight is uneventful. As you climb down the steps onto the runway tarmac you are hit by the stifling heat and humidity, and are led to one side by (what you presume to be) a BOAC official. You enter a small waiting room where a tanned, moustachioed man awaits you.

"Welcome to Australia! Glad to have you helping us out. Worked with you Poms in the past. Name's Tully... Pat Tully. We have a shuttle bus out front to take you straight to the harbor. You can unpack and be briefed on board. No point hanging around!"

As you drive through the streets you see large numbers of badly-damaged and demolished homes. Tully, noting your interest, points out what happened.

"Cyclone Tracey, came through here Christmas Day last year, flattened half the city and pretty badly bashed everything else. Lost about 70 people on the day, and most the city was evacuated soon after. Have started coming back, though. Cyclone season can be a bitch and that's no mistake. Should be okay getting you to where you want to go though: forecast is pretty good, all things considered. Should be all right getting you back as well..."

On this cheerful note, you reach the harbour and drive up a pier where a small ship is moored.

"Welcome to the *Kuru*. We keep her for runs like this. Small enough to get to most places we want, big enough to hold her own against most we could come up against. Your cabins are aft. If you want to, follow me."

Pat Tully, Australian Secret Intelligence Service Agent, Age 41

For Pat Tully, getting others to do his work for him is a bit galling, but he acknowledges that there are not enough competent field agents among the Australian Secret Intelligence Service (ASIS) in East Timor to carry out all the tasks needed of them. So, he is happy enough to give his full cooperation to the team. If they go off and do something stupid, he'll still do his best to rescue them from whatever

COVERT ACTIONS

situation they have gotten themselves into, no matter how angry he might be about having to do so. Once safe, this professionalism might slip a little and he may well end up punching one or more of the investigators in the face for being “Bloody useless Poms!”



First Impressions: A friendly Australian who seems efficient in all he does. A big man, he is physically fit, but always seems to be suffering from sunburn on the tip of his nose and chin.

Motivation: Superiority.

Personal Details: Tully has had long experience in serving his country and is a former soldier, having fought in Indonesia, and in Borneo against the communist insurgency.

Secrets & Goals: Tully doesn't trust strangers. Therefore, he wants to discover if the investigators are up to something other than helping his superiors out. He checks their baggage if he can, hopefully when the team is elsewhere, although in the cramped confines of the *Kuru* it is possible he will never get the opportunity. If he finds anything among the supplies that he considers odd he will not let on, but will pass the information on to his superiors. Things he would consider “out of place” include explosives, maps of the mountain area, any guns other than pistols, or any Mythos or occult items.

Playing Pat Tully: A brave man who follows orders, no matter what dingbat wrote them. Admire brave men, be disdainful of fools. Shake head at brave fools. Have a short temper with those who do not follow simple instructions, but be reluctant to go beyond a verbal assault if there are dangers to be dealt with first. Back on base might be a different story, however...

STR 70 CON 60 SIZ 80 INT 75
POW 45 DEX 60 APP 50 EDU 80
HP: 14 DB: +1D4 Build: +1 Move: 6
SAN: 45

Attacks: 1

Firearms (Automatic Rifle) 65% (33/13), damage 2D6+2

Firearms (Handgun) 55% (28/11), damage 1D10

Skills: An accomplished ex-Navy man, the Keeper should assume Tully has a skill of 70% in anything to do with the ship (from piloting her to repairing the engines).

Trust: ASIS 80%.

THE KURU

A former auxiliary patrol boat of the Royal Australian Navy, the *Kuru* was officially damaged beyond repair during the war with Japan. Secretly refitted for clandestine work, she has been in the hands of the Australian Secret Intelligence Service since the war and has run multiple missions against perceived enemies of Australia.



The aft of the ship (above the engines) has several small cabins where “special passengers” can find berths, along with a small mess and a kitchen that can double as a briefing room. Tully and another Australian agent share a cabin in this same area of the ship – their room is kept unlocked,



but should the investigators decide to search it there will be nothing incriminating for them to find.

As part of one of its refits since the war, the ship has had far more powerful engines installed and can reach almost twenty knots. The crew of eight are drawn from Navy and ex-Navy personnel, men who can be trusted to keep their mouths shut. The ship is armed with a rapid-firing three-pounder gun and a twin heavy machine gun mount that can be used against both air and sea targets. There are also sufficient arms on board to equip the passengers, a mix of automatic rifles and light machine guns. All the arms are kept concealed so that unless the ship is boarded and examined, they will remain undetected until battle is joined.

TULLY'S BRIEFING

Tully's briefing is more of the same, repeating much of what you heard at Shek Kong, at least for those elements of your mission that the Australians are aware of. Tully gives you your identity cards to use for the mission and provides you with the names of two Indonesian officers you should contact in case you run into their forces: Colonel Yati Caniago and Captain Susilo. Both are intelligence officers and it is likely Susilo or his men will be the ones to discover any planted documents.

Tully also hands over the documents you are to plant in the offices of Americo: correspondence between various communist Chinese officials and Americo and his staff, spy reports on the Indonesian military, along with some communications about allowing the Chinese to build a naval base in the Timor Sea. These will allow the Indonesians to proclaim they were only invading to protect their own security: vital propaganda for the months and years ahead.

Finally, press accreditation and equipment is given to you, including a lightweight typewriter, several cassette recorders and microphones, notepads, and a pair of cameras with plenty of film and lightbulbs. These should keep you safe from all but the most overzealous soldiers, and mentioning Caniago or Susilo should mollify those.

The voyage is calm, with no storms to cause problems, and the Kuru arrives off Suai during the third day out from Darwin (the 29th of December). The ship anchors in an isolated bay where they are met by an Indonesian agent, who introduces himself as Bambang. He drives the team to Suai, in one of very few vehicles in East Timor (he drives a pick-up, so there is plenty of room for the team in the back). He drops them off in the town before speeding off eastwards; he has other missions to complete before the military arrives.

SUAI

When the investigators arrive in Suai they find the Indonesian army is some days away, as they have launched the main thrust of their invasion elsewhere. This should allow the team to fulfil its mission without being recklessly hasty. The investigators can interview local notables, Americo included, and to meet the Fretilin forces that hope to stem the Indonesian advance.

The town has about 5,000 inhabitants, with most living in basic conditions. The town centre consists of some small shops and other businesses. There are many small boats in the harbour and quite a few of the locals make a living from fishing.

FRETILIN OFFICES

The offices are in what was a shabby shop, with great strips of paint peeling away from the walls. The furniture within is, if anything, in a worse state. Crudely put together, the chairs are uniformly uncomfortable and the tables and desks used by the activists all wobble on the uneven floor. The roof leaks whenever it rains (which is often at this time of year) and cracked buckets and containers, half full collecting drops from the last downpour, are arranged strategically across the floor and upon a couple of the desks. Those working here are dedicated to making East Timor a better place for all and to oppose the Indonesian takeover of their country. They are friendly to Western journalists, hoping they will get news out to the rest of the world of the atrocities being inflicted upon their people.

Piles of papers are scattered on the desks and atop several battered filing cabinets and sets of drawers. Nothing here is of interest to the investigators other than a list of Fretilin members and their addresses in Suai. This list is in the only locked filing cabinet, but as the keys are just left hanging around it might be possible to palm them to use later. It is possible that the team will have some skeleton keys with them if they were properly prepared for their mission and asked for them in either of their briefings. If so, one of their keys will work.

Americo can be found here at the headquarters of the local Fretilin forces, in consultation with their leader, Captain Nantes. Alternately, Americo will be at his home. He is described on pg. 105.

MILITARY HEADQUARTERS

Captain Nantes is happy to show the western reporters around his insufficient garrison. He has about 60 men under his

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command, two-thirds of whom are untrained-but-enthusiastic militia. He has split his command into four sections: two cover both the roads entering the town, one operates a pair of mortar pits that cover the western approaches and the last section guards his headquarters. There are only a few men in any position at any time, the others being off-duty. When the Indonesians arrive, the small force has no chance and will be unable to hold back any determined assault for more than a couple of hours. The men have decent amounts of small arms and a single light machine gun to the west.

Nantes will answer what questions he feels he can, about the wider picture and the threat his people face at the hands of the Indonesians, but he will not divulge his plans in any way (he is not that trusting). In fact, any direct questioning along these lines will make even the amiable captain suspicious and he will ask a couple of his men to keep an eye on the investigators, which could cause problems.

Captain Nantes, Garrison Commander, Age 29

A soldier initially trained by the Portuguese, Nantes was a non-commissioned officer until the Portuguese pulled out of the country. Being literate, he was immediately commissioned as a captain and played a minor part in ending the UDT coup. He was stationed to the border almost as soon as that crisis was over, being given the task of defending Suai and its surrounding villages with an impossibly-small and under-equipped force. He has quickly raised a militia to partly alleviate his manpower crisis, but is aware he has little hope of holding off any attack now that the invasion has begun. He understands the main battles are yet to be fought elsewhere, but is determined to do his duty for his people.



First Impressions: A very youthful officer in a creased uniform. The bags under his eyes indicate he has had little rest in recent days, perhaps even weeks.

Motivation: Patriotism.

Personal Details: A reasonably competent sergeant, he has yet to come to terms with his current rank. His lack of training and experience shows in everything he does, but he is learning. Unfortunately, the experience he is getting will not come fast enough to be of much use for him or his men.

Secrets & Goals: Nantes wishes to protect East Timor and its people. Having helped rout one set of would-be dictators, he now grimly prepares himself to face a far more potent enemy.

Playing Captain Nantes: A patriot who knows that his position, and that of his country, is helpless against the might of the Indonesian military. All he hopes to do is make the Indonesians regret their aggression by causing heavy casualties. He will speak openly of this with the investigators are around, meanwhile assuring his soldiers that they will drive back the enemy.

STR 65 CON 60 SIZ 65 INT 75
POW 50 DEX 70 APP 65 EDU 70
HP: 13 DB: +1D4 Build: +1 Move: 8
SAN: 50

Attacks: 1

Firearm (Rifle/Shotgun) 55% (28/11), damage 2D6+4

Skills: Command 60%, First Aid 65%, Hide 55%.

Other Languages: English 35%.

Trust: Fretilin 60%.

EAST TIMORESE SOLDIERS/MILITIA

Use the statistics for Soldier (Recruit) on page 131 of the *World War Cthulhu: Cold War* core book. The soldiers will be armed with rifles and the militia will have shotguns.

ASKING ABOUT THE MASON EXPEDITION

If investigators ask around the town for information on the Mason expedition, they find very few who remember it: most of the town's inhabitants were not even born when the expedition set off. The local priest who was here has long since retired and died, while the officials that dealt with the expedition were all Portuguese and have returned home to their own nation, long ago. Other than Americo, only one person who had any dealing with the missing anthropologists still lives in Suai: one Gil Sarmento, who used to be a clerk



at the post office. If the team ask around in the post office, one of the clerks mentions that "old Gil Sarmento" was the post-master's assistant back then, and he might remember the journalists' missing friends.

A problem caused by asking around about the expedition is that Americo will hear of it unless the investigators are very careful (or are lucky, beginning and ending their search in the post office and thus discovering Gil Sarmento). This makes him a little suspicious of the team, wondering if they really are here to cover the invasion or for something else. While he is on his guard, it will be more difficult to plant the incriminating evidence in his office as he will no longer allow just anyone to walk in. He always has a loyal subordinate watching the group when they do come, making subterfuge necessary to complete the mission.

GIL SARMENTO

Gil Sarmento lives close to the post office where he worked for most of his adult life. He now mostly makes a living by writing letters for the illiterate, a service that is in some demand as family members move to the bigger cities and illiteracy rates remain extremely high. His home is less ill-kept than most, with his yard clear of weeds and the walls painted a year or two ago. He is also helped at home by his grown children, and there is always one or more of them (or adult grandchildren) looking in on him virtually every hour of the day. In his 70s, he is one of the oldest residents of the town and remembers the expedition well. He says they went off in to the mountains not long after Christmas and nothing was heard of them or their guides until Americo returned home some six months later.

Americo never divulged what happened, but he came back in rags, barely able to walk. It took him over a year to recover his health. Ever since that time Americo has been the model citizen, eager to help all he can and all-in-all a much nicer person than the young firebrand who left for the mountains.

The rest of the town's folk (Sarmento included) believe there must have been some sort of accident, possibly a landslide, that killed the others and hurt the lone survivor, but there was nothing to confirm this. The investigation into the disappearance was not very thorough, the local colonial officials were very lazy and corrupt, and when the Japanese arrived it meant that nothing more was done as there were more important things to worry about.

Gil Sarmento, Retired Postal Clerk, Age 74

One of the oldest people in the town, Sarmento was one of the lucky few East Timorese who had an education, his

father being the close servant of one of the Jesuit priests on the island, giving the quick-witted youngster a head-start on his contemporaries. As a result, Gil was able to do jobs few others were suited for, and he has always been able to earn his keep, even into his dotage.

He is cared for by his large family. His wife died some fifteen years ago but he has a half-dozen daughters who, along with their children and grandchildren, take care of him. When he is encountered in his home there is someone from his family in attendance and others visit while they talk. It is also possible that a customer arrives asking Gil to read or write a letter for them. After the Indonesian attack, there will be no customers, although his family is caring for the old man.



First Impressions: A fit and alert old man.

Motivation: Love of Family.

Personal Details: Trusted by the town due to his age, his reputation for honesty, and the service he provides.

Secrets & Goals: Having lived his entire life in a colony he is less shocked and more resigned to the Indonesian invasion. He is very concerned for his family, though, but does not willingly give any information to the Indonesians that might betray his countrymen or the investigators.

Playing Gil Sarmento: Lean forward when being asked questions: your hearing is not what it once was. Then lean back and rub your chin thoughtfully before answering.



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STR 40 CON 50 SIZ 55 INT 70
 POW 70 DEX 40 APP 35 EDU 70
 HP: 11 DB: None Build: 0 Move: 3
 SAN: 70

Attacks: 0
Skills: None.

ARRIVAL OF THE INDONESIANS

Once the Keeper has decided that the investigators have done enough in Suai, the Indonesian forces arrive and commence their attack. In addition to about 400 troops advancing down the road from the Indonesian border, a second force of 200 marines attack from the sea, taken into the harbour by three gunboats. The Indonesian troops are led by Colonel Yati Caniago of the Republic of Indonesia Armed Forces (ABRI). Accompanying him is Captain Susilo, who will deal directly with the investigators if they are confronted.

This assault means the Fretilin defenders are overwhelmed even faster than would otherwise be expected, with Captain Nantes unable to respond to this unexpected amphibious assault. The result is that most of his small force are killed or captured within an hour of the engagement starting, with only minimal losses suffered by the Indonesians. If the investigators advised Nantes of this weakness in his defences when they talked to him, he has some men watching the harbour. This allows he and most his men to successfully flee after holding up the Indonesians for about an hour.

In either case, once the Indonesians are in control they march their prisoners back towards Indonesia (to be shot by the

victors less than half a mile away). The Indonesians then start to hunt for their enemies in the town rather than pursue any fleeing Fretilin forces. The military headquarters and party offices are ransacked and any evidence planted there is found – and seen to be found – by the onlookers and members of the Indonesian press, the latter brought along just for this purpose.

The membership list is also found, unless the investigators had the foresight to take it and hide it. If they have this it gives them a bargaining chip with the two Indonesian officers in charge, or with Americo – their actions will have saved his colleague and are likely to make him more willing to help them in their search for the Mason expedition.

If the Indonesians find the list they are likely to swoop down and arrest (and shoot) many of the prominent citizens in the town. If they do not have such a list, in their disappointment they hunt down and shoot the few Chinese families in the town instead (on the assumption that any Chinese are spies for the Communists).

Americo goes into hiding, although the investigators should be able to find him by asking around. The Indonesians already know who he is, thanks to informants in place prior to the invasion. Once the investigators have located Americo and persuaded him to help them in their search, they can leave the Indonesians and Suai behind.

Colonel Yati Caniago, Republic of Indonesia Armed Forces, Age 32

Although he tries to appear as something of an intellectual Caniago is neither clever nor well-educated. He is a bully and thug: though both of these character faults are useful in his





current position. As he is more-than-willing to get his hands dirty, his men know to act swiftly when given orders, and failure is likely to lead to unpleasant repercussions.

A career military intelligence officer, he has been involved in the tracking down and murder of communists and their sympathisers since Suharto's coming to power. He is in Suai to ensure the East Timorese create no trouble for their new masters; however, his actions are likely to stir up hatred and resentment.



First Impressions: Tall, with a pockmarked face from some childhood ailment, Colonel Caniago is a striking figure. His subordinates rush to obey his orders, as it is obvious he is used to having his commands acted upon immediately.

Motivation: Sadism.

Personal Details: A high-flier in the Indonesian military, his enthusiasm in hunting down previously unsuspected communists has impressed his superiors.

Secrets & Goals: Caniago commanded a death squad that nominally hunted down communists. Some of those killed were innocent men whose enemies paid the colonel to kill and to claim afterwards they were enemies of the state.

Playing Colonel Caniago: Bully your underlings, do not be afraid to slap them around if they do not do what you require of them quickly enough. Look down at the investigators; they are a nuisance, even if they play a part in your mission.

STR 65 CON 70 SIZ 65 INT 50
POW 40 DEX 50 APP 65 EDU 70
HP: 14 DB: +1D4 Build: +1 Move: 8
SAN: 25

Attacks: 1

Firearm (Handgun) 35% (18/7), damage 1D10

Skills: Command 40%, Persuade (Torture) 60%.

Trust: ABRI 80%.

Captain Susilo, Republic of Indonesia Armed Forces, Age 26

Susilo is utterly ruthless and devoid of compassion for his victims. He will barely tolerate the investigators, despite having orders to cooperate with them. However, he is also ambitious and can be a very useful ally if they can help him in improving his position with his superiors.

More intelligent than his commander, he will carefully consider any situation to see what course of action is best for his own career.



First Impressions: An efficient young officer always with a toothy smile when he listens and talks to others.

Motivation: Careerism.

Personal Details: Trusted by Caniago and respected by his men. Behind his smile is a sociopath.

Secrets & Goals: As Caniago's right-hand man he is aware of the colonel's false accusations and murders. He is ambitious enough to want to use this to further his own career...



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Playing Captain Susilo: Smile at the investigators. Smile whatever you do or say. Until your mouth hurts. Then smile some more.

STR 80 CON 70 SIZ 60 INT 75
POW 45 DEX 60 APP 70 EDU 65
HP: 13 DB: +1D4 Build: +1 Move: 8
SAN: 38

Attacks: 1

Firearm (Handgun) 70% (35/14), damage 1D10

Skills: Command 60%, Persuade (Torture) 80%.

Trust: ABRI 70%.

INDONESIAN SOLDIERS

Use the statistics for Soldier (recruit) on page 131 of the *World War Cthulhu: Cold War* core book. These troops will be armed with rifles.

PERSUADING AMERICO

With the Indonesians firmly in charge of the town, Americo will be aware his days are numbered. He will be in hiding but if they ask around in their guise as freelance journalists, the investigators, receive word as to his location. Americo is

not an enthusiastic recruit, however, since he does not want to go into the mountains to show the investigators where the Mason Expedition disaster occurred. There are several things the investigators can do to persuade him to help:

- They can offer safe passage to Australia for Americo and his family after they have discovered the fate of Mason. This appeals greatly to Americo, although he initially demands that the investigators evacuate his family before he guides them into the mountains. It is possible to break down his demands; however, by pointing out he has no real choice and emphasising the impracticality of having their ship make repeated trips without being discovered.
- A second way to get Americo's co-operation is to show that the investigators have in some way already helped Fretilin. If they either made Captain Nantes aware of his position's vulnerability to an attack from the sea, or if they stole the list of party members from the party headquarters and thus hindered the Indonesians, Americo acknowledges that he owes them a debt and helps them.
- Finally, the investigators can rescue some Fretilin prisoners from the Indonesians. How they do this is up to them: they can try to get either of their Indonesian

"HE WASN'T COOPERATING, SO I SHOT HIM!"

It is possible that the investigators manage to thoroughly foul their attempt to get information from Americo and he fails to provide the assistance they require (or the investigators are so paranoid they kill him). Without Americo, they are at a severe disadvantage trying to find out what happened to the expedition. Fortunately, if this does happen then when the investigators search his home, office, or corpse, they will find Americo's journal of the events (a journal that only exists for this contingency). This gives a little more detail for the team, with enough evidence to allow them to go boldly into the jungle feeling confident that they will find out what happened to the missing anthropologists.

Of course, if the investigators fail to even search for any information, they are faced with another problem aside from having no idea where to find the expedition. N has an agent keeping an eye out for the team and when they fail to achieve anything the agent informs the spymaster who then writes the team off. The Indonesians are informed that the agents are not what they seem, the pick-up from Tully will be cancelled, and the East Timorese are probably livid with the activities of the investigators, having murdered (or participated in the murder of) their local leader.

The investigators' escape, when surrounded by enemies on an isolated island, is beyond the scope of this adventure.



officer contacts to fake an escape, they can bribe some guards, use force, or another subterfuge. In any of these cases they will ultimately infuriate the general in charge of the military operations in this part of East Timor and are likely to get more interference from Indonesian patrols than might otherwise be the case.

If the investigators do nothing to track down Americo, he is captured by the Indonesians. The investigators must rescue him to make any progress in N's mission. This makes the Indonesian general even angrier, and he sends out many patrols to hunt down the escaped fugitive and his allies.

Leni Americo, Age 59

As a young man, Leni Americo was one of the more adventurous souls in Suai, keen to travel to other parts of the colony whenever he could (which was not often) but not as keen to working for a living. When the Mason Expedition came looking for guides and porters, Leni stood out among those who applied for the role (although, truth to be told, there were not too many wishing to go into the mountains). Leni had some knowledge of the slopes north of the town and was strong and fit; with the generous pay (for East Timor) that was offered, he thought he found a perfect job.



Ever since his escape from the unknown terrors of the mountain he has avoided going into the jungle and has stayed close to his hometown. He is known to be a driven worker willing to help any who ask for his assistance. When he was approached by a Fretilin member to represent the movement in Suai he was an eager recruit, and has worked ceaselessly for independence and the party ever since.

First Impressions: A tough-looking middle-aged man who commands respect from his underlings.

Motivation: Guilt.

Personal Details: Almost everyone in the town turns to Americo for advice in times of trouble. He is torn in his desire to help his neighbours and his emotional requirement to find out what happened all those years ago.

Secrets & Goals: Americo is mortified by his own cowardice in never going back to try and find his friends and employers. He has, for years, put off returning, telling himself the work he does in the town is too important to set aside in favour of hunting after the ghosts of his past. The attack by Indonesia and the approach of the investigators has ended his reticence and now he is determined to find out what happened, and potentially avenge his old comrades.

Optional Secrets & Goals: Everything about Americo is false. He never escaped the attack in the mountains but was captured. He grovelled in front of the Taga and their "gods", becoming part of their cult. Now that there is a second expedition, he intends to lead the investigators into a trap and rejoin the Taga in their depraved rites.

Playing Leni Americo: When first meeting the investigators (when they are undercover as journalists) be friendly and patient, explaining the situation and how unwarranted the Indonesian attacks are. Once they are revealed as something else, be very cautious around them. Try to get them to give their word on anything they promise. Once in the jungle, look left and right a lot when talking, nervously lick your lips in fear.

STR 60 CON 40 SIZ 75 INT 80
POW 80 DEX 45 APP 75 EDU 80
HP: 12 DB: +1D4 Build: 0 Move: 5
SAN: 42

Attacks: 1 (currently unarmed)
Firearm (Pistol) 50% (25/10), damage 1D8
Dodge 22% (11/5)

Skills: Persuade 60%

AMERICO'S STORY

Once Americo agrees to help the team, he will tell them what he knows of the fate of the expedition:

"Mr Mason was a driven man. He hired several young men from the town to act as guides and porters in his search for



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the Taga people. The Taga people were rumoured to live in the mountains to the north of here, and were either shy primitives or a myth, depending on who you asked. The Portuguese never bothered to find out, believing there was nothing in the jungles to interest them, so the Taga were left alone in their wilderness. But Mr Mason and his friends, they wanted to find them, so off we went."

"We travelled for several weeks, for we knew not where we would find them and could only guess. Sometimes there were no trails to follow and we had to cut a path through the jungle. Progress was very slow and we all felt a little ill, but not badly. We saw our first Taga just two days before disaster fell. A naked savage wearing nothing but a great mud helmet. The helmet was horrid to look at, despite being quite primitive in its sculpt. What mind could conceive of such a thing? A great bloated thing with patterns all over its surface. Holes for the eyes and nose, but no mouth. I shudder at the memory of it."

"The Taga fled when he perceived us and the English went in pursuit. He escaped, so they returned empty handed – the savage just disappeared from sight."

If the investigators express confusion, they quickly realize that to Americo, all white men who speak the English language are English. Apart from Americans, who are Yankees.

"The jungle that night was full of noise. Terrible screeches and sounds. Yells, screams, bellowing beasts and grunts. Then came the rain. It was like a cyclone, but with no wind. It battered us, and our camp was swiftly turned into a quagmire. The mud got everywhere, and stuck to our clothes, our tents, our blankets."

"The rain continued into the next day and night, and that is when we were attacked. You could barely see a few inches before your eyes, but the screams of my friends and the English... It was terrible to hear. I slipped on the mud and something barely touched my side. I fell in agony, though it made hardly a scratch. I staggered off, fleeing for my life, and soon the sounds of terror were behind me, yet I knew I was being chased. Then I fell down a cliff, not being able to see where my feet did tread. I was lucky, falling into a small river swollen from the rain, and I was carried off away from the terror. When I dragged myself from the waters I was miles downstream, exhausted. I knew not where I was as I tried to make my way home, and I lost all sense of time. I became feverish, and the next I knew I was being cared for in a peasant's home. I was lucky... no one else came back. I told the Portuguese there had been a flash flood. They had seen the rains, and they accepted the story. I never went back into

that jungle, and but for the Indonesians I would never have sought to go again."

OPTIONAL ENCOUNTER: RAN NINGSHENG

Ningsheng is the son of a local shopkeeper and is known to Americo. His family discovers the group is about to leave and they are desperate to leave with them, since the Chinese are actively being sought out and murdered by the occupying forces. There will be a gentle, nervous knocking at the door where the team is at, and when allowed to enter, Ningsheng's father pleads with the group to take his eldest son with them as a porter. The young man is strong and brave, and although he fears what will happen to his family he realises that as a young Chinese man he is doomed if he stays in the town.

Americo will not be too concerned one way or another if the investigators accept the teenager into their ranks – he fears what the mountain jungles hide, and is far from certain if it would be better for the youngster to stay and die with his family rather than join the group. However, he is favourably impressed if the team accepts Ningsheng into their service – acknowledging their humanity.

Americo knows the young man and his family and will vouch for their trustworthiness, should the investigators think to ask him. It is possible the team sends Ningsheng away, fearing an attempt to infiltrate the group by unfriendly forces. Their concern is not totally unreasonable, but they have been told the truth: the only reason he wishes to join them is to escape death at the hands of the Indonesians. If they reject the request, Americo accepts this and does not judge them too harshly. After all, it is possible that these English have an idea of what they might face in the mountains.

Americo knows the young man and his family and will vouch for their trustworthiness, should the investigators think to ask him about the young man.

Ran Ningsheng, Age 19

Ningsheng was hoping to take over the family store when his father retired, many years from now. With the attack of the Indonesians and their brutality towards the Chinese elsewhere in East Timor, this simple dream is shattered.

He realises his father wants him to go away with the Westerners, since it may save him from the forthcoming pogrom. As a dutiful son, he obeys his father and hopes to escape into the jungles, perhaps leaving East Timor with his new companions. However, he personally would prefer to stay with his family, to share their fate if necessary.



First Impressions: A worried-looking youth, but strong and conscientious when completing any task asked of him.

Motivation: Loyalty to Family.

Personal Details: While hard working and restrained (most of the time), Ran is not that smart and is likely to react badly when things go against him.



Secrets & Goals: Despite a calm exterior, Ran is furious with the Indonesians. It is possible this might cause him to react rashly in a situation involving them, causing the investigators some difficulty.

Playing the Ran Ningsheng: Be as helpful as you can for your new companions/protectors. Try any task given the best of your ability. Be wary of any Indonesians encountered, preferably try to sneak off when they are around and come back later when they have gone.

STR 70 CON 60 SIZ 60 INT 60
POW 55 DEX 50 APP 70 EDU 55
HP: 12 DB: +1D4 Build: +1 Move: 8
SAN: 55

Attacks: 1

Fighting (Brawl) 30%, damage 1d3 + 1D4 damage bonus
Fighting (Knife/Parang) 35% (18/7), damage 1D6+1 + 1D4 damage bonus
Dodge 25% (13/5)

Skills: 12%, Fist/Punch 30%, Cantonese Chinese 65%.

Other Languages: Portuguese 45%.

INDONESIAN PURSUIT

It is likely that the Indonesian forces send out patrols into the jungle, searching for the investigators. Fortunately, these will not stray too far from established tracks and suffer from a lack of field craft. Most of the soldiers are unused to operating in the jungle and are not keen to be chasing a British group into wilderness: stories of the war in North Borneo against the British still affects the morale of the Indonesians.

A patrol will be led either by a senior noncommissioned officer or a junior officer and consists of another half-dozen to a dozen troops. Should their leader be killed or wounded in any engagement, the patrol will retreat, unwilling to pursue a determined group very far into the trees.

Use the statistics for Soldier (recruit) on page 131 of the *World War Cthulhu: Cold War* core book. For their leader use the Soldier (regular) statistics. The patrol are all armed with rifles.



FRETILIN GUERRILLAS

In areas closest to Suai and other settlements small groups of anti-Indonesian forces could be encountered. Although wary of the team, the fact Americo is with them will largely mollify their fears and they will be reasonably friendly, even directing the group to nearby villages if they need supplies. Although



poorly-equipped, these men and women are determined in their opposition to the invaders and will more than hold their own in the jungle.

Use the statistics for Terrorist Guerrilla Fighters on page 131 of the *World War Cthulhu: Cold War* core book. Half will be armed with shotguns and half will have rifles.

WELCOME TO THE JUNGLE

To reach the jungle the investigators must first cross several miles of cultivated fields. Fortunately, the Indonesians have their hands full securing the town when the team leaves, so this should not prove problematic unless the team draws attention to itself. Even then it is unlikely any more than a small patrol will make a desultory attempt to chase them before going back to looting the closest farms.

The outskirts of the jungle have been thinned by the efforts of the locals collecting firewood and plenty of well-formed tracks lead deeper into the vegetation. For a couple of days, travel will be slow but steady, with paths leading to small settlements where several families live together in single longhouses. These places are friendly, but become rarer the deeper the investigators travel into the jungle.

Most days there is a shower of rain, with heavier downpours lasting an hour or so every second day. This will slow progress, but the heat will cause clothing and equipment to dry out rapidly. Aside from any potential Indonesian pursuit, there are no notable encounters until the team enters the thick jungle that covers the heights of the mountains.

BOUNDARY MARKER

Travelling along a barely-discernable path, the team comes across a small clearing. Several posts stand, driven into the ground, skulls of snakes and monkeys and a multitude of colourful feathers hanging from them. If asked, Americo states that he has not seen anything like these before, not even when he was with the Mason Expedition. He says he has been told that such things were used by primitive tribes to mark the boundaries to their territories.

An investigator making a successful **Anthropology** roll may deduce this fact for themselves, since it mirrors behaviour found elsewhere.

THE ROCK FACE

A natural feature added to by ancient hands that have added to its features. Now a remote idol for the Taga, it appears

to be a face. There is what looks like to be a crude mouth carved into the rock, but one that has holes drilled into its lips. Through these holes are threaded dead vines, giving the impression of a mouth sewn shut.

On close examination, it is obvious the vines have not grown there naturally and nearby debris suggests that the vines are replaced from time-to-time. There is no indication that anyone has visited this site for many months.

THE NOMADS

The team comes across a small group of nomadic tribesmen. These are not members of the Taga but are instead enemies, from a different group that fear their hereditary foes greatly.

They are fearful when they first encounter the team but they do have a tiny amount of Portuguese that they have picked up from encounters with more settled people living in the jungle (they know a few words such as “food” and “trade”, for example). They attempt to steal and make off with usable items such as pots, rucksacks, and knives, although they’ll take anything that takes their fancy.

If asked about Taga, they gesticulate and point in one direction and then thump the ground three times. They are trying to convey that the Taga are about three days’ journey in the direction they have pointed.

Nomad, Age 15–30

These tribal people have mostly avoided the incursions of the East Timorese and Portuguese, staying in remote areas of the jungle, although there are few of them now left in small, scattered groups. Usually travelling in parties of a dozen or so, they have contact with some of the longhouse settlements on the fringes of their territory and conduct some trade with them.

They are fascinated by these tall, white people and are amazed by their tools and other items, although they are likely to make off with an item or two if not watched very carefully. They are terrified of the Taga and do all they can to warn the team away from the terrors the Taga represent, although they do not attempt to physically restrain them.

First Impressions: Desperately poor and technologically primitive, but welcoming and friendly.

Motivation: Loyalty to Tribe.

Personal Details: As it will be a family group the investigators encounter, they are immensely loyal to one another.



Secrets & Goals: Avoid the Taga, they are the bad. Keep up the traditional ways; they are what have kept us and our forefathers alive.

Playing the Nomads: The nomads are wary of all they come across; although they are happy to trade with strangers should they make peaceful contact. This would not stop them from opportunistic theft, for they are resourceful survivors surrounded by enemies.



STR 60 CON 65 SIZ 45 INT 65
POW 50 DEX 60 APP 65 EDU 40
HP 11 DB: None Build: 0 Move: 9
SAN: 40

Attacks: 1

Throw (Javelin) 40% (20/8), damage 1D8+1
Fighting (Spear) 35% (18/7), damage 1D8
Fighting (Brawl/Club) 30%, damage 1D6
Dodge 30% (15/6)

Skills: Hide 40%, Sneak 50%.

Other Languages: Portuguese 5%.

TAGA

As the investigators move deeper into the jungle, they enter the territory of the Taga, an area the tribe can be found easily. While the Taga roam further afield and put up boundary markers, there is a far-smaller area where they are almost always present. The character of the jungle begins to change, its nature transformed by the malign influence of the Taga and their deity.

The jungle becomes thicker and the colours more vibrant. Giant insects scuttle on the ground, hiding among the leaf litter. The foliage here is so thick that it can take an hour to cut a track through barely fifty metres of jungle. The faint trails are hard to discern, and when looking back it is often difficult to see from what direction one has come from. Though there are several potential encounters within the Taga's home territory, it is not necessary for the investigators to find them all.

GETTING LOST

The nature of the jungle is a hazard in and of itself. With the sun obscured by the trees towering overhead, it is very easy to get turned around, making a short journey last for many days longer than it should. This is made more difficult by the rapid regeneration of the jungle where it has been hacked back. When the investigators make a camp, they will find the trail they made the day before difficult to find, most damaged leaves and branches being attacked by the giant, hungry insects that proliferate here.

The Keeper should have the team make regular **Survival** rolls to avoid getting lost. Several rolls will need to be made every day; any failure means that the previous four hours of travel has been largely wasted.

THE HUNTER

As the investigators travel through the jungle they hear a high-pitched scream of agony quite close by. The screaming continues and they hear the sound of a struggle some way to one side.

A Taga hunter is busily finishing off a large wild pig he has crippled. However, the animal is giving him some difficulty since his spear is stuck in its ribs, so he is trying to finish it with his knife. The animal in its fear and pain is trying to fend off the tribesman; both are too intent on the other to notice the approach of the team.

The two are in a tiny clearing, made larger by their struggles. Blood runs down the shaft of the spear, and forms a small pool on the ground whenever the animal stays still for a few seconds. The Taga hunter's arms are covered in gore, his bloody knife lashing out towards the doomed creature. The most terrifying thing about the hunter is his lips, which have been sewn shut.

Taga Hunter, Age 22

The hunter tries anything he can do to lure the investigators closer. He points to the pig and smiles weakly. He feigns

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injury to see if they drop their guard and come closer. He is a merciless killer, and as such, expects no mercy from the strangers once the fight begins, struggling on until he or his enemies are dead.



First Impressions: This tribesman's visage is terrible to behold. His blood-splattered face is dominated by lips sewn shut.

Motivation: Zealotry.

Personal Details: The hunters among the Taiga are revered, second only to their chieftain and their god.

Secrets & Goals: The Taiga hunter is hostile, but exhausted. He tries to get the team to come close enough for him to make a lunge with his knife, eager to kill these trespassers on his tribe's holy land.

Playing the Taiga Hunter: The hunter hates any who trespass on his people's lands. When he sees the investigators his only thought is to make them pay for their sacrilege.

STR 70 CON 65 SIZ 55 INT 60
POW 55 DEX 65 APP 35 EDU 30
HP: 10 (12) DB: +1D4 Build: +1 Move: 9
SAN: 00

Attacks: 1

Throw (Javelin) 45% (23/9), damage 1D8+1 + half 1D4 damage bonus

Fighting (Spear) 40% (20/8), damage 1D8 + 1D4 damage bonus

Fighting (Brawl/Club) 50% (25/10), damage 1D6 + 1D4 damage bonus

Fighting (Knife) 60% (30/12), damage 1D4+2 + 1D4 damage bonus

Fighting (Brawl) 45% (23/9), damage 1D6 + 1D4 damage bonus

Dodge 33% (17/7)

Skills: Cthulhu Mythos 12%, Hide 60%, Sneak 45%.

The knife the hunter carries is a good quality, metal blade. It is well looked-after: its owner obviously valuing it. On the end of the pommel is engraved a name and a date: "Henderson" and "19th July 1933."

BANZAI

A group of figures becomes visible along a ridge. They stand motionless.

As the investigators look, they see that these are upright skeletons, held in place by vegetation. Upon close inspection, the lower jaws of all these figures seem cemented to the rest of their skulls, open to an improbable degree in a silent scream. Tatters of old uniforms hang from the bones as well as old equipment – the lead one holds a rusty sword over its head, another has a rifle with a fixed bayonet, others hold more rifles, although a couple of damaged skeletons have let their weapons fall to the ground.

If any of the skeletons is touched, it will collapse in a heap of dead vegetation and old bones letting out what sounds like a gasp. The soldiers all date from World War Two and were part of the Japanese occupying forces, a lost patrol that never returned to their base.

These men were victims of Ti-Taki-Ti. They had the misfortune to get lost and had found a Taiga shrine. They were happily desecrating it before being spotted by a group of Taiga on their way to visit the shrines. The patrol was led to an ambush site where the chief of the Taiga, Ta Tok, had summoned the god. The patrol was overwhelmed in an instant. The Taiga left the bodies here as a warning to others while Ti-Taki-Ti fed on their remains. The shrine was abandoned as the Taiga withdrew to their heartlands, and the jungle has destroyed all evidence of their activity, leaving just the Japanese soldiers as evidence to what happened here.



SUDDEN STORM

Suddenly it gets darker and rain begins to tumble from above. Battering its way through the branches and leaves above, the investigators are instantly soaked. Visibility is reduced to mere feet and they lose sight of the others in the team. Soon after, the investigators hear a shriek of terror coming from nearby!

This storm, although unnatural, is not in any way dangerous or concealing any attackers. The shriek was from Americo, since he is now on tenterhooks and this storm is just like the one that led to the disaster that befell the Mason Expedition. He runs off and hide in the jungle nearby – it takes a little while before he is found, shivering behind a boulder despite the heat – assuming the team searches for him.

If any of the team also panic then it could take some time before they can reunite and continue on their way, although anyone fleeing blindly is likely to come back to the site, having come about in a large circle.

BA BENG

The investigators are moving through the jungle when a figure steps out onto the trail ahead. He raises a spear into the air and then places it onto the ground. He pulls a thread that has sewn his lips together, the sudden action causing blood to flow and drop to the ground. The tribesman yells out a word: to the investigators' surprise, it is in Portuguese.

“Friend!”

This hunter, previously out looking for food is named Ba Beng. He is a cunning member of the tribe and the one most likely to travel beyond the tribe's boundaries. Ba Beng is hugely ambitious and hopes to become chieftain one day, but he sees no chance of this happening unless he can take advantage of any opportunity that arises, such as the appearance of strangers in the tribes territory.

Unlike the rest of the tribe, he has endeavoured to contact non-tribe members and has picked up a little Portuguese, as such he tries to persuade the investigators to become his allies. He offers to lead them to the tribe's village so they can kill the “evil chief” who holds all the others in his thrall. Unfortunately, he has no intention of helping the investigators should they kill the Taga leader, instead he plans to turn on them and trying to kill them all.

Ba Beng, Age 33

One of the oldest hunters of the tribe, he knows soon there will be an opportunity to become chief as either he or one of

the other hunters will replace the current leader when he dies. Unlike the others, Ba Beng is more-than-willing to make this event occur sooner than it would otherwise by arranging for Ta Tok to be killed.

Thoroughly amoral, he looks to consolidate his position as soon as he takes charge, first by eliminating any outsiders and then the other senior hunters.



First Impressions: A small man, he smiles at all and sundry. He appears a cheerful figure.

Motivation: Power.

Personal Details: One of several hunters who are potential leaders once Ta Tok, the current chief, dies. Ba Beng is a hateful man, and has murdered outsiders and members of the tribe in the past.

Secrets & Goals: He wishes to be chieftain and will do anything to bring this about.

Playing Ba Beng: Always try to be helpful, speak haltingly and simply (since his Portuguese is very limited). Nod when spoken to, even if you think Ba Beng would not understand what was being said to him. Smile as Ba Beng tries to worm his way into the investigators' confidence. Kill any enemies as ruthlessly and quickly as possible: it is better to leave a dead enemy behind you before moving onto your next foeman.

STR 80	CON 75	SIZ 65	INT 70
POW 70	DEX 70	APP 40	EDU 35
HP 16	DB: +1D4	Build: +1	Move: 9
SAN: 0			



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Attacks: 1

Throw (Javelin) 65% (33/13), damage 1D8+1 + half 1D4 damage bonus

Fighting (Spear) 45% (23/9), damage 1D8 + 1D4 damage bonus

Fighting (Brawl/Club) 60% (30/12), damage 1D6 + 1D4 damage bonus

Fighting (Brawl) 65% (33/13), damage 1D6 + 1D4 damage bonus

Dodge: 35% (18/7)

Skills: Cthulhu Mythos 22%, Fast Talk 40%, First Aid 55%, Hide 70%, Sneak 60%.

Other Languages: Portuguese 35%.

Spells: Call/Dismiss Ti-Taki-Ti, Summon/Bind Byakhee.

TAGA VILLAGE

Ahead, the investigators can hear children playing, and soon a large clearing comes into view. Nearby are two longhouses. Children are playing around the one furthest away. Although the longhouses are well-built, these seem to be a primitive people, with little evidence of any agriculture other than a few fruit-bearing trees.

In one longhouse lives the chief, his family, and the hunters. In the second building lives everyone else, including the families of the hunters. There are 30 people in the two buildings: half are children. Other members of the tribe are scattered all over the surrounding jungle.

At the doorway to the nearest of the longhouses stand two guards. Both are upright and carrying short javelins, their heads encased in what looks like mud helmets, giving them a bizarre appearance. Suddenly one of them spots the investigators and points in your direction with his spear, yelling out an alarm. This alerts the chieftain, an old man, far older than anyone else here. A long wispy beard touches his bare chest, while his eyes glare malignantly at any who dare come into his ancestors' lands. He shouts a command in their language, and at the doorway to the nearest of the longhouses stand two guards, both are upright carrying short javelins, their heads encased in what looks like mud helmets, giving them a bizarre appearance. Suddenly one of them spots you and points in your direction with his spear, yelling out an alarm. In an instant, all the villagers within sight flee towards the jungle behind the longhouses, while the two guards charge at the investigators. As they move closer, it is obvious that the helmets have no holes where the mouths should be.

The two guards hope to stall the intruders for long enough for the rest of the hunters in the settlement to get ready to destroy these new enemies. Each carries a javelin, which

they throw with great skill at the team. Should they get close enough, they switch to the small clubs they carry, attempting to best the investigators in hand-to-hand combat.

Meanwhile, the other hunters don their own helmets while Ta Tok tries to summon their god. None here will surrender, any badly injured prisoner tries to kill themselves by any method available (including tearing at their wrists with their teeth, if necessary). The hunters try and delay the investigators by hiding in the jungle and sniping at them. Ta Tok retreats a little way into the jungle, to the tribe's holy grounds, to summon Ti-Taki-Ti. The investigators must eliminate the resistance quickly in prevent him from completing his spell.

All the while, Ba Beng encourages the team to push on to the chief's hut, for he fears what would happen should they tarry and not stop the chief trying to summon Ti-Taki-Ti.

If the investigators are successful (Ba Beng enthusiastically aids them in this fight), their erstwhile ally leads them towards the box canyon where Ti-Taki-Ti dwells. Here he hopes his god kills them, thus allowing him to take the mantle of chief from his now-dead rivals.

If the team does not quickly eliminate the chief and his followers, they are likely to have to fend off Ti-Taki-Ti itself, summoned by the chief while the hunters delay the investigators.

Taga Guards/Hunters

The warriors of the Taga, they follow the commands of Ta Tok, their chief and high priest. Short, stocky men, they are naked but for a string belt, and each carries a throwing spear and a light club into battle.

First Impressions: Almost naked except for their feather and bone adornments, they also wear mud helmets into battle, notable in that the masks have no hole for the mouth.

Motivation: Zealotry.

Personal Details: Vital to the well-being of the tribe, they hunt the animals of the jungle for food, and capture victims for Ti-Taki-Ti.

Secrets & Goals: All hunters hope to become chief one day and are often busy in internecine struggles to gain position within the tribe.

Playing Taga Hunters: The hunters are fearless in the service of their god, they will not normally charge their enemies, preferring to sneak around them and strike from ambush.



When confronted in their home they will attack, trying to hold off their enemies, allowing their chief Ta Tok to bring doom upon their enemies by summoning their dread god, Ti-Taki-Ti in his holy place.



STR 65 CON 60 SIZ 50 INT 55
 POW 60 DEX 70 APP 40 EDU 30
 HP: 11 DBs: +0 Build: 0 Move: 9
 SAN: 0

Attacks: 1

Throw (Javelin) 45% (23/9), damage 1D8+1
 Fighting (Spear) 40% (20/8), damage 1D8
 Fighting (Brawl/Club) 50% (25/10), damage 1D6
 Fighting (Brawl) 45% (23/9), damage 1D6
 Dodge: 35% (18/7)

Skills: Cthulhu Mythos 12%, Hide 60%, Sneak 45%.

Ta Tok, the Chief, Age 68

Ta Tok is the cunning chieftain of the Taga, as well as the sole priest of their god. Very devious, he is one of the few who were alive when the unfortunate Mason expedition sought them out, and helped lead the scientists to their grisly fate. He came to power a decade later, and is now an old man. Most of the tribe follow his commands instantly: he is feared greatly for being the devoted servant of Ti-Taki-Ti. A few of the older hunters are less loyal, notably the treacherous Ba Beng, and they plot the old man's downfall. For his part, Ta Tok accepts this as the way of the world, although should any fail attempting to unseat him, his revenge will be terrible.

First Impressions: A wiry, older man covered in scars and adornments. He also puts on a mud helmet when the investigators approach.

Motivation: Survival.

Personal Details: Ta Tok is as secure in his position as he has ever been. He is crafty and clever, despite his long association with his god.

Secrets & Goals: Coming to the end of his days, Ta Tok hopes to lead his people for a few more years in their worship of Ti-Taki-Ti. He came to power having murdered his predecessor, and expects the end of his own rule will be brought about in the same way.

Playing Ta Tok: Throw your warriors at the enemy. Prisoners are to be sacrificed to Ti-Taki-Ti, but there is no need to treat them kindly. Sneak off to the holy place (see pg. 116) to cast you magic, show the power of Ti-Taki-Ti to destroy your enemies! The interlopers are threatening your people and your god!



STR 55 CON 60 SIZ 40 INT 75
 POW 70 DEX 50 APP 50 EDU 40
 HP: 10 DB: +0 Build: 0 Move: 6
 SAN: 0

COVERT ACTIONS

Attacks: 1

Fighting (Enchanted Spear) 100% (50/20), damage 1D10
Skills: Cthulhu Mythos 32%, First Aid 55%, Hide 40%, Sneak 35%.

Spells: Call/Dismiss Ti-Taki-Ti (see pg. 120), Enchant Spear, Evil Eye, Send Dreams, Summon/Bind Byakhee

Taga Women and Children

The women and children of the village flee from the enemies of the tribe, seeking to escape into the depths of the jungle. When the danger has passed they return, and after the investigators have returned to civilisation they start anew with their lives, worshipping Ta-Tiki-Ta alongside any of the remaining hunters who were far away when the team came into their village.



First Impressions: Frightened women and children that run at the first opportunity and seem to melt into the jungle when threatened.

Motivation: Fear.

Personal Details: Loyal to the tribe and the god, they return to the old ways after any attack.

Playing Taga Women and Children: They run in terror from any attack, trusting Ta Tok and the hunters to deal with any intruders. Should their leaders be defeated they believe that they were unworthy of Ti-Taki-Ti and were punished, so they must make an effort to appease him and rebuild his lands.

STR 50 CON 70 SIZ 45 INT 65
POW 45 DEX 65 APP 60 EDU 30
HP: 12 DB: +0 Build: 0 Move: 9
SAN: 00

Attacks: 1

Fighting (Knife) 60% (30/12), damage 1D4

Skills: Cthulhu Mythos 11%, First Aid 35%, Hide 50%, Sneak 45%.

Ti-Taki-Ti Manifestation

Ti-Taki-Ti can manifest in different locations, and anywhere within the Taga lands. Outside of its shrines it is less powerful, but still dangerous. This manifestation is its weakest, for when its servants live in the village it holds no special interest for it. A brief but heavy rain shower announces the arrival of Ti-Taki-Ti, just before four slimy tentacles burst out of the now-damp earth.

These writhing appendages seek out an investigator each (or one of their allies if they have Ran Ningsheng or Americo with them). The touch of these can cause excruciating pain, and is necessary for Ti-Taki-Ti to perform his devastating attack, for when a victim is writhing in agony the tentacle then forces itself down their throat, where Ti-Taki-Ti begins to pump in fluids. The whole procedure is horrendous to behold and far worse to suffer from.

Each of the tentacles must be dealt with before this assault ends; although they are not too difficult to destroy, the fact that each might incapacitate an investigator makes the assault extremely hazardous to the team, far more so than the spears and clubs of the Taga tribesmen.

Ti-Taki-Ti Tentacles (4)

STR 75 CON 90 SIZ 30 DEX 90
INT 25 POW 50 HP 12

Damage Bonus: 0

Attacks per round: 1

Tentacle Lash 60% (30/12), damage Special: Victim must make a **Sanity** roll. Success indicates no effect; with a failure the victim loses 1 Sanity and becomes incapacitated with pain, allowing the tentacle to use its probe attack the next round (see below).



Tentacle Probe 100% (50/20): For a victim subjected to a lash attack the previous round and failing a **Sanity** roll, or already subject to a probe attack. Damage is 1D6 plus a **Sanity** roll, with a SAN loss of 1D2/1D6. Viewing an attack on another person is a harrowing experience also, requiring a **Sanity** roll to avoid the loss of 1 point of Sanity. An incapacitated victim continues to take damage (not Sanity loss) until killed.

If Ti-Taki-Ti is encountered in his temple, an unconscious individual will take no further damage, becoming one of the living sacrifices.

Ti-Taki-Ti drains their POW as soon as it regenerates, and the victim loses 1 point of SAN per day until they go irrevocably insane. An extra tentacle will then appear 1D6 rounds later, to replace the one used on the victim.

Armour: None, however a tentacle is immune to most weapons. Slashing weapons (such as knives or parangs) do normal damage; a tentacle can be destroyed by slicing it in two.

THE BOX CANYON

From the Taga village leads a single, well-trod trail as well as numerous minor paths. If following Ta Tok, the investigators make their way along a clear trail from the two longhouses.

This trail leads through the undergrowth towards the tribe's holy ground is located. It is clear that many have passed this way over many years, with rocks worn smooth by the passage of countless feet. Slowly the investigators descend

into a broad canyon, the walls slowly rising so that they tower above the trees to either side, the Taga's sacred place.

Concealed in the undergrowth are two Taga hunters (see pg. 112), guarding the way to protect the area from intruders. These two wait silently, ready to pounce. Their attack is sudden and merciless and they vigorously pursue any who flee. They do not retreat or surrender due to their fanaticism and knowledge of their fate should they fail to protect this place.

When the investigators near them and enter the holy ground, the two Taga guards attack.

Taga Guards

These two have their mouths sewn shut and wear the curious mud helmets of the Taga. Despite their unwieldiness, the helmets do not hinder them in any way.

These are among the most skilled of the hunters: from time to time Ti-Taki-Ti will take one of his guardians and leave them a lifeless husk, so Ta Tok always ensures his most dangerous potential rivals are among those who perform this sacred duty.

First Impressions: With their sudden attack, these voiceless enemies are terrifying in their ferocity.

Motivation: Zealotry.

Personal Details: These guards are capable and remorseless killers. Like other tribe members, they consider it a holy duty



to kill all intruders. If Ba Beng is with the investigators he will, again, help the team defeat his two potential rivals.

Secrets & Goals: These two fear each other more than Ta Tok, as they see the other as more of a threat: a potential replacement for the chief. If one should fall, the other will do nothing to help save them.

Playing Taga Hunters: The guards take their duties very seriously; however, they are not totally fearless. Should one be killed the other may attempt to escape, since he would not believe the investigators would have gotten this far if Ta Tok was still alive; if he survives the encounter he would be next in line for the chief's position.



STR 70 CON 75 SIZ 55 INT 65
 POW 70 DEX 80 APP 35 EDU 30
 HP 13 DB: +1D4 Build: +1 Move: 9
 SAN: 0

Attacks: 1

- Throw (Javelin) 45% (23/9), damage 1D8+1 + half 1D4 damage bonus
- Fighting (Spear) 40% (20/8), damage 1D8 + 1D4 damage bonus
- Fighting (Brawl/Club) 50% (25/10), damage 1D6 + 1D4 damage bonus
- Fighting (Brawl) 45% (23/9), damage 1D6 + 1D4 damage bonus
- Dodge: 35% (18/7)

Skills: Cthulhu Mythos 28%, Hide 70%, Sneak 65%.

Spells: Call/Dismiss Ti-Taki-Ti, Summon/Bind Byakhee.

THE TEMPLE TO TI-TAKI-TI

The box canyon slopes downward into an area of jungle where the ground is quite soggy. The Taga appear to have constructed a wooden causeway over this soft ground which is in good repair. To one side stands a small hut built on stilts, while the path continues.

The hut is a shrine to the god where those members of the Taga not permitted entry into the inner sanctum (everyone except the hunters and the chief) can place small offerings. At the Keeper's discretion, there can be a damaged diary or survey notes from the Mason expedition for the investigators to find (see pg. 120). Otherwise it is mostly full of small animal bones.

The path continues into the tribe's temple to their god.

The causeway continues until the box canyon comes to an end. Here the investigators can discover the fate of those who have fallen afoul of the Taga. Up against the canyon walls are a dozen people, pinned by vines. The investigators can easily recognise the tattered remains of Western clothing and Japanese military uniforms and should realise that all the missing members of the Mason expedition are here. Each individual – whether European, Japanese, or an East Timorese tribesman – has what looks like a tube thrust down their throat. If any investigators are looking, they will see one of the tubes twists slightly and then notice that all the tubes pulsate in a similar fashion. A greater shock is when, one by one, these poor people open their eyes and stare at the investigators in abject misery: these people are all still alive!

The horrid sight here requires a **Sanity** roll, with a loss of 1/ID6 points of Sanity. These sacrificial victims provide Ti-Taki-Ti with the ability to manifest its tentacles – destroying a tentacle will release the victim. However they die of shock within a couple of minutes. As soon as the investigators interfere with any of the people trapped here, Ti-Taki-Ti attacks.

When Ti-Taki-Ti attacks, out of the soft earth found here it again manifests four tentacles. However, when one is destroyed a replacement appears 1D3 rounds later: since this place is sacred to Ti-Taki-Ti, it can protect here far more ably. Otherwise the statistics on pg. 114 can be used, as the tentacles are identical to those found there.

The only way to defeat Ti-Taki-Ti is to destroy its source of power – the victims. This can be done either by killing them outright or by destroying the tubes forced down their throats (these are older tentacles and can be treated as such). Once the last of these are killed, the remaining tentacles wither away suddenly, shriveling to nothing in mere moments.



RETURN TO SUAI

If Ti-Taki-Ti is defeated, the return to the area around Suai is straightforward. The team may face an ambush by surviving Taga hunters, and definitely need to avoid Indonesian patrols, but the journey back to civilisation will be less eventful than their trip to the Taga lands.

If Ti-Taki-Ti has not been dealt with, the return trip will be much more dangerous, with a variety of potential encounters to bedevil the team as they leave Taga land. These are described below, and can be utilized as the Keeper sees fit.

HUNTER AMBUSH

If Ti-Taki-Ti is defeated, there will only be two Taga hunters to attack the team: if he has not been overcome then there will be five, making a more formidable encounter. Use the statistics of the Taga Guards/Hunters from the Taga village on pg. 112.

TI-TAKI-TI'S SERVANTS

A manifestation of the god on another island has become aware of the attack on its cult and has sent a pair of its servitors to investigate and attack those responsible. A pair of byakhees assault the team.

Use the statistics for byakhee found on pages 282–283 of the *Call of Cthulhu 7th Edition Keeper Rulebook*.

RAINSTORM

This event will only occur if Ti-Taki-Ti is not defeated. A sudden, fierce downpour strikes the team, and gusts of wind cause branches and small trees to tumble to the ground. Investigators that do not seek cover run the risk of being struck by the falling debris. Should the investigators brave the falling debris they must each need to make a **Luck** roll to avoid 1D6 points worth of damage.

Those who seek cover can easily find a rock outcropping beneath which they can shelter until the freakish weather passes. However, sharing their shelter is a deadly snake, already irritated by having been earlier struck by some debris itself.

STR 45 CON 65 SIZ 40 POW 55
DEX 75 HP 11

Damage Bonus: +0

Weapons: Bite 50% (25/10), damage 1D6+1–1D4 + 2D10 poison

Skills: Move Quietly 90%, Hide 75%.



TI-TAKI-TI'S REVENGE

In a last, desperate effort Ti-Taki-Ti attempts to overcome the investigators directly, sending its tendrils to try and draw the investigators into the earth. As the investigators are crossing a small stream, exploding out of the soft earth shoot Ti-Taki-Ti's appendages, seeking to grasp the team members. Ti-Taki-Ti attempts to force the tendrils down their throats.

Ti-Taki-Ti Manifestation

The attack here is identical to the one by the Taga longhouses with four tentacles, should Ti-Taki-Ti have been summoned there. Again, a brief shower of rain occurs immediately prior to this attack. Use the statistics on pg. 114.

INDONESIAN PATROL

After the investigators have cleared the Taga territory and move ever closer to the edge of the jungle, they may be feeling a sense of relief at having survived. Progress is much swifter, as they are now following a narrow trail, rather than having to hack one through the thick jungle. Then, up ahead, they hear screams and the sound of gunfire.

An Indonesian patrol is indiscriminately attacking an East Timorese longhouse in retaliation for one of their comrades being killed in a Fretilin ambush a couple of days ago. The patrol consists of just five soldiers and their sergeant, so if the



COVERT ACTIONS

investigators wish to interfere, they may be able to ambush the marauders. Use the statistics for Soldier (recruit) on page 131 of the *World War Cthulhu: Cold War core book* for the Indonesian Patrol.

DEATH TOWN

After Americo flees with the investigators, the Indonesian forces have failed in one of their key objectives in securing Suai. As a result, they are searching for the fugitive. Alternately, if they are aware he has fled with the team, have been taking out their frustrations on the local population. Homes are searched and ransacked and young men have been dragged from their homes and shot out of hand in the streets. The small ethnic Chinese population has almost been wiped out, although their persecution is a matter of Indonesian policy throughout East Timor and not just here in Suai. Known or suspected members of Fretilin are arrested and the interrogated in the makeshift Indonesian headquarters, where both Colonel Caniago and Captain Susilo are based. Few survive for long at the hands of their interrogators.

If the team needs to get to Suai, they must try and avoid the Indonesians. Fortunately, there are not too many in the town itself. Aside from those based at the headquarters there are less than a hundred men lodged in the town at this point. Most of the rest of the local forces are busy trying to consolidate the Indonesian hold on the area by moving through nearby villages and farms to root out opposition.

Should the investigators not have engaged Ran Ningsheng to aid them in their mission, they will come across the grisly sight of Ran and his family hanging from a makeshift scaffold on the edge of the town.

EXTRACTION

Once the investigators have left the jungle they need to contact Tully to be extracted from the island. They should have managed to hide their radio equipment, and assuming they made the most basic of precautions in doing so, they find that their equipment remains hidden. Once recovered it is a simple matter to call in their ally. It will take a couple of days for Tully and the *Kuru* to reach them.

If they lost, damaged, or were careless hiding their radio, then summoning Tully will be a lot more difficult. However, if they survived the Taga and Ti-Taki-Ti, the Keeper should generally allow any plan they come up with to contact him to work. Escaping without Tully's help is a lot more difficult, but not impossible, and may involve stealing an Indonesian patrol vessel, a dangerous undertaking at the best of times.

If desired, the Keeper can include an encounter with a shore patrol as the investigators make their way through the surf to the *Kuru*, with Tully and his crew providing covering fire. Alternately, an Indonesian patrol boat (much slower than the Australian craft) may make an appearance, escalating the stakes dramatically

Once they are onboard the *Kuru*, Tully is visibly angry with the investigators and says they are lucky not to get a thumping. Their sojourn into the jungle was completely unauthorised and puts the whole ship in danger. If it was up to him they would be left to rot on the island. He is unfriendly for the entire journey back to Darwin, especially if the investigators are bringing anyone they have rescued from the Indonesians along (such as Ran Ningsheng), doubly so if Americo is among their number.

Despite his misgivings, he lets the investigators load up a small number of refugees on his boat as his orders ("Written by a bloody idiot!" he may be heard announcing) account for this possibility.

A TWIST (OR TWO) IN THE TALE

If it appears the investigators are achieving their goals too easily, there are several twists the Keeper can use to add danger to the extraction, described below.

AMERICO THE TRAITOR

Adding this twist, Americo is a would-be cultist himself. He did not escape from the Taga, but was released by them, and remains loyal. The Taga have several allies in the area who help supply them with sacrifices to Ti-Taki-Ti, and Americo is one of their number. After the loss of the expedition, though, there has always been some doubt about his role in the affair. Despite his subsequent good works in the community, he has not been used by the cult since. At a key moment, the guide will turn on the investigators, possibly by bringing down his god's wrath upon them.

In this case, the Keeper should augment Americo's description statistics by giving him Sanity 0, Cthulhu Mythos 18%, and the spells Call/Dismiss Ti-Taki-Ti and Summon/Bind Byakhee.

GUARDIANS OF THE FOREST

The Taga are not the cultists the investigators believe them to be. Instead, they work to restrain Ti-Taki-Ti, and try to prevent others from awakening the power of the god – with the notable exception of Ba Beng. Their hostility to the investigators is because they fear what would happen if



the loathsome entity becomes capable of escape from their custody with the assistance of the trespassers of their lands. The Taga all have positive Sanity scores, and in encounters their leader will not summon Ti-Taki-Ti.

Ba Beng, on the other hand, may do so to implicate the other tribe members; in this twist he has will have the same spells as Ta Tok. With the assault on the longhouses of the Taga, it is he who summons Ti-Taki-Ti. However, the tentacles will not just attack the team but members of the tribe also.

If the investigators and Taga cooperate in destroying the tentacles there will be no extending of the truth once those are defeated, with the Taga desperately seeking to kill all the team.

NOT ALL ARE VICTIMS

One or more members of the Mason expedition were not sacrificed to Ti-Taki-Ti, but instead joined the cult (or were already members of the cult, having encountered it on another island where Ti-Taki-Ti can be found). In this case, he (or she) is the high priest of the cult, living in the temple amidst the Taga, and is an additional enemy to defeat there.

Evidence of this additional adversary is found in the box canyon, where the Westerner lives in a small, well-built hut, away from the Taga tribe.

Mason Expedition Traitor, Age 60+

This individual betrayed their colleagues to the Taga to gain the trust and acceptance of tribe. Like many others, they served Ti-Taki-Ti elsewhere as someone who hunts for sacrifices but escaped detection when their cult was destroyed. They discovered some tales about the Taga and joined the expedition to find their god once more.

First Impressions: Dressed in rags, the remnants of their former clothing, and deeply tanned, the cultist is doubly dangerous as they still have access to the expedition's old firearms.

Motivation: Fanaticism.

Personal Details: Honoured among the Taga, the cultist lives well among the tribe, and is happy in their position looking after the temple. Like the Taga, the survivor sewed their mouth shut for much of the time and will wear a mud helmet when worshipping the god.

Secrets & Goals: This cultist had managed to avoid detection for many years within their own community.

Playing the Survivor: Snipe at the investigators from concealed positions. Strike just before Ti-Taki-Ti attacks and then try and pick off any that flee.



STR 50 CON 45 SIZ 70 INT 75
POW 80 DEX 45 APP 45 EDU 95
HP: 12 DB: None Build: 0 Move: 4
SAN: 0

Attacks: 1

Firearm (Rifle) 60% (30/12), damage 1D6+2
Fighting (Knife) 40% (20/8), damage 1D4+2

Skills: Cthulhu Mythos 31%, Hide 45%, Sneak 40%, Anthropology 75%.

Spells: Call/Dismiss Ti-Taki-Ti, Enchant Spear, Evil Eye, Send Dreams, Summon/Bind Byakhee.

TI-TAKI-TI

The "god" of the Taga is a malevolent being that includes humans and byakhee among its servants. Small, isolated cults on various islands make sacrifices of (mostly) non-cult members, providing the being with the nourishment it requires to stay active. Ti-Taki-Ti is a single consciousness spread across multiple bodies, tending to materialise where it has received the most sacrifices. However, it only needs a few victims every decade, as it keeps them alive in agony and can feed on them slowly.

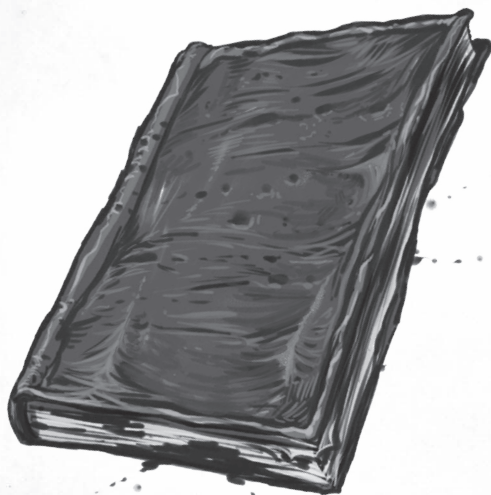


The byakhee servants of this god carry parts of it to new islands where they try to gain new followers for it. While most of these ventures end in failure, over the centuries Ti-Taki-Ti has been established on dozens of islands, although not all currently have cults in attendance, and its power wanes in many places. The war in the Pacific provided many sacrifices of lost soldiers and unfortunate refugees, However, many other cults were wiped out by troops from either side when they came across them. Such massacres were generally not reported and were lost among the atrocities of the war, avoiding notice.

Ti-Taki-Ti communicates with its followers via a limited form of telepathy – this allows them to cast spells without vocalising them. This telepathy also explains the outright hostility of the Taga to the investigators from the first moment they encounter them, Ti-Taki-Ti knows the team would be hostile towards it, so the Taga are warned as soon as they encounter them. Conflict within its cult is of no matter to the being, so Ba Beng's treachery will not be revealed to the rest of the tribe, for example, since he is utterly devoted to his god.

THE DIARY

The diary is mostly ruined, with only brief snippets legible in the earlier part of the book. Damp conditions of the last few decades have caused pages to fall apart, ink to run, and mould to grow and obscure. The later entries are in much better shape, however, and describe the fate of the Mason expedition:



These terrible people! They led us, unsuspecting, into their foul temple. Here we saw several tribesmen hideously restrained and in an abject condition – when we went to remonstrate they fell upon us. Poor Charles was knocked

unconscious in the fracas, yet I feel he is the luckiest of us. Both he and Professor Mason were placed against the wall of the canyon and then these horrid tentacles came out of the earth and thrust themselves into their open mouths. The look on the professor's face was too dreadful. I had to look away. In his state, Charles was oblivious.

They guarded Thomas, Morris, and myself closely. They took away Morris the next day, and Thomas the day after. It will be my turn next – they allow me to write this but give no privacy. There is no escape and I fear dreadfully what will happen tomorrow.

CALL / DISMISS TI-TAKI-TI

Cost: 6 magic points; 10 POW; 1D10 Sanity points

Casting Time: Five minutes

Calls Ti-Taki-Ti to manifest in an area of significance to the god. If cast in an area consecrated for its worship the manifestation is a more powerful and dangerous version.

The spell can only be cast when there is a sacrifice to be made or if a danger to the cult needs to be overwhelmed. Ti-Taki-Ti does no service for its followers and any who are not properly protected from its tentacles can fall victim to its attacks (including the summoner). Wearing sturdy protective equipment or sewing up the lips are both reliable methods to protect any onlookers.

SANITY & TRUST REWARDS

- Successfully framing Americo and weakening the Frietilin party: +1D10 Trust points
- Failing to protect Americo from the Indonesian military: -1D6 Sanity points/-1D10 Trust points
- Causing Gil Sarmento to be harmed: -1D6 Sanity points
- Causing Ran Ninsheng to be harmed: -1D3 Sanity points
- Disrupting the Taga in a significant way: +1D6 Sanity points
- Defeating Ta Tok (or causing his ousting): +1D3 Sanity points
- Discovering the fate of the Mason Expedition: +1D10 Trust points
- Ending the suffering of any survivors: +1D6 Sanity points
- Leaving the Mason victims to suffer: -1D6 Sanity points
- Defeating or banishing Ti-Taki-Ti through other means: +1D10 Sanity points
- Putting Tully and the *Kuru* into serious danger, such as open conflict with Indonesian military: -1D10 Trust points

CHAPTER FIVE

OPERATION
HEADER



В указании Машин
иногда в 1949 г. указывалось
числа оборотов, при
которых редуктор,
требуется быстрое
разомкнутое и толка
Машин часто указывали
для вычисления
механических функций с
Машинными
В связи с этим
синхронных двигателей
ство вычислительных машин
условных затрат на эксплуатацию
в двигателях эксплуатируются
сетях.

ЦНИИЛ было предложено технико-экономиче
сравнение синхронных и асинхронных двигателей с дру
гими способами вычисления и качества вычислений, выходя
В настоящее время в качестве вычислительных машин
звуке, главным образом, темпами, и качества, а также вы
мые отечественные машины. Поэтому ниже мы будем рассматривать только
Бригады. Поэтому ниже мы будем рассматривать только



• OPERATION HEADER •

Date: Early 1970s

Location: Victoria Island, Canada

INTRODUCTION

John Olsen is a man with a problem; he is the child of destiny. The ways of the Mythos are strange and bizarre; by their very nature they do not follow anything approaching a rational plan or route. The stars must be right, the winds of the cosmos must blow a certain direction, and portentous celestial alignments across times and spaces must converge for certain beings, certain events, and certain things to become a reality. In the case of John Olsen, all that had to happen to plunge him into the insanity of Ithaqua's cult was that his parents had sex.

Olsen is the convergence of several bloodlines that possess the taint of inhuman heritage, linked to the Adlets, a subspecies of ghouls that live in the High Arctic and worship Ithaqua the Great Wendigo, Master of the Arctic Winds and Eater of Flesh. Olsen is the chosen one of Ithaqua, and his ritual sacrifice will usher in a new era for the Howling Wind as his power will extend far to the south, bringing a new Ice Age to the world. An Ice Age that will make nuclear winter look balmy.

The mystery of this scenario is determining what Olsen's secret heritage is and the importance of it to the Adlets. The

investigators will have to conduct part or this investigation during their trip to PIN-EB, a multinational multi-agency listening post in the High Arctic that has gone silent. Once in the tundra, the survivors of the initial Adlet attack will need to be tended to, and the base prepared for a second attack. Finally, the investigators must face two truths: Olsen must die for the threat to be ended, and Olsen is not the only child of the Winter Storms that could be used for the ritual.

OFFICIAL BRIEFING

The investigators are contacted through normal channels, though with a speed that belies the normal bureaucratic drag of their respective agencies. They are told to report to deputy director Rickinson of the CIA at his offices in Langley, Virginia, and to do so with most haste. This assignment might even come in the middle of an otherwise mundane workday or as an interruption of a different mission in progress.

Any investigators that have not already visited CIA headquarters in Langley will be processed through security, photographed, fingerprinted, and issued a visitor identification badge. They will then be escorted to an office on the third floor where they will have to wait in a small anteroom for Rickinson to finish his previous appointment.

Once ushered into the office, the investigators are asked to sign a heavily redacted document stating their receipt of





INVESTIGATORS FROM OTHER AGENCIES

The default assumption is that investigators are CIA officers. If the Keeper wishes to incorporate this scenario into an ongoing game involving investigators from another country's agency, two main options present themselves:

- 1) N or another senior member of Section 46 has pulled strings to have the investigators assigned. If their agency is involved with the Five Eyes agreement and the investigators can pass themselves off as the sort of experts who should be on such a mission, this will not raise too many eyebrows. The Keeper could choose to introduce an extra element of paranoia as NPCs ask the investigators exactly why they have been deployed, or display a marked lack of trust in the motivations of foreign investigators.
- 2) As the DEW line is an international operation, the briefing and the team could just as easily come out of Canada or the UK, in coordination with the US government. It is less likely that the mission would be coordinated by Australia or New Zealand, although a creative Keeper could come up with a suitable pretext.

sensitive material. Rickinson, an older man with greying black hair and a stylishly out-of-date suit, turns off the lights and presents the following briefing and slide show.

OPERATION HEADER BRIEFING

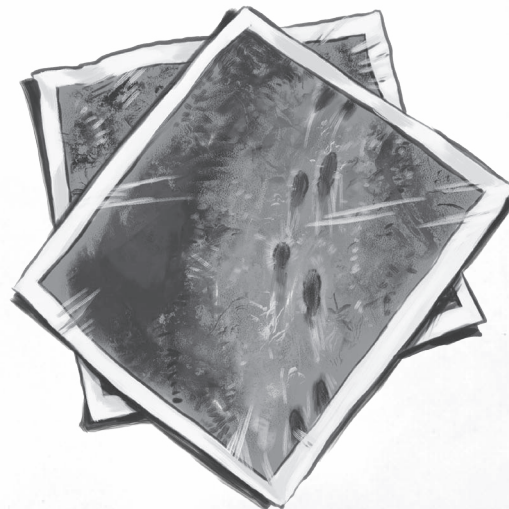
This is a map of the DEW Line, a joint project conducted by our government, the United Kingdom, Canada, Denmark, and Iceland. The purpose of the DEW line is to provide early warning of any Soviet over the ole missile attacks. In recent years, we have been decommissioning stations along the line as technology has improved and rendered the number and placement of some bases redundant.

One of these <slide advances with a click to show an aerial photo of the arctic tundra and a radio/ radar base> PIN-EB has been transferred into the hands of a multinational intelligence agency task force to monitor Soviet military and civilian communications. The placement of PIN-EB is perfect for picking up radio transmissions that have bounced or scattered off the ionosphere.

At 0030 on June 3 of this year contact was lost with PIN-EB, a former DEW line intermediate base and now a joint CIA-SIS-CSIS listening post. Contact has not been established and the base is currently off-line. At the time the base went silent there was a severe weather system moving through the area. While it is not unusual for severe weather system to strike in the arctic, the radio systems at our DEW line posts are powerful enough to cut through any interference. This listening post is of vital importance, due to the nature of

atmospheric reflectance, the base is located at a point where Soviet military radio traffic from the arctic and the North Sea can be monitored and recorded.

<slide advances to show the base, much as seen in the previous slide> The next day, an overflight by a pair of Phantom III jets from CFB Gander gathered aerial photos but failed to make radio contact with PIN-EB. Some damage to the outside of the base's structures was seen, as were signs of conflict. A set of footprints was spotted in fresh snow leading away from the base. The jets followed as best they could, but were unable to make passes low or slow enough to identify much. Photographs showed that a lone person might have left the base headed south.



COVERT ACTIONS

There are only a few possibilities as to why the base has gone silent. Redundant systems should rule out mechanical failure, though stranger things have happened. It is possible that something happened to the crew stationed there, perhaps some accident involving the storm or an illness that has incapacitated them. It is also possible that this has been a case of deliberate sabotage.

You are to travel to PIN-EB and ascertain the cause of the current situation. If sabotage occurred, attempt to ascertain who is responsible and conduct a preliminary search for the culprits. You are to make contact with your transport, the CIA covert ship Summer Queen, as soon as possible after arriving, using either the base's radio or a portable radio mast you will be provided. Once you have determined the cause of the loss of communication from the base, report that through the same means and remain in place until relieved. Also, secure any and all codebooks and classified material. Should the base have suffered sufficient damage to render it inoperable or the base cannot be secured, destroy the radar and radio apparatus as well as classified material using the explosives on site for that purpose. Extraction will be by the same helicopter that transports you to the base.

CREW OF PIN-EB

The following crew are stationed at PIN-EB as part of the over-winter team. The investigators have access to their files, and the information below is a summary of what can be gleaned from them. Further information about the crew, including detailed statics and motivations, can be found below in **Surviving Crew of PIN-EB** on pg. 137.

- **Anderson, Robert**, Male, 24 yrs old, White, American, CIA, Security, Married. Notes: Former USMC and NYPD, discharged NYPD for excessive force against anti-war demonstrators.
- **Barton, Irma**, Female, 32 yrs old, Black, American, Civilian Contractor, Linguist, Single. Notes: Romantically involved with fellow crewmember during last rotation.
- **Cambers, Jake**, Male, 23 yrs old, Black, Canadian, Civilian Contractor, Nurse, Single. Notes: Exemplary service record.
- **Chapman, Benjamin**, Male, 19 yrs old, Other, Canadian, Contractor, Mechanic, Married. Notes: First assignment.
- **Chu, Anita**, Female, 34 yrs old, Asian, American, Civilian Contractor, Cook/ Housekeeping, Single. Notes: Demoted from head cook/ housekeeping during last rotation.
- **Cooper, Lee-Ann**, Female, 23 yrs old, White, American, Civilian Contractor, Cook/ Housekeeping, Single. Notes: Clean and exemplary record.
- **Deverson, Loretta**, Female, 34 yrs old, White, American, USAF, Nurse, Married. Notes: Served in Vietnam conflict, exemplary service record.
- **Espinoza, Phillip**, Male, 29 yrs old, Asian, American, Civilian Contractor, Cook/ Housekeeping, Single. Notes: Exemplary service record, second straight arctic rotation, due to be rotated to other assignment.
- **Gerard, Jean-Paul**, Male, 34 yrs old, White, Canadian, CIA, Security, Married. Notes: Currently being considered for bigamy charges in Montréal and Albany, New York, recommend extraction from site following internal investigation.
- **Gray, Cecil**, Male, 29 yrs old, White, American, CIA, Radio Technician, Single. Notes: Third straight Arctic rotation, deployed against policy.
- **Holmes, Richard**, Male, 32 yrs old, Black, American, USAF, Medical Doctor, Single. Notes: Served two tours in Vietnam, exemplary record, awarded Bronze Star.
- **Huff, Luke**, Male, 47 yrs old, White, American, USN, Electronic Engineer, Single. Notes: Due for retirement after rotation.
- **Jackson, Abraham**, Male, 25 yrs old, Black, American, Civilian Contractor, Maintenance, Married. Notes: Sends most of pay home to wife and kids.
- **Lehmann, David**, Male, 21 yrs old, White, Canadian, Civilian Contractor, Maintenance, Single. Notes: Fair-to-poor efficiency reports.
- **Matthews, Carl**, Male, 45 yrs old, White, American, CIA, Radar Technician, Married. Notes: Three infractions for drunkenness.
- **Myers, Penelope**, Female, 55 yrs old, White, American, CIA, Analyst, Single. Notes: Exemplary service record.
- **Norman, Milton**, Male, 35 yrs old, White, American, CIA, Analyst, Single. Notes: Carrying high debt loads.
- **O'Neil, Patrick**, Male, 22 yrs old, White, British, MI6, Linguist, Single. Notes: Poor efficiency reports.



- **Olsen, John**, Male, 22 yrs old, White, American, CIA, Radio Technician, Single. Notes: Clean record save for a recent drop performance reviews from excellent to average.
- **Pinafore, Edmund**, Male, 45 yrs old, White, British, MI6, Station Chief, Single. Notes: Recent divorce, service record dropping form exemplary to average.
- **Pope, Eric**, Male, 34 yrs old, White, American, CIA, Radio Technician, Married. Notes: Wife filed for divorce shortly after deployment to current rotation.
- **Salazar, Hugo**, Male, 29 yrs old, Hispanic, American, Contractor, Mechanic, Single. Notes: Recently underwent third divorce.
- **Sanderson, Karl**, Male, 37 yrs old, White, American, CIA, Radar Technician, Single. Notes: Investigated and cleared by Angleton.
- **Sullivan, Leroy**, Male, 43 yrs old, White, American, CIA, Analyst, Married. Notes: Brother-in-law arrested for armed robbery.
- **Vawdrey, James**, Male, 45 yrs old, White, British, RAF, Radar Technician, Single. Notes: Recently returned from holiday in Italy.
- **Wick, Gregory**, Male, 31 yrs old, White, American, Civilian Contractor, Maintenance, Single. Notes: File missing 1098-A2, proof of citizenship forms.
- **Winkle, Henry**, Male, 25 yrs old, White, American, Civilian Contractor, Mechanic, Single. Notes: Poor efficiency reports, recommend termination of contract following current rotation.
- **Worthington, Marcus**, 45 yrs old, White, Canadian, Civilian Contractor, Doctor, Divorced. Notes: Possible alcohol problem, investigation pending.

Construction began in 1957, and within a few years the first portions of the system were online. During the 1960s, portions of the DEW line were phased out or consolidated, and some intermediary stations were turned into fully automated facilities. There are three types of stations on the DEW line: automated stations, intermediary stations with limited numbers of personnel, and large primary stations with larger crews and more extensive facilities. The placement of a station depended on the needs of the line balanced against expense and accessibility. Smaller automated sations are used where the line needs reinforcement or the location is too remote to reasonably construct a larger station. Intermediary stations allow for larger systems to be emplaced and for human monitoring of both intermediate station systems and nearby automated stations. Finally, the larger primary stations serve as anchor points for the line (and have such luxuries as libraries, workshops, and most of all, more people).

DEW line crews rotate out with the seasons, with a summer crew and an over-winter crew trading places. Most of the personnel are civilian contractors, though a fair number of military and intelligence service personnel are also employed. The extreme isolation, foul weather, and cramped conditions of the DEW line make it difficult to recruit people to serve at them, and to retain trained and experienced crew. It should be kept in mind that these sites are often so isolated that often the only means of resupply is by air, and even then, difficulties frequently arise.

N'S MISSION

Shortly after being given their assignments in Langley, the investigators are contacted by N's network through the usual channels. They are being assigned a mission that will piggyback on their CIA mission to PIN-EB. No mission information is given, just that they are to use the codeword "Header" to identify themselves and to identify the courier carrying their mission briefing. Before boarding their plane to Newfoundland to meet up with the *Summer Queen*, one of the investigators is bumped into by a man in plain flannel suit. The man drops a bundle of manila envelopes, spilling them across the floor. As he stoops to gather them back up he mutters, "Header". This is the code word the investigators have been waiting for.

Amongst the envelopes is the one containing the mission briefing, and a successful **Spot Hidden (Tradecraft)** check allows the investigator to notice the marked envelope. A quick **Sleight of Hand (Tradecraft)** check means that the envelope has been discretely picked up and hidden. The envelope contains little additional information. There are two typed pages outlining the following information: a set of

THE DEW LINE

The Distant Early Warning system, or DEW line, is a series of radar and radio installations funded by the USM Danish, Icelandic, and Canadian governments as part of a larger North American missile defence network. These isolated sites are scattered across the arctic and sub-arctic portions of Canada, Greenland, the Faroe Islands, Iceland, and Alaska and form a dense net of surveillance intended to spot incoming ballistic missiles fired by the Soviet Union.



COVERT ACTIONS

genealogical charts, and a separate page of instructions. The genealogical charts show the ancestors of one John Olsen, an American of Norwegian and Québécois descent. The records are extensive and stretch back through both paternal and maternal lines to Norway and France, respectively. Reading these charts takes approximately four hours, and a successful **History** check to decipher them. They show a lineage that includes marriages between Norwegians, French, and Native Americans, with a few Scottish ancestors from Newfoundland for good measure. Several names have been underlined: Guy Cote, Abram Hedstrom, and Josette Doré, as well as list of libraries, historical societies, and museums in New York; Montreal, Boston; Washington D.C.; Windsor, Toronto; and St John's in Newfoundland.

The storm that hit the base has been described as a "freak storm" and such nomenclature constitutes a new high in understatement. The storm was of a higher intensity than normal for this time of year, possessing stronger winds, more bitter cold, and greater amounts of snowfall than even the arctic experiences in the summer months. Such unusual, honestly, unnatural, weather patterns are often a sign of the involvement of the Other Enemy. If there is such activity in the arctic, it lies far outside of Section 46's normal reach. The team is to investigate and neutralize any such foes.

H'S MISSION

If one of the investigators is a double agent working for H (either knowingly or unknowingly), the figure from the Dreamlands approaches the investigator with a special mission.

A Voice from the Realm of Dreams

A white-upon-white landscape of towering ice and blowing snow greets you. Out of the whiteness a lone figure walks, a woman of indistinct crystalline appearance. She speaks in a voice that echoes in the howling wind. "Be not afraid! The Enemy is afoot in the cold wastes of the north and you must stop it. Do not be tempted to use blood to stop the flow of blood. Preserve the lineage for other purposes, for it is precious to those who want to save Humanity, and hated by those who only desire destruction and death."

GETTING TO PIN-EB

Direct air flight to PIN-EB is impossible due to the distance and the secrecy of the site. Instead, the base is resupplied by helicopter from a disguised ship operated by one of the owning nation's intelligence agencies. First, the investigators must travel to St. John's in Newfoundland, a journey that itself will take two days of transfers and public transportation terminals. The CIA has made all the necessary arrangements and purchased all the needed tickets and passes. The investigators will not be travelling together, but instead will be sent in pairs. Each pair will leave separately, take a different route, and leave Langley hours apart.

The first pair travels by train to New York City, stays the night in a seedy hotel in Brooklyn, and then boards a plane for Montreal before transferring to a different plane for the trip to St. John's. Team two leaves by air from Washington, D.C. for Boston, from there by train to Toronto (and an overnight stay), and by air from Toronto to Newfoundland. The final pair flies directly to Detroit, spends the night, and takes a series of planes to Windsor and then on to St. John's.

The investigators leave St. John's in Newfoundland aboard the *Summer Queen*, a CIA-owned cod fishing ship. The journey up into the arctic takes three days, during which there is not much for them to do (the ship's crew know their jobs) than hang out with the helicopter pilots. The *Summer Queen* ferries them near Cape Peel and a helicopter takes them the rest of the way.

LAYOVERS

The investigators need to get any research done before they get to the arctic, and the layovers on their journey to Newfoundland afford time for this. If they do not realize this, the Keeper should hint at it by describing how they have hours and hours between flights or trains and might want to visit the city they are in and see the monuments, museums, and libraries. Successful **Library Use** checks will reveal the following information:

- The legendary Adlets, cannibalistic nature spirits or demons that appear in Inuit and Dene lore. Any of the above information under Adlets can be revealed, though always in small chunks from different sources. Also, should an investigator possess an appropriate Mythos tome (*Cultes de Ghouls*, for example), they might attempt to learn of the Adlet that way.
- Some of the legends speak of a demon child that will be born to humans and sacrificed by the Adlet to bring about the end of the world in an eternal winter.



- PIN-EB is smack in the middle of a glossographia of variations of the word "Adlet."
- Guy Cote was a prominent businessman in 17th century Quebec, a factor for the Hudson Bay Fur Company, and a noted poet of the French colonies. He married an Ojibwa woman named Marie Calvert, and they had three children. Two of his children, twin boys Élie and Gilles, were sentenced to death for murder and cannibalism following a disastrous fur trading trip into the high arctic. Marie committed suicide following these events and Guy disappeared into the high arctic in search of the, "devils that drove his sons mad." Olsen is descended from Gilles Métis daughter, Sabine.
- Abram Hedstrom immigrated to Detroit in 1864, fought in the Civil War for a year. He was discharged for actions unbecoming an officer and temporarily imprisoned for desecration of a corpse. Before coming to the United States, he had been a whaler, hunting the mighty beasts in the north and south seas. He had been shipwrecked once and was the only survivor. After the war, he became a prominent butcher in Harper's Corner, Olsen's hometown. Olsen is a direct descendant of Hedstorm's third daughter, Patricia.
- Josette Doré was a remarkable woman now only recalled by local historians and those who study the early days of the British and French colonies in North America. Brought to Quebec to be the bride of a wealthy fur trade factor, she fled the marriage and became the most famed female voyageur, plying the waters of the Great Lakes and the rivers of Canada and the Old Northwest Territories in what is now the United States. In the early 18th century, she lived the life of a man, doing a man's work, wearing men's clothes, and taking lovers in whatever towns and villages she came upon. An adventuresome and swashbuckling figure, she died at the age of 37 following a knife fight with a fellow voyageur over a bale of beaver pelts. She was survived by one child, a son named Yves, from whom Olsen's mother is descended.

The Helicopter Crew

The investigators are not alone: they have two civilians with them, the helicopter pilot and co-pilot. Naturally, they have horrid fates awaiting them at PIN-EB, but before that the investigators should get a chance to get to know them. Nick Boulet is a Quebecois bush pilot who has been hired by the CIA. His co-pilot is Tony Giacometto, a former US Army pilot who saw service in Vietnam. The Adlet will consume both in time, and their demise should help move the scenario

forward, and if none of the investigators can fly a helicopter, add a new level of tension.

Nick Boulet, Quebecois Bush Pilot, Age 38

Born Nicholas Jean-Pierre Boulet, Nick has worked with Anglophones so long he even things of himself as "Nick," and thinks in English as well. A bush pilot, Nick has logged thousands of flight hours in the wilderness, much of it in the arctic. Recently he ran into a little problem while flying hunters and oil exploration crews around Alaska and the Yukon, namely that his three wives learned of each other's existence. When the CIA approached him to fly helicopters for resupplying their listening posts, Nick jumped at the chance to put all of Canada between him and the scorned women.



Motivation: Money.

Playing Nick Boulet: Be friendly, be generous, and enjoy life to the heights of your Gallic soul. You have hardly any accent in English, and only a slight one in the First Nations languages you know. When things turn hairy, you remain clam and confidant.

STR 55 CON 55 SIZ 50 INT 55
 POW 45 DEX 75 APP 65 EDU 55
 HP: 11 DB: None Build: 0 Move: 9
 SAN: 30

Attacks: 1

Firearms (Handgun) 45% (23/9), damage 1D6+1
 Dodge 35%

Skills: Charm 65%, Credit Rating 55%, Electrical Repair 45%, First Aid 55%, Language (French) 55%, Mechanical Repair 50%, Navigate 45%, Pilot (Helicopters) 65%, Spot Hidden 65%.

Other Languages: English 45%.

COVERT ACTIONS

Tony Giacometto, American Helicopter Pilot, Age 36

Just a kid from a small Colorado town, Tony managed to land an ROTC scholarship to study aeronautics. When college was over, he entered the Army with the hopes of becoming a pilot, preferably in a cushy assignment high above the clouds and the shooting. Instead, he ended up flying a Huey in Vietnam, dodging ground fire and picking up wounded soldiers from the middle of a firefight. It was during the war that his skill and daring (not to mention need for money to take care of an ailing mother back home) led him to work for the CIA. He's been flying helicopters, covert ops planes, and a host of things he can't talk about. On this mission, Tony expected to be the pilot, but that talkative Frenchman bumped him to the other seat.



Motivation: Release (was Money).

Playing Tony: You are a man adrift, and nothing seems to work out the way you want it to. Even this job with the CIA, barring the indignity of a man of your calibre having to play second-fiddle to some civilian foreigner, the money helped you out of a bind yes, but your mother died last month so this was all for naught. In another time, you would be diagnosed as clinically depressed, but in this time and place you are expected to soldier on. Honestly, you just want to take a break, and after this mission you are going on a long leave. Maybe you will even come back.

STR 60	CON 55	SIZ 45	INT 50
POW 75	DEX 60	APP 65	EDU 65
HP: 10	DB: None	Build: 0	Move: 9
SAN: 60			

Attacks: 1

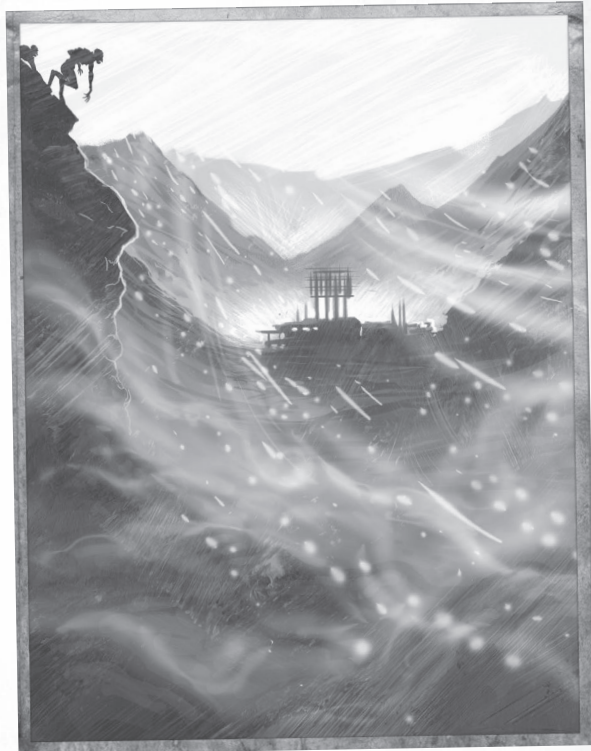
Firearms (Handgun) 55% (28/11), damage 1D6+1
Dodge 25%

Skills: Credit Rating 45%, Electrical Repair 55%, First Aid 35%, Mechanical Repair 65%, Navigate 45%, Pilot (Helicopters) 55%, Spot Hidden 65%.

WHAT HAPPENED AT PIN-EB

It was no accident that Olsen was drawn to the arctic. The power in his blood sang to the heavens and was answered in chorus by the gore-filled throats of a hundred Adlets. Subtly, the call brought him north to PIN-EB, right into the clutches of the very beings that wanted to kill him.

The storm came up out of nowhere. Even backtracking the data from satellites and weather stations shows a storm forming in the air without any of the usual antecedents. There are no low-pressure zones, no fronts, nothing to hint that a storm was coming. One minute the skies are clear, the next cold snow laden clouds are expanding out to engulf the region.



Under the cover of the storm, a storm they summoned, the Adlets descended upon PIN-EB. Never had they massed in such strength to attack a human settlement, at least not in modern times. The people of the base were caught by surprise and many were killed in the first few minutes. Having



breached what little defences there were, the Adlets swarmed inside, hacking apart their victims and shoving gobbets of still-warm flesh into their gaping maws.

This attack is risky, for the Adlets know little about modern society other than that humanity now possesses eyes that can see far, mouths that can speak even farther, and terrible weapons that can maim and kill from beyond the range of the greatest warrior's bow. The time for stalking wounded prey, of picking off the foolish and the sick, and for hiding from the flying eyes of humans is gone. Now is the time of the Adlets, and if their masters feel kindly, the other ghoulish subspecies will rise as well.

It was with these thoughts in mind the Adlets let loose in an orgy of death and feasting. A handful of survivors managed to hide in the base, all singly or in pairs, and wait out the storm. The Adlets, distracted by their violence and hunger, forgot about why they were risking so much. By the time the protective storm began to dissipate, the Chosen One had not been searched for, much less found. Fearing the flying beasts of man, the Adlets fled before the storm blew out. They would need time to prepare the ritual to bring it back, and this time they will find the one for whom they seek, find him and consume him in honour of Ithaqua, the Wind the Walks.

THE ADLETS

The Inuit and Dene peoples of northern Canada have long had tales of tribes of dog-like humanoids that roamed the forests and arctic wastes. These strange tribes, known as the "striped" or "painted ones," were said to be ferocious warriors and great hunters that could descend from the wilderness to snatch up lone hunters, and at times even gather in large numbers and attack entire villages. Although these tribes would hunt the caribou, moose, and other game of the arctic, their preferred prey was humans, for the dog-men were cannibals.

Like so many legends, especially those that appear amongst unrelated cultures, there is some truth to these tales, but a truth that is far more horrific than cannibal bogeymen. The Adlets, as the Inuit call them, are a tribe of ghouls that have settled in the high arctic, and like the Inuit, the Adlets have migrated and expanded around the globe, inhabiting the Arctic Circle from the Brooks Range in Alaska to the Yakhutia in the Soviet Union.

As with all ghouls, they exhibit canine features, mostly their long lower limbs with backwards-facing knees, shaggy coats of hair, and sharp fangs in protruding muzzles. Yet, the Adlets are also man-like in form, with upright, if somewhat

stooped, postures, hands capable of fine work, and the ability to speak, plan, and think. This is what makes them truly dangerous, for if they were mere beasts they could be hunted to extermination, but they make tools, scheme complex plans, and gather in large and well-organized groups. They can also give worship to their gods, and in the case of most of the Adlet tribes, it is to Ithaqua that they bow. If the Great Old One knows or cares about this, none can say, but through ancient and terrible rites the Adlet shamans can call upon the power of the Great Wendigo.

The Adlet ghouls are content to live their lives in the frozen north far away from humanity. The distance and terrain provide them some protection, and they have evolved to be well-suited to the cold. The occasional treat of human flesh, mostly from the local Inuit peoples, has sufficed to sate their appetites. However, rarer flesh can be found from time to time, for the arctic seems to ever draw the brave and curious. Norsemen on long voyages, explorers seeking a passage to the Pacific, or the occasional fur trapper have all fallen into the stew-pots of the Adlet.

Not all these outsiders have fed the Adlet's hunger for human flesh. A rare few have proved to be as lustful and hungry as the ghouls of the north. Those who consume human flesh in the land of Ithaqua can suffer from the Curse of the Wendigo. Most find themselves slowly transforming into an Adlet and are driven north by their mad visions and insane hungers. The lucky ones maintain their human form yet are Adlets in mind and soul. These human-guised Adlets pass their tainted lineage on, spreading the seeds of the Curse into new populations far away from the arctic wastes.

Recently, there has been a surge of activity in the arctic as new technologies and new needs have pushed more and more people north. Oil exploration has caused a great concern for the Adlet, as have the movements of various military forces. The DEW line has greatly disturbed them, for to have so many newcomers into their territory is a grave insult and a greater threat. However, this fear of discovery has been softened with hunger, for the isolated bases contain tasty meat, meat that can be gained with little effort.

PIN-EB

PIN-EB is an intermediate DEW site located in the middle of nowhere in the Canadian arctic on Cape Peel on Victoria Island. It is a lonesome posting, one that few look forward to being assigned to. Most of the year there is not another human being within hundreds of miles. Even the local Inuit do not come hunt there despite the large numbers of caribou that graze here in the summer.



COVERT ACTIONS

The main base consists of four wings connected by a central hub, five radio masts, and three domed radar dishes. In addition, there is a small helicopter pad that only sees use during the summer months when scheduled resupply flights can make the journey. A thick bed of gravel to provide greater stability than the arctic tundra can underlies the entire site.

PIN-EB was closed as part of the DEW line in 1963. However, its location allowed it to be used to listen in on Soviet military communication across the arctic. The base was seconded to Project Bat, a joint American-Canadian-British operation to spy on Soviet military movements. The crew at PIN-EB largely monitor and record data, with the main analysis being conducted at the respective nation's intelligence centres.

OUTSIDE

There is obvious damage viewable from the air. The normal arctic spring of wild and abundant flowers, grasses, and other foliage taking advantage of the short growing season has been turned to withered and dead heath in a large area around the base. Whereas other areas the investigators have flown over show little or no signs of snow, the base still has pockets of snow melting in the wan arctic sun, and drifts a few feet deep in some places. The radar domes have been cracked from the outside, and deep pockets of snow lie within.

The radio mast has collapsed and been torn free of its mornings, causing the broken guy wires to hum eerily in the wind. The door to the barracks is open and flapping back and forth in the breeze. The roof of the generator building has caved in, though the cause cannot be seen, and the rolling door to the garage is open. Litter, papers, and broken crates lay about in the space between the buildings, and the lighter material roils around in eddies where the wind whips between the buildings.

Those on the ground searching for tracks can easily spot those of wolves and a large bear in and around the base. **Biology** or **Track** checks show that the wolves came first and then left shortly after the bear arrived, and that there is no sign that the bear went away. Claw marks are visible on several walls. A trail of blood leads from the hub door towards helicopter pad but stops there, and a second trail leads in small spots off into the tundra towards the north. There are tracks that show a large group left the base headed north several days ago.

THE MAIN HUB

The centre of the base is a pentagonal building from which four wings extend out to form the barracks, radar control, radio control, and machine shop. The main hub contains the

kitchen and associated storage, dining hall, exercise room, recreation room, medical bay, and offices of the base. To better heat the spaces inside, the hub is divided into small rooms with claustrophobic hallways.

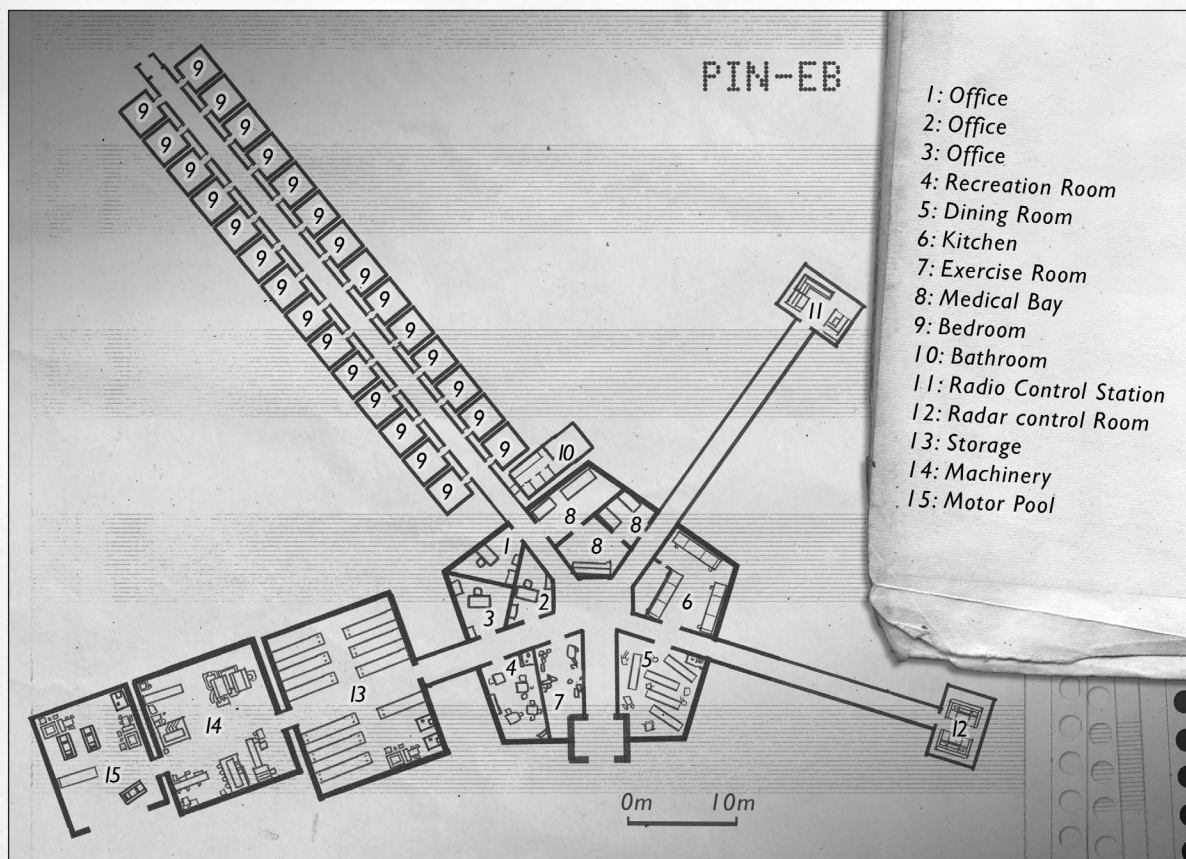
A single door allows entrance into the main hub, and this door is hanging off its hinges flapping in the cold breeze. The door, like all the doorways at PIN-EB, is stout, heavily-insulated, and consists of an outer door, a small foyer, and a second inner door. This airlock-like arrangement is meant to keep the weather out and the heat in. Sadly, both the inner and outer doors to the main hub are open, and the inside is covered in a thin layer of ice with patches of frozen blood.

Offices

There are only three offices in the main hub: those of the station chief, the head of maintenance, and the head of dietary and housekeeping. All three are of the same form, small government issued cubicles that are barely large enough for a desk, filing cabinet, and a chair for visitors. Normally locked, the office doors have been broken down, the filing cabinets looted, and one office shows signs that the papers in it were set on fire.

The station chief's office has a safe in addition to the spartan furnishings mentioned above. This safe contains the station's codebooks and other sensitive documents. It is locked but shows signs of attempts to force it open with heavy tools. Unlocking the door is a Difficult **Locksmith** check. If the papers strewn around the office are investigated, a successful **Library Use** roll uncovers Olsen's personnel file. In the past few weeks, Olsen has become increasingly despondent and withdrawn from the rest of the base's crew. He has reported to the medical bay several times complaining of migraines and tinnitus. When off-duty he has spent an unusual amount of time away from the base. There is a note in the file of a complaint reported by Esperanza that Olsen has been requesting additional food and is suspected of sneaking into the kitchen and helping himself to meats. There is also a report by the station chief that he suspects Olsen of endangering operational security by making contact with indigenous locals, and that he may be involved in a dalliance of a sexual nature with at least one Inuit woman.

Inside the doctor's office are a locked safe that shows signs that someone has tried to force it open, and scattered papers. The safe contains the base's supply of narcotics and additive medicines. If the papers are examined (**Library Use** to sort through them), they show that Olsen has been reporting migraines and tinnitus the past few weeks, as well as a note requesting a full psychological screening before he is assigned to another tour at an arctic base. In addition, there



- 1: Office
- 2: Office
- 3: Office
- 4: Recreation Room
- 5: Dining Room
- 6: Kitchen
- 7: Exercise Room
- 8: Medical Bay
- 9: Bedroom
- 10: Bathroom
- 11: Radio Control Station
- 12: Radar control Room
- 13: Storage
- 14: Machinery
- 15: Motor Pool

has been several crew (Cambers, Chapman, Gray, Sullivan, and Winkle) reporting headaches and feelings of intense hunger in the past few days.

Recreation Room

This room contains four tables, each with a set of chairs, a television, a sofa, and bookshelf filled with paperbacks and board games. Cold coffee cups sit around on tables or have spilled their now-frozen contents across the floor, and a side table has a drip coffee pot on it that has long since burned itself out. Blood has been liberally spread about and sprayed upon the walls and ceiling. Three half-eaten bodies – Anderson, Sullivan, Wick – lie upon tables, one across the jumbled remains of a board game (1D4/ 1D6 SAN).

Dinning Room

Five long tables dominate this room, pushed to one side to form a rough barricade. Chairs lie scattered about, as do the remains of three bodies (Adlets, much like the one in the exercise room above) as well as dining ware, plates, tumblers, bowls, and mugs. Behind the barricade are the half-eaten remains of Gerard, Gray, and Norman (1D4/ 1D6 SAN). Signs of struggle fill the room, with the walls pockmarked with bullet scars and long slashes as if from knives or claws. The

barricaded table show hack marks from axes, claw-marks, and has several arrows embedded in it.

Kitchen

This small industrial kitchen has a large pantry and a walk-in refrigerator/ freezer. The room is a shambles, with pantry goods opened and scattered about, and the kitchen appliances damaged in various ways. The dismembered corpses of Holmes and Jackson are here, as well as sure signs that the various cutlery, pots, pans, ovens, industrial grinders and slicers, and other kitchen accoutrement have been put to grisly use (1D6/ 1D8 SAN loss). The Adlet had quite the time butchering bodies and torturing the living, and the kitchen looks like it.

Exercise Room

This room is a shambles and it appears a group of base personnel tried to make a last stand here. The door is off the hinges and large holes have been hacked into the walls. Inside the door are a jumble of weights, a rowing machine, and a medicine ball that look like they had been piled against the door and then forcefully pushed aside. The inside wall shows several bullet holes next to the door. The remains of Chapman, Chu, Deverson, Vawley (1D4/ 1D6 SAN) can be found here,



SETTING THE MOOD

The exploration of the base should be an eerie experience. The generators are off and there is no electricity to the base (though this can be fixed with a Mechanical Repair roll and a few hours' time). This also means there is no heat in any of the rooms. Liquids have frozen and are slowly melting in areas that see some solar heating, which due to the lack of windows means hardly anywhere not near a door. Snow has blown in through open doors and scattered across the floor. Moving around inside the base should feel claustrophobic, with both the cold and dark weighing heavily on everyone's psyche.

Nothing there is a living threat to the investigators, save for maybe a polar bear (see pg. 134). However, there should be plenty of possible threats, and fear of the unknown is a powerful thing. The Keeper should hint at something nearby, having the investigators make plenty of Listen and Spot Hidden rolls with penalties for the darkness. The broken windows and doors are letting the wind in: it stirs papers, flaps doors, and rattles the walls.

The polar bear has left plenty of tracks; tracks that look like large bloody paw or claw prints. It has also torn open cabinets and gorged on food in the pantry and hidden in the barracks. Other small arctic animals have been drawn to the blood, flesh, and other scents of the base, and foxes as well as other varmints scurry around in the dark.

The survivors can be found anywhere in the base. They can be behind locked doors, under furniture, and even in the freezer in the kitchen. There is no set location for any of the survivors to be lurking in: their placement is up to the Keeper. When combined with the horror of the scene, the false alarms, and the bear, the Keeper is to use the discovery of a survivor to increase the paranoia of exploring the base. Who are these people? What happened here? Who can be trusted?



their bodies stripped of flesh and devoured, judging by the amount of blood frozen on the floor, on site. One other body, also showing signs of having been butchered, lies inside just past the pile of exercise equipment.

The last corpse is that of an Adlet that died in the fighting. It is obviously not one of the crew of the PIN-EB as it the scraps of cloth on it are made from tanned skins and animal bones. A Spot Hidden check shows that its bone structure is decidedly not human (and results in a loss of 1D4/ 1D6 SAN). A more detailed analysis using Medicine or Biology will show that the corpse is that of a creature with human-like form, but with backward-bending legs, elongated arms, coarse and patchy hair, and more predatory dentition and skull shape.

Medical Bay

For so small of a set of rooms, the medical bay is well-supplied. Being isolated for large parts of the year, the medical staff of PIN-EB must contend with both the common illnesses and injuries of life, but also be able to perform more complex operations such as appendectomies. The Adlets found a few survivors here and used the medical tools to butcher and eat Cambers and Worthington on the examining and operating tables, respectively (1D4 /1D6 SAN). The remainder of the rooms have simply been rummaged through.

THE BARRACKS

Attached to the main hub but separated by a sturdy double insulated door, the barracks are a long hallway that has many small cubicle-like rooms off it. At the far end of the hall is a double entrance door that leads to the outside. There are 28 rooms, one for each member of the base's crew. The rooms are of a standard pattern, and none are larger than anyone else's. Each is roughly 3x3 metres square, has a single bed, a desk with lamb and lockable drawers, a chair, a small dresser for clothing, and hooks for outside gear such as parkas.

There are no windows and the only entrance for each room is the single door leading out into the main hallway. Status is, to a certain degree, based upon placement of room within the barracks. The station chief, heads of kitchen and housekeeping as well as maintenance, and the base's doctor all have rooms closest to the main hub. Next is "Women's Country," the rooms for the women stationed at PIN-EB. After that, room assignments are based on seniority. There is the assumption that the rooms closest to the main hub are the warmest, and while there might be some truth to this, the difference is one of small degrees.

Tucked next to the entrance to the main hub are the showers and bathrooms for the base. There are not separate facilities

for men and women, when the base was designed and built such concerns did not occur to the architects. PIN-EB simply uses a rota for what times the showers are men or women's showers each day.

The bathrooms have a row of five sinks with a (cracked) mirror along one wall, a row of three toilet stalls opposite, and a side door that leads to five shower stalls with curtains. Frozen blood lies on the floor and with the heat off the pipes have broken turning the entire bathroom area into a skating rink.

Individual rooms reflect the tastes of their occupants. Most hang pictures on the walls of loved ones back home, many have posters of sunny locales tacked to the walls, and there are not a few that have risqué pictures torn from magazines taped up here and there. Most show the common neatness that those spending long lengths of time in the arctic bases develop, even the most casually slovenly of manners tend to spin out of control in enclosed and tight environments.

Some of the rooms have been broken into and contain either bloody splatters and signs of struggle or the chewed-upon remains of the late occupants (Lehmann and Myers).

THE RADIO WING

Set out nearly ten metres from the main hub, the radar wing is a long narrow corridor that leads to a control room beneath the massive radio antenna and arrays that provide the base's primary function. This room is square and tight with only room for two technicians and a supervisor to be on duty at any time.

The radio control station is mundane despite such equipment, though it does have a much finer ability to tune into frequencies. The second station and the rest of the room is taken up with a large magnetic tape recording rig and storage racks for both clean and filled tapes.

The door to the radio control room has been broken open with great force and there are signs of struggle and blood on the floor and control consoles. The radio equipment has been smashed, as has the magnetic tape recording apparatus. The radio cannot be made functional without large amounts of spare parts and a Difficult **Electrical Repair** check. The tape decks are somewhat less damaged and could be repaired with a few replacement wires and a Difficult **Electrical Repair** check. A **Spot Hidden** check or any successful attempt to repair either the radio or tape deck reveals that a microphone has been left on and may have recorded something before the system was smashed.



THE POLAR BEAR

The bear wandered in a few hours ago, found the kitchen, and stuffed itself with meat, canned cheese, and strawberry jam. It then headed for the control room for a nap in a relatively warm and cave-like place. Polar bears are not normally leery of people, and this one has found a treasure trove that it is willing to fight for, especially if it is cornered in the control room. The Keeper can have the bear pop put wherever it would be needed for the biggest scare. The greater scare is the remains of what it has munched on, for the bear is browsing freely, taking the most delectable parts of each corpse and leaving the rest.

STR 140 CON 80 SIZ 120
 POW 50 DEX 50
 HP: 20 DB: +2D6 Build: 3 Move: 13

Attacks: 2
 Fighting (Brawl/Bite) 55% (28/11), damage 1D6 + 2D6 damage bonus
 Fighting (Brawl/Claw) 55%(28/11), damage 1D8 + 2D6 damage bonus
 Armour: 2-point fur and gristle.
 Skills: Listen 40%, Spot Hidden 60%, Stealth 40%.



LAST WORDS

The following message can be recovered. The voice is female, with an American or Canadian accent.

"If anyone hears this...help... we are under attack, repeat, we are under attack... they are not human... they came out of the storm... they have broken into the base and are killing everyone... they are coming down the hall... Olsen has ran off... into the storm... they are calling his name... the door will not hold... I have a wrench..."

The recording ends with the sound of a door crashing, howling, and screams.

RADAR WING

The radar wing, much like the radio wing, consists of a control room connected to the main hub by a long, narrow corridor. The room is small, there is space for only a pair of technicians and perhaps a supervisor between the radar control panels, screens, and a large magnetic tape deck. The equipment in here has been smashed but can be repaired with a successful Difficult Electrical Repair check. No bodies or signs of struggle can be found in the room, other than smashed equipment and a forced door.

Not nearly as crucial to the operational mission of PIN-EB since the base was reclassified as a listening post, the radar wing still serves several purposes. First, although its original mission is no longer relevant, it does serve as a backup in case one of the automated bases on the DEW line goes down. Second, and more importantly, the massive radar dishes can be used to chart weather phenomena across the northern portion of the western hemisphere. However, due to budget cuts and power supply issues, the radar wing is undermanned and the great radar sets are rarely turned on aside from testing.

When the freak summer blizzard blew up, the radar technicians on duty powered up their systems and tried to gather as much data as they could. This data was saved on magnetic tape decks and is still preserved. Reading this data requires both a functional playback (part of the tape decks in the radar control room), and a successful Physics or appropriate sciences check. Success shows that the storm has no natural origins and that it appeared out of thin air over the base, blew for five hours, and then dissipated as rapidly



as it had formed. While this corroborates data from weather stations across the arctic, this local data shows an additional anomalism. A single stream of dense clouds that was too thin to be picked up at any distance greater than a few kilometres ran from a hillock five kilometres from the base to the centre of the storm.

MAINTENANCE WING

The maintenance wing is by far the largest wing of the base, larger than either the barracks or the main hub. The wing is divided into three areas: storage, machinery, and a motor pool. A narrow hallway runs down the length of the wing, connecting to the main hub via a double insulated door. At the far end of the hallway is a set of doors with a short foyer between that leads to the outside.

Storage

PIN-EB requires a large amount of storage to remain operational in its isolated location. This basic fact is exacerbated by the need to retain secrecy about the continued operation of the base as a listening post, thus making resupply missions few and far between. Because of this the storage room is large and takes up half of the maintenance wing. The door is normally locked, but the lock has been broken and the door forced.

The storage room is filled with shelves covered in the necessary supplies for the base. Unfortunately, the contents of this warehouse-like room require to be kept warm. Because of this the ceiling is not as tall as it should be, the shelves only have a little over two metres of clearance and are spaced less than a metre apart. There are parkas, large crates of canned goods, tools, spare parts for every machine on the base, and supplies to keep the most mundane parts of the base operating for months at a time. In the far back corner is a metal cabinet with a Difficult lock. Inside are the base's defence weaponry: three M-16s, five Colt ACP .45 pistols, a Remington .303 hunting rifle, 300 rounds of ammunition for each gun, a box of five fragmentation grenades, and a flare gun. There are signs that someone has tried to force the gun safe, to no effect.

Machinery

The machinery room is the second-largest in the maintenance wing. The room is normally hot due to the radiated heat from all the machinery. The diesel generator, HVAC, boiler, water system, and sewage system all route through or are in this room. Most of the room is taken up with masses of heavy machinery, some of it damaged by the Adlets. The remainder is composed of large workbenches strewn with tools (and terribly messy after having been rifled through by the Adlets) and mounting vices, table saws, lathes, and other

assorted light machinery. A second storage room leads off the machinery room and has a variety of metal and wooden blanks ready to be crated into whatever the base might need. A small set of stairs leads down out of the machine room and into a poured concrete bunker. At the foot of the stairs is door with an Average lock, and beyond are the diesel, heating oil, and water tanks of the base. While basements in the arctic are not a good idea, the base has been built and designed with the usual freeze-and-thaw nature of the soil in mind. The bunker has walls over a metre thick and can double as a bomb shelter for the base.

Motor Pool

Near the far end of the maintenance wing is a small motor pool that houses three snowmobiles. In addition to these vehicles there is a workbench, tool chests, and a mechanical lift to raise the vehicles up for maintenance and repair. Spare parts are kept in the storeroom, as are several 50-gallon barrels of gasoline. However, this room is heated and a handful of five-gallon gasoline cans are kept here. A pair of double doors can be opened to the outside and a thick blanket of insulating fabric hangs over them when they are not in use.

FOLLOWING THE ADLETS' TRAIL

The Adlets are secretive, but they rely on their reputation as fierce warriors and living terrors to protect that secrecy. Because of this, and because they have had little contact with modern technology, the Adlets have not bothered to cover their trail. Even so, the summer tundra is spongy, and impressions left by feet fade in a few hours. There is still a trail to follow, but it is faint, requiring a Hard **Tracking** roll.

The trail leads roughly a hundred miles northwest deep into the arctic. The journey itself is going to be dangerous, and the investigators will need to acquire proper equipment. The helicopter has a range of only 200 nautical miles. If it is going to make it back to the ship it can only follow the trail for 50 miles at the most. The party will have to walk, especially considering that the trail cannot be seen from the air.

It will be a difficult journey. Daytime temperatures hover around 10° C, but drop 20 degrees or more at night. See the rules for exposure on page 124 of the *Call of Cthulhu 7th Edition Keeper Rulebook*, if necessary. The tundra is spongy and boggy in the summer, and hordes of mosquitoes, biting flies, and other nuisances abound.

Few large animals can be spotted, though the occasional polar bear, arctic fox, or herd of caribou might be seen in the distance. It is summer, and thus any snowfall should be expected to be light and short lived, making dogsleds not an option.



John Olsen, Chosen One of Ithaqua, Age 22

Olsen is a new analyst and radio technician, fresh out of training with the US Air Force, and on his first assignment to the arctic. Hailing from Minnesota, Olsen is descended from Norwegian immigrants, and the old world of staunch Lutheranism and lutefisk is not far from his nature. Unfortunately for him and his crewmembers at PIN-EB, his nature holds a deeper and darker calling, one that goes back to something less prosaic and mundane than Norway.

Tall, blond, and bearded (at least when in the arctic), Olsen's good looks and easy manner ingratiated him to the over winter crew at PIN-EB. Efficient, if still a bit wet behind the ears, he quickly picked up the basics of his job and soon could monitor his assigned radio channels without having one of the more experienced technicians watching him. All in all, his first arctic tour was shaping up to be a good move for his career, and it looked like Olsen would be fast-tracked for more prestigious assignments.

Then, something happened. Olsen became moody and reclusive. His work began to suffer and he spent more time by himself. The older arctic hands assumed the issue was simply arctic sickness, possibly a lack of vitamins or sunlight, or something more prosaic. They advised him to take his vitamin supplements and see the station doctor.

Olsen did just that, but the doctor's advice didn't help, though Olsen had not volunteered what was truly bothering him. For some time, he had been having horrid nightmares during which he killed and ate his crewmates. The non-meat portions of the diet served at the station became unappetizing, and then eventually turned his stomach. This caused him to lose weight, yet his strength and vitality seemed to be increasing, as did his senses. Olsen could hear the blood pumping through a person's skin, taste the sweat on their bodies before they rounded a corner, and somehow sense their sweet, sweet flesh even when alone in his own room.

Then came the hunger, and not for the bacon and eggs the mess served for breakfast every morning. Every damned morning the same thing: bacon, eggs, those disgusting pancakes, and putrid coffee. Olsen could see they were poisoning him, that they all hated him, and he knew it, knew it in his very soul. He knew that they were not like him, they were lesser beings... prey. Yes, Olsen would finally get to eat something healthy, something fit for a man like him. Olsen fought these urges as best he could, but little could help him. He started volunteering for jobs that took him away from the base. It was while out servicing a remote radar station used by the DEW line that Olsen met some of the Inuit who occasionally hunted in the normally taboo area surrounding PIN-EB. He made an impression on them, and soon was invited to their camps from time to time. In a few short weeks, he made fast friends with some of the men and started a romantic relationship with one of the women.



While getting out on his own and spending time amongst the Inuit calmed Olsen, it might also have been the cause of the current catastrophe. An Adlet spy, one of the rare sufferers of the Curse of the Wendgjo, heard about the blond man and passed word back to the local Adlet tribes. There, the



shamans sacrificed dozens of their own to the ritual feasting to determine Ithaqua's will. As usual, this was inconclusive, but the shamans did learn that Olsen was the convergences of several Wendigo-tainted bloodlines, and thus a fitting sacrifice to open the long-closed portals in the arctic that would release an avatar of the Wind that Walks.

When the Adlet attacked, Olsen was returning from a long trip checking on five DEW line automated stations as well as a brief off-the-record side visit with his Inuit friends. He missed the entire attack, and returns only after the Adlet had left. The Keeper should time Olsen's return for the maximum dramatic effect.

Motivation: Destiny.

STR 65 CON 70 SIZ 70 INT 55
 POW 75 DEX 55 APP 60 EDU 50
 HP: 14 DB: +1D4 Build: 1 Move: 7
 SAN: 70

Attacks: 1

Fighting (Brawl) 50% (25/10), damage 1D3 + 1D4 damage bonus

Dodge 22% (11/4)

Skills: Credit Rating 45%, Drive Auto 55%, Electrical Repair 65%, Electronics 55%, Mechanical Repair 55%, Navigate 45%, Operate Heavy Machinery 45%, Survival 45%.

Other Languages: Inuit 45%.

Irma Barton, American Translator, Age 32

Barton has been a civilian employee of the CIA for ten years and has become known as one of the most skilled translators in the Company's Russian and East Bloc Languages department. She is fluent in Czech, German, Russian, and Slovak, and can converse adequately in several Romance languages as well. As an African-American woman working for the CIA, she has had to face prejudice and bigotry, though most of it has been of a more passive form. Even so, she has worked harder than her colleagues to gain the respect of her superiors.



Her file reads as an open letter to excellence, with high marks in high school and college, glowing performance reviews, and several citations for her work. There is one glaring mark upon her career, a poorly ended romantic relationship with a fellow crewmember during her last recent arctic rotation. While not a career-ender, it is likely to hold Barton back from further promotion, and only her high degree of skill has permitted her to be assigned to a new rotation.

SURVIVING CREW OF PIN-EB

There are a handful of survivors of the Adlet attack. They know little about what happened or why, just that these "things" that were clearly not human forced their way into the base and began killing and eating. All the survivors can attest to having heard at some point the things say something that sounded like, "Owlsan".

HOW TO USE THE SURVIVORS

Following the terrible carnage instigated by Olsen's inhuman hunters, these survivors are hiding out. The grim spectacles they have witnessed have savagely shocked them. They are also physically injured in numerous small ways. All ten will be hiding out; none have tried to escape from the base. The survivors are more than just people to be rescued, they should serve as foils and challenges all their own. They have their own issues and desires, and these will likely pop up at inappropriate times. A person under stress does not remain so indefinitely, the brain must protect itself and so either resorts to madness or struggles to return to normal patterns and concerns. The Keeper should use the details of the backgrounds and personalities of these survivors to gauge how to best use them to obstruct the investigators.

COVERT ACTIONS

Description: Barton is a tall, slender, and spare-framed woman in her early-30s, one who has focused most of her energies on her career. She dresses modestly and well, like many of those who work the arctic rotations her pay is high and her expenses low. She favours warm layers, and although not always fashionable, she is always comfortable and professional.

Playing Irma Barton: The events at PIN-EB have been especially trying, with the murder and cannibalism and such. Your life has been carefully planned and the plan was proceeding nicely, you were even recovering from that hiccup last year. You have no idea what is going on, but you are going to make it out. You are a survivor, damn it, now pull yourself together and live.

How She Survived: Barton fled at the first sounds of the attack, running to the barracks and shouting a warning before locking herself in the showers. There she hid in the stalls while the Adlets feasted upon her companions, biting back tears of terror and shame as she listened to the death throes of those she once knew so well. It was only by sheer force of will that she kept from screaming. When the Adlets left, she ventured out, picking up what bloody rags she could before returning to her hiding place to sit and wait.

Motivation: Survival.

STR 45 CON 65 SIZ 55 INT 75
POW 60 DEX 55 APP 55 EDU 75
HP: 12 DB: None Build: 0 Move: 8
SAN: 56

Attacks: 1

Fighting (Brawl) 25% (13/5), damage 1D3
Dodge 22% (11/4)

Skills: Credit Rating 55%, Cryptography 65%, Drive Auto 45%, History 65%, Language (English) 75%.

Other Languages: Czech 55%, French 35%, German 60%, Hungarian 55%, Italian 35%, Russian 65%, Spanish 40%.

Lee-Ann Cooper, American Cook, Age 23

A few weeks ago, Cooper was just another cook at the cafeteria at Langley, and now she is working at a secret base in the arctic, a long trip for a poor woman from the Piedmont of North Carolina. An excellent cook, she has worked for the CIA as a civilian contractor for five years now, moving up from waitress to junior assistant cook. This assignment should boost her career, or at least get her a promotion when she gets back. The money is nice too.

Description: Cooper is a slender woman that spends a fair amount of effort on her appearance, even in the arctic. Her hair

is dyed blond and, when not tucked under a hair net, is curled and coiled in fascinating styles. She favours style over function in clothing, and consequently is a little cold most of the time.



Playing Lee-Ann Cooper: You want to exude the confidence of a brash southern lady, but it is not really in you. You make up for this lack of self-confidence by taking great care in whatever you do, minimizing the chance of error by being exacting in detail. The horror at the base has shaken you to the core, and you are numb with shock and fear, but can be snapped out of it by someone with authority.

How She Survived: Cooper, along with Ezpinoza, grabbed parkas and locked themselves in the freezer. The door to the freezer was too sturdy for the Adlets to break down. The pair hid in there for hours until the Adlets left, and have remained in the kitchen area since then, never straying too far from the safety of the now defunct freezer.

Motivation: Survival.

STR 65 CON 55 SIZ 65 INT 55
POW 65 DEX 55 APP 55 EDU 45
HP 12 DB: None Build: 0 Move: 8
SAN: 61

Attacks: 1

Fighting (Brawl) 25% (13/5), damage 1D3
Fighting (Kitchen Knife) 40% (20/8), damage 1D4+2
Dodge 28% (14/5)

Skills: Art (Cooking) 65%, Credit Rating 45%, Dodge 22%, Drive Auto 45%.



Philip Espinoza, American Cook, Age 29

The CIA's contribution to the base is a former US Navy cook who has worked the DEW line for years, even overwintering two consecutive years. Considered loyal and dependable, Espinoza could have a bright future for himself with the Agency, yet the 29-year old prefers to volunteer for out-of-the-way assignments. This has attracted the attention of the Agency's counterintelligence officers, for why would anyone want to spend their lives in a shack in the arctic? While this has not led to any official censure, Espinoza was set to be rotated to an assignment where he can be more thoroughly investigated. Unfortunately, his replacement fell ill shortly before departing, and thus Espinoza was left in place to serve out another three months at PIN-EB.



Description: Espinoza has long coped with the rigours of living in the arctic by being very precise in everything, including his personal appearance. Nothing, not even a single hair, is out of place. Every button is buttoned, every zipper has the sheen of being recently cleaned, and even the soles of his shoes are well cared for. His features are as regular and ordered as his clothing, which gives him either a surreal beauty or freakish symmetry, depending on the viewer.

Playing Philip Espinoza: Your speech is highly precise, that is when you choose to speak. As the head cook of the base, you prefer to let your work speak for you, especially the cleanliness of your kitchen. The recent terrors have only made this obsessive cleanliness and precision to become worse, and you should compulsively neatening everything around you, even the spilled blood of your friends.

How He Survived: Espinoza, along with Cooper, grabbed parkas and locked themselves in the freezer. The door to the

freezer was too sturdy for the Adlets to break down. The pair hid in there for hours until the Adlets left, and have remained in the kitchen area since then, never straying too far from the safety of the now defunct freezer.

Motivation: Survival.

STR 55 CON 65 SIZ 45 INT 60
POW 65 DEX 55 APP 55 EDU 55
HP: 11 DB: None Build: 0 Move: 9
SAN: 52

Attacks: 1

Fighting (Brawl) 25% (13/5), damage 1D3
Fighting (Kitchen Knife) 60% (30/12), damage 1D4+2
Dodge 28% (14/5)

Skills: Accounting 55%, Art (Cooking) 75%, Credit Rating 55%, Drive Auto 45%, Electrical Repair 65%, Operate Heavy Machinery 45%.

Other Languages: Spanish 55%.

Luke Huff, American Electronic Engineer, Age 47

Twenty-five years in the USN has been more than enough for Huff, and this arctic tour is the last straw. They were looking for volunteers, and Huff stepped up, largely for the extra pay and a chance to do something different for his last few months in the service. Once he got up there, he saw what a mistake it was. The cold was not the problem: it was the way the spooks and the civvies mucked up everything. Huff likes to run a clean shop, and being placed in charge of this mess was too much. The old Navy is not what she used to be if things like this are allowed to go on.

Description: Huff is old school before there ever was an old school. Of average height and build, his blond hair has faded almost white, his skin is tanned and creased by years at sea, and he sports both the requisite tattoos and moustache of a career navy man. He was issued standard arctic gear for this rotation, and although he can wear civilian attire, he does not. Mostly, he wears insulated coveralls and a tool belt, eschewing the fripperies of less dedicated workers.

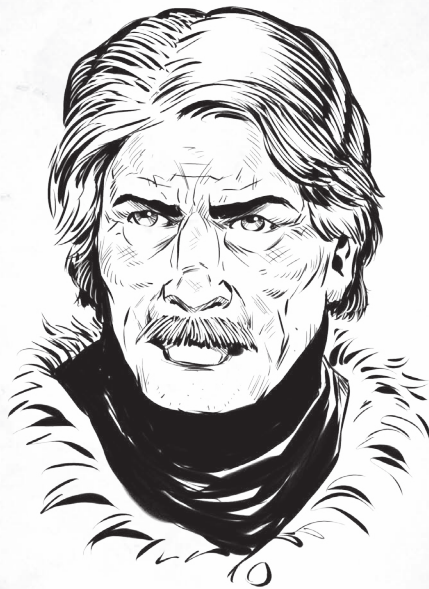
Playing Luke Huff: Be gruff, be demanding, and be in charge. You've been in scary situations before, you did two tours on a swift boat in 'Nam after all. These spooks and civvies need to learn real quick that there is the right way, the wrong way, and the Navy way, and only the Navy way will get them out alive.

How He Survived: Huff is one of the few at the base who fought back, holding off the Adlets while he tried to get

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people out. Once outside, he soon became lost in the blizzard and separated from the others. Wandering, Huff managed to reenter the base through the doors of the motor pool, hiding out underneath a tarp-covered snowmobile.

Motivation: Duty.



STR 75 CON 65 SIZ 65 INT 60
 POW 75 DEX 55 APP 50 EDU 55
 HP: 13 DB: +1D4 Build: +1 Move: 7
 SAN: 71

Attacks: 1

Fighting (Brawl) 55% (28/11), damage 1D3 + 1D4 damage bonus

Firearms (Submachine Gun) 55% (28/11), damage 1D10 (should he ever find one)

Dodge 28% (14/6)

Skills: Credit Rating 65%, Demolitions 45%, Drive Auto 65%, Electrical Repair 75%, Mechanical Repair 75%, Navigate 25%, Operate Heavy Machinery 65%, Pilot (Boat) 55%.

Other Languages: Vietnamese 65%.

Patrick O'Neil, British Linguist, Age 22

Working for the intelligence services is harder than it looks. O'Neil managed to get good marks in college and passed the mandatory proficiency exams to get his assignment, and he has a good grasp of the Russian language. The problem is, he is not particularly attentive to detail. His work is usually late, and often needs to be sent back to be retranslated due to obvious errors. When he volunteered for an arctic rotation, his superiors thought this would be the best thing for him,

namely that it would break him and he would quit when he got back. However, O'Neil has become something of a barracks lawyer in MI6, and already has a plan to keep his job though means fair and foul.

Description: O'Neil is a weasel-faced, frail-bodied man that looks like he could use some sun and possibly a healthy meal. He dresses in more layers than anyone else, and never ventures outside if he can help it. His clothes are ill-fitting at best, and not kept in the best of care.

Playing Patrick O'Neil: Whine, plead, beg, and do as little as possible. You will save your own skin at the expense of others, even if that means a short-term reprieve from the horrors sacrifices opportunities down the road. If possible you will switch sides. Too bad the other side does not really care to give you options.

Motivation: Survival.



How He Survived: Myers died for O'Neil to be saved, tripped by the latter as they ran from the barracks during the attack. Somehow O'Neil managed to avoid the Adlets in the blizzard and survive outside until the storm and the attackers had left. He has since crept back into the base multiple times to gather food and warmer clothing. Mostly he stays inside the cracked radar dome.

STR 45 CON 55 SIZ 50 INT 60
 POW 35 DEX 55 APP 55 EDU 60
 HP: 10 DB: None Build: 0 Move: 8
 SAN: 35



Attacks: 1

Fighting (Brawl) 25% (13/5), damage 1D3

Dodge 28% (14/5)

Skills: Credit Rating 55%, Cryptography 35%, Drive Auto 45%, Electronics 35%, History 45%.

Other Languages: Czech 25%, Hungarian 35%, Russian 45%.

Edmund Pinafore, British Station Chief, Age 46

A 45-year-old Korean War veteran with nearly 20 years with MI6, Pinafore has a sterling record for efficiency and most importantly, results. He has managed to keep up with the constantly evolving world of technology and is known to tinker with electronics in his spare time. His posting to an out-of-the-way listening post was per his request. Recently divorced, Pinafore wanted some time away from everything, especially his ex-wife. PIN-EB was viewed as a fine location to place a valuable asset just in need of some time to sort out his own thoughts.



Description: Fit and trim despite his age, Pinafore's sole sign of the middle-years is the slight greying of his reddish-brown hair at his temples. Whereas his crew tends to grow hairier as the season progresses, Pinafore keeps his moustache trimmed with exacting care, and the rest of his tanned face shaved clean. As station chief, Pinafore feels he must set the example, and might be the only person in the arctic regularly wearing a tie underneath his issue parka and jumper.

Playing Edmund Pinafore: This situation is outside of regulation, but so was so many you have been in. You need to remain clam, confident, and in command. Do not think about how this is all you fault, all your responsibility. First

order of business, assess the situation. You have plenty of food, water, and clothing. Second order of business, are those things all gone yet?

How He Survived: Off-duty and asleep when the Adlets attacked, Pinafore managed to barricade his barracks room door and stay quiet. The Adlets had easier targets and more interesting fights, and after the battle was over, plenty to occupy their minds. Pinafore remained in his bunk, wrapped up in a blanket and surviving off seltzer water and personal delicacies hoarded against the long arctic assignment. After things quieted down, he went out and found Salazar and Winkle, bringing them back to his little fortress.

Motivation: Survival.

STR 45	CON 45	SIZ 55	INT 75
POW 60	DEX 45	APP 50	EDU 75
HP: 10	DB: None	Build: 0	Move: 6
SAN: 58			

Attacks: 1

Fighting (Brawl) 45% (23/9), damage 1D3

Firearms (Pistol) 45% (23/9), damage 1D10

Dodge 22% (11/4)

Skills: Accounting 55%, Charm 55%, Credit Rating 75%, Cryptography 65%, Drive Auto 35%, Fast Talk 65%, History 65%, Intimidate 65%.

Other Languages: Czech 55%, Hungarian 65%, Language Russian 75%.

Eric Pope, American Radio Technician, Age 34

Working as a CIA radio tech means spending a lot of time in strange places. Pope likes to think of himself as a spy: after all, he has travelled the world for a spy agency. That his work has never been more than setting up and monitoring radios, sometimes in terribly uncomfortable situations, has not lessened his enthusiasm for the job or stopped him from using his "secret agent" status to pick up women.

It is hard to say what led to Pope's divorce. His wife did not want him to take another overseas job, and the arctic rotation fit the bill. Then again, it might have been the philandering, because Pope tended to play around even when stationed in Washington and New York. Shortly after starting the current rotation, word was wired to Pope that his wife had filed for divorce.

Description: Pope is a man rapidly approaching middle age, with his once-trim physique turning to fat after a decade spent sitting in a chair and listening to a radio set. His hair is thinning, but he tries to cover that up with careful combing

COVERT ACTIONS

and plenty of hats. He dresses in clothes that are a little too fashionable last year, and a little too tight.

Playing Eric Pope: Be friendly, be a little smarmy, and always have an eye out for the ladies. This current situation is horrible, and although you lack true courage, you can be trusted to keep it together so long as there is someone to keep it together for.

How He Survived: Pope managed to make it to a snowmobile and get the thing started. He also managed not to wreck it on his mad dash through the blizzard. What he did not manage to do was make sure it had a full tank of gas. It was only blind luck that kept the Adlets from spotting him while he walked back to the base, but he saw them leave in a long line to the north, a long line carrying haunches of meat. Pope sees the helicopter land, but won't be able to make it back to base until right before the next blizzard hits.

Motivation: Duty.



STR 55 CON 55 SIZ 50 INT 65
POW 55 DEX 50 APP 75 EDU 55
HP: 10 DB: None Build: 0 Move: 8
SAN: 55

Attacks: 1

Fighting (Brawl) 45% (23/9), damage 1D3
Dodge 25% (13/5)

Skills: Charm 75%, Credit Rating 55%, Drive Auto 45%,
Electrical Repair 45%, Electronics 65%, History 65, Listen
55%.

Other Languages: Russian 55%,

Hugo Salazar, American Mechanic, Age 29

Once upon a time Salazar turned wrenches for the US Navy and he loved a woman named Matilda. Later he worked for a Ford dealer and lived and loved the long weekends in Pasadena alongside his beautiful Suzette. Years passed, or a year (to a true romantic such things as time and space are irrelevant, Salazar had once read that in one of his poetry books). At any rate, time passed and he worked for the government doing strange things, alongside the lovely Natalie.

Now she too is gone, but there is always a new future, a new love, and a new adventure. Perhaps Salazar will find these in the arctic, perhaps not. He has his poetry, both his unpublished own and the works of beatniks, romantics, and dreamers. Men and women like Hugo Salazar.



Description: Salazar is a large, soft man, not portly, but comfortable in his own body no matter the shape. He has liquid, sad eyes and hair just long enough to push the Company's rules, but not so long to be confused with some sort of hippie trash. He prefers pastel colours mixed with greys, and keeps a keen eye on his appearance.

Playing Hugo Salazar: Your world has long been a magical place, a place of love and beauty. Even your job as a mechanic has a certain rhythm and song to it. If such a magical life can produce such wondrous things as the love of three good women, why could it not also produce the horrors at PIN-EB? What can a man do but hide from such things that no man could dream of?



How He Survived: During the attack Salazar took a great risk and climbed one of the base's tall radio masts. Somehow it did not tumble nor did he freeze to death from hours of blizzard conditions blowing at his face and hands, though he did manage to get some bad frostbite. From his perch he saw the Adlets leave to the north with their grisly burden. Scrambling down, Salazar found Pinafore creeping around the barracks and joined forces with the older man.

Motivation: Survival.

STR 55 CON 55 SIZ 65 INT 55
 POW 60 DEX 50 APP 65 EDU 55
 HP: 12 DB: +1D4 Build: +1 Move: 7
 SAN: 56

Attacks: 1

Fighting (Brawl) 25% (23/9), damage 1D3 + 1D4 damage bonus

Dodge 25% (13/5)

Skills: Credit Rating 55%, Drive Auto 45%, Electrical Repair 65%, Electronics 55%, Mechanical Repair 75%, Navigate 45%, Operate Heavy Machinery 55%, Philosophy 45%.

Other Languages: Spanish 55%.

Karl Sanderson, American Radar Technician, Age 37

Twelve years in the CIA serving as a radar technician, often in Vietnam or other less-than-pleasant places, earned Sanderson a long meeting with Angleton, his own personal surveillance team, and several blocked promotions. In the end, they cleared Sanderson of any wrongdoing, but the black marks were already in his file. A career down the tubes and nothing to show for it, save for bitterness and disappointment. It is enough to make a person want to do the things he was accused of, because if Sanderson is going to get punished, he might as well get paid for it as well. That's why he has copies of the DEW line codebooks, precise latitude and longitude of every site he can find, and much more in his personal effects. After this rotation, it's a short walk to the nearest Soviet embassy and big payoff for Sanderson.

Description: Big, meaty, and bond, Sanderson looks like a stereotypical upper midwest Nordic. He dresses appropriate for the arctic, for the cold is nothing to a man who grew up in North Dakota. Sanderson's brightly patterned wool sweaters are the talk of the base.

Playing Karl Sanderson: Be paranoid, be afraid, and justify any action you take no matter how self-serving it is. You came to PIN-EB with a dark purpose in mind, that things have turned out even worse than you could have imagined should

not surprise you. There is a certain Lutheran guilt about the violence and death and your own secret plan to turn traitor, and even greater guilt over how you managed to survive.

How He Survived: Once a traitor, always a traitor, only this time Sanderson betrayed not his country but his species. Taking cover behind the exercise room barricade, Sanderson saw that defeat at the hands of these strange things was certain. So, he joined what he assumed were aliens, turning on his fellows and shooting them down. As a reward the Adlets left him alone and allowed him to partake of their feast. Gorged, bloody, and near madness, Sanderson is a ticking time bomb amongst the survivors, for his action within a storm created by dread rites to Ithaqua have caused him to contract the Curse of the Wendigo.

Motivation: Self-Preservation.



STR 45 CON 55 SIZ 40 INT 50
 POW 65 DEX 55 APP 50 EDU 55
 HP: 9 DB: None Build: 0 Move: 9
 SAN: 57 (insane)

Attacks: 1

Fighting (Brawl) 45% (23/9), damage 1D3

Firearms (Pistol) 45% (23/9), damage 1D10

Dodge 27% (14/5)

Skills: Credit Rating 45%, Drive Auto 45%, Electrical Repair 65%, Electronics 65%, Fast Talk 45%, Mechanical Repair 55%, Spot Hidden 55%.



Henry Winkle, American Mechanic, Age 25

In theory, the agencies that have partnered to staff the arctic listening posts are supposed to keep an even balance amongst the personnel. In practice, each agency is desperate and petty in attempting to give their own people a numerical advantage. Sometimes this results in a person being sent north who has no business working in those conditions... people such as Henry Winkle.

Winkle is an experienced 25-year old mechanic who has worked on oil rigs, freighters, for television stations, and once co-owned a small auto repair shop. He is one of a class of itinerant workers whom bounce around from job to job, often jobs that few people know or think about. This is his first time working for the CIA, but his security clearances and background checks are all in order.



Description: Henry Winkle is a slob. His issue clothing is dirty with grime and small cigarette burns. His beard is wild and untrimmed, and his hair is a corona of greasy locks. Hit tools are usually in a similar state of disrepair and disorder, and even Winkle cannot readily find anything in his tool belt, much less the tool boxes he has recently used.

Playing Henry Winkle: Before this posting you just floated from one job to the next, performing your tasks with a minimum of enthusiasm and skill. It was always easy to just barely get by, and although it did not make you rich, cheap beer and the television were your only true interests. This posting to PIN-EB seemed like a good gig, with great pay and plenty of time to loaf. Now, with those things running around

killing and eating people, you are starting to think there must be a better way to live. You want to live. Maybe you should switch teams, how bad could it be, right? Meat is meat, after all, and you have never been too particular about where your food came from beforehand...

How He Survived: As would be expected, Winkle was given the worst jobs at the base, but jobs his laziness and inattention to detail would not ruin. When the storm blew up he was a half-mile from the base dumping the day's garbage into the base's burn pit (necessary to keep polar bears from hanging around the garbage dump). He had just lit the gasoline-soaked pile and sat down on the snowmobile for a smoke when he saw the blizzard come in. Winkle waited out the storm and attack in the burn pit, breathing in the reeking fumes and staying warm thanks to the burning trash. When things cleared up he stayed near it, and only ventures back to the base when he sees the helicopter come in.

Motivation: Survival.

STR 65 CON 55 SIZ 75 INT 45
 POW 30 DEX 55 APP 45 EDU 50
 HP: 14 DB: +1D4 Build: +1 Move: 7
 SAN: 30

Attacks: 1

Fighting (Brawl) 30% (15/6), damage 1D3 + 1D4 damage bonus
 Dodge 27% (14/5)

Skills: Credit Rating 35%, Drive Auto 35%, Electrical Repair 25%, Language (English) 50%, Mechanical Repair 25%, Navigate 25%, Operate Heavy Machinery 35%, Survival 15%.

THE ADLET RETURN

Shortly after arriving at PIN-EB, a second fierce storm blows up. Snow pours out of the sky in streams of fat flakes, the wind howls through in screaming gusts, and dark clouds close off the wan winter sunlight. Lightning strikes the surrounding tundra, and occasionally sparks off one of the radio or radar installations. The helicopter is obviously grounded for the duration of the storm.

Moving between the buildings of PIN-EB is difficult and dangerous while the storm is raging. Vision is reduced to a metre or less, and swirling snow makes finding one's heading nearly impossible (an Average **Navigation** roll just to go from point A to B). However, everyone has a bonus die on **Stealth** rolls. Actively trying to hear, see, or smell something suffers a penalty die. Finally, attempts to fly the helicopter out of the storm are at Extreme difficulty.



THE CURSE OF THE WENDIGO

The storm the Adlets summon is no normal storm, being a direct manifestation of Ithaqua's will. Those caught in such a storm that eat the flesh of their fellow men become subject to the Curse of the Wendigo. Even worse, those who have a hint of Adlet blood in their veins, such as Sanderson and Winkle, are tempted by dark thoughts and strange hungers.

Anyone who practices cannibalism within a site visited by one of Ithaqua's storms within a lunar cycle of the manifestation, or worse during the storm, must make a Hard CON check. Also, everyone exposed (in this case all the investigators) to the storm or the site of its manifestation must make a Luck roll. On a failure the Keeper should write "Hungry" into their traits. On a critical failure, they come under the effects of the Curse of the Wendigo.

The Curse of the Wendigo manifests itself in three stages. During the first stage the victim begins to see other people as prey. The victim becomes aggressive, hungry, thirsty, and territorial. SAN loss at this stage is low, only 0/1D4, but increases to 1D4/1D6 for anyone with enough knowledge of the Mythos to understand what is going on, or someone who knows what symptoms to look for.

The second stage of the Curse of the Wendigo begins to cause body changes. The victim's body temperature lowers by five degrees, with no significant effect on their physiological processes. Their hair thickens and lightens, their tooth morphology changes from that of an omnivore towards that of a predator, and their eyes alter to allow more light in, and thus improving vision in low-light conditions. The victim also rapidly gains more muscle mass. These changes are incredibly painful and cause 1D6/1D8 SAN loss to experience.

The third stage sees the victim making the final descendant into becoming an inhuman monster. The body shrivels as some organs begin to atrophy or shrink, and fat deposits shrink to barely sustainable levels. The arms and legs elongate and the head alters to provide a distinctly predatory shape.

Claws sprout from the ends of fingers and toes, and in the final stages, the knees crack and take on the backward-bending shape of the Adlet. By the time the transformation is over the person only has vague memories of its life beforehand and is now, for all intents and purposes, an Adlet.

Use the following modifications to the person's statistics:

STR +35	CON +35	SIZ -15
APP -50	EDU -50	APP -50
SAN -All		

Gains a claw attack at 65% that inflicts 1D6 damage, and a bit attack at 55% that inflicts 1D4 damage. Damage bonuses apply. Gains Adlet leaping and enhanced senses (see pg. 146) as well as resistance to cold.



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ADLET WARRIOR

STR 80 CON 65 SIZ 65 INT 65
 POW 65 DEX 65
 HP: 13 DB: +1D4 Build: 1 Move: 9
 MP: 13

ATTACKS: 3

Fighting (Brawl/Claws) 65% (33/13), damage 1D6 + 1D4 damage bonus
 Fighting (Brawl/Bite) 55% (28/11), damage 1D4 + 1D4 damage bonus
 Fighting (Spear) 55% (28/11), damage 1D8+1 + 1D4 damage bonus
 Firearms (Bow) 55% (28/11), damage 1D6 + half 1D4 damage bonus

ARMOUR: Firearms and projectiles do half rolled damage, round fractions down.

SKILLS: Dodge 45%, Jump 75%, Language (Adlet) 50%, Listen 55%, Natural World 75%, Navigate 65%, Spot Hidden 65%, Stealth 55%, Survival 65%, Throw 55%, Track 65%.

SANITY LOSS: 0/ 1D6 San to see an Adlet.

LEAPING: Adlet roll a bonus die on all Jump rolls.

HUNTER'S SENSES: Adlet roll a bonus die on Listen and Spot Hidden rolls.

ADLET SHAMAN

STR 80 CON 65 SIZ 65 INT 65
 POW 65 DEX 65
 HP: 13 DB: +1D4 Build: 1 Move: 9
 MP: 13

ATTACKS: 3

Fighting (Brawl/Claws) 65% (33/13), damage 1D6 + 1D4 damage bonus
 Fighting (Brawl/Bite) 55% (28/11), damage 1D4 + 1D4 damage bonus
 Fighting (Knife/Sacrificial Dagger) 55% (28/11), damage 1D4 + 1D4 damage bonus

ARMOUR: Firearms and projectiles do half rolled damage, round fractions down.

SKILLS: Dodge 45%, Jump 75%, Language (Adlet) 50%, Listen 55%, Natural World 75%, Navigate 65%, Spot Hidden 65%, Stealth 55%, Survival 65%, Throw 55%, Track 65%

SPELLS: Call Ithaqua, Consume Likeness, Enchant Sacrificial Dagger.

SANITY LOSS: 0/ 1d6 San to see an Adlet.

LEAPING: Adlet roll a bonus die on all Jump rolls.

HUNTER'S SENSES: Adlet roll a bonus die on Listen and Spot Hidden rolls.



THE SECOND RAIDING PARTY

Fewer Adlets are interested in returning to PIN-EB to search for Olsen than attacked the base the first time. All in the raiding party know that there is less meat there now, and that the finest cuts have already been taken. This revolt has angered the shamans who set to enforcing discipline using bloody means, which has only further delayed their return to PIN-EB. The force that assaults the base during the second storm numbers only 15 Adlet warriors and three shamans, more than enough to overwhelm a small and ignorant group of soft humans.

RUNNING THE RAID

The investigators must survive the second Adlet attack. They can do so by marshalling the assistance of the surviving members of the base's staff to help secure defensible positions, arming the survivors (if they are not already armed), and otherwise outlasting the Adlet assault, either by killing all the Adlets or driving them away. The Keeper should emphasize the uncertainty of survival, with the investigators having no clear idea of how many Adlet are out there, or what their true goal is. The surviving base staff, also, bring a dangerous set of variables in the form of hysteria, possible panic, and self-preservation versus the overall survival of the group.

No mindless beasts, the Adlets can use tools, communicate complex information to one another, make strategic plans, and devise means by which to bypass any obstacles or jury-rigged traps the investigators might prepare. They are not suicidal, and will not throw themselves at certain death, preferring to use stealth, rapid strikes, and their natural abilities whenever possible. The Adlets, too, recognize that letting the humans get away means the return of more humans and more of the far-killing weapons. It will not take the ghouls long to recognize that the helicopter represents a means for the humans to escape. The Keeper can alternate Adlet assaults with the arrival of stragglers from the base's crew, drawn to the conflict by the sounds of gunfire and/or human voices. What will the investigators do to help keep them alive? Should the investigators attempt an extraction with the helicopter, they may find the Adlets trying to cut them off while the ghouls destroy or otherwise immobilize the escape vehicle. They may even arrive at the helicopter pad, unhindered, to find that the Adlets have beaten them to it, and damaged it beyond repair, or requiring repairs that will expose them to an attack.

Olsen's own return to the base is a turning point, and the Keeper should emphasize the shift in the Adlet behaviour when their chosen one arrives. Suddenly the Adlets' attention shifts its focus and all their efforts turn to capturing Olsen and bearing him away with them. Olsen is not so far gone into his apotheosis that he will go with them willingly, though he

might hesitate, causing the investigators to lose any advantage. Olsen's realization of his true nature is likely to be provoked in the middle of the siege, encountering the Adlets potentially bringing on the third stage of his transformation in dramatic fashion, as described on page 145.

HOW TO STOP THEM

The Adlets do not need to be defeated in combat to be thwarted in their attempt to bring forth an avatar of Ithaqua. All that needs to happen is that they do not capture Olsen and drag him back to the icy wastes they call home. While killing all the remaining Adlets will solve the problem for now, it will not end the threat. The investigators will likely have to make the choice as to how to keep Olsen safe in a permanent manner. Of course, killing Olsen solve the problem nicely, as the Adlets cannot ritually sacrifice a person who is already dead. As Olsen is subject to the Curse of the Wendigo, should he transform into an Adlet he is now a different being, and thus the Adlet cannot gain nothing but meat from his ritual sacrifice and consumption. Then there is the matter of his unborn child...

THE DEBRIEFING

Possibly the hardest part of this scenario will be when the investigators get back home. They will need to be very careful in their debriefing to not reveal the massive Mythos involvement. There will need to be a lot of rolls made, all at Hard or Extreme levels of difficulty. The Keeper should not allow out of character support, making each investigator give a summary of their report, and while they are lying their way through what happened at PIN-EB, the Keeper should be taking notes. The stories had best match.

SANITY & TRUST REWARDS

- Completing the cover mission (investigating the base, recovering codebooks and classified materials, determining if sabotage occurred, restoring communications): +1D6 Trust points
- Rescuing the base's personnel: +1D6 Sanity points/+1D10 Trust points (adjust if heavy casualties)
- Completing N's mission of identifying and neutralizing any signs of the Other Enemy: +1D3 Trust points with Section 46
- Killing Olsen (or allowing him to be killed): +1D3 Sanity points
- Protecting Olsen for H: +1D3 Trust points with H, -1D6 Trust points with Section 46
- Thwarting the Adlets through other means: +1D6 Sanity points



• THE UNCLEAN •

"Arise ye dead, murdered, ye who hanged from trees, wayward ones, unbaptized, and nameless ones."

– Volkhv spell for calling upon the unclean spirits

Date: Any time in the 1970s

Location: Moscow

INTRODUCTION

During the 1970s the US and USSR enjoy *détente*, a period of cooperation and relative peace where their space programs complete a historic joint mission and SALT I sees some limits placed on the arms race. However, proxy wars are still fought, developing nations still play one superpower against the other, and a spy's work is never done.

This scenario begins with an unexpected defection and the promise of a list of Soviet operators working in the West that leads the investigators down a rabbit hole of intrigue, violence, and shadow deals, as enemies become allies and allies become enemies. Meanwhile, Section 46 requests the investigators investigate a series of deaths hushed up by the Soviets that hint back to dark dealings during the Russian Civil War.

KEEPER'S BACKGROUND

During the Russian Civil War, a death cult tossed its lot in with the White forces and used a dark ritual to summon Koschei

the Deathless from the depths of time. This fell creature had no interest in aiding the Whites in their struggle, but did add many bodies to its tally before one White soldier found the ritual to return Koschei to its grave. The soldier, known only as Botanist X, was driven mad by the encounter, but wrote a short pamphlet detailing his battle with the creature. He was executed before the pamphlet could be published.

Discovered many years later by an anti-Communist publisher named Pytor Kuznetsov, the pamphlet was printed as a samizdat and released in limited quantities. In the process, Kuznetsov figured out that the story was not a work of fiction, and accidentally summoned the malevolent entity. While the summoner did not survive the ritual, the creature did, and is now stalking the streets of Moscow in search of prey.

Meanwhile, senior KGB agent Anton Fyodorovich Kostin has come into possession of a list of all Western agents working behind the Iron Curtain. A lifetime of fighting and struggling against the West, seeing the world still under a nuclear sword of Damocles, has worn Kostin out, and he now wants to defect. He contacts the investigators late at night with his intent and describes the documents he's bringing with him. However, he's also being monitored by the KGB, betrayed by the very side he's trying to help. The KGB put in motion a plan to abduct Kostin before the investigators can rescue him. A smart man, he's left behind clues to the list and possibly a way to rescue him in case he's caught.



BRIEFINGS

As the investigators expect, there are two briefings. One for the standard mission and one for Section 46's mission.

INTELLIGENCE BRIEFING

There isn't a standard briefing for this mission. Instead, it begins *in media res*. The investigators are working the night desk for their intelligence agency's station house. Normally, it's a boring ordeal mixed with bureaucratic tedium. Analyses to be triple-checked, reports to be compiled, and sleep to be caught up on.

That quiet is shattered this evening when the telephone rings at 1:30 AM. Although not a secure line to the West, it is an unpublished number that very few people know; and most of those people are in this room. The line was tapped by the KGB during "routine repairs." Suspicious investigators might notice a tell-tale click periodically, but only after the man on the end of the line stops talking.

The person calling is Anton Fyodorovich Kostin, a major in the KGB. He informs whomever answers that he wants to defect tonight and wants to bring him a list of Western agents and Soviet allies working behind the Iron Curtain. This list has recently been acquired by a third party and Kostin is supposed to turn it over to his superiors. Tired of the endless wilderness of mirrors that has been his life, he wants to come to the West and bring with him a list, which if his masters got their hands on, would mean the deaths of hundreds.

Kostin plans to be at the Vostok rocket at the USSR Economic Achievements Exhibit in one hour. He will bring the list with him. He'll bring along a white notebook for identification, the investigators should do the same. Obviously, there is not enough time for vetting of the man. It could be a trap and standard operating procedure would be to call the home office before proceeding any further.

If the investigators call home, the overnight desk agent at the home office immediately passes the call up the chain. A man with Kostin's knowledge would be an invaluable asset and there should already be a dossier on him at Moscow Station. The investigators are given authority to bring him in. An American illegal, Michael Abramov, might be able to lend assistance in hiding Kostin if necessary.

SECTION 46 BRIEFING

Before the call is cut off with the home office, the desk officer asks the agent to wait a moment. Someone else wants to speak with them. After the clicks of a few relay transfers,

the voice of their Section 46 contact comes on the line. Section 46 is interested in why the MVD have cordoned off an area on the far west side of the rail yard. A Section 46 mole, codename Dread, brought this matter to Section 46's attention. There was a murder with ritualistic components in the railyard earlier this evening. The MVD is treating it like an ordinary murder, but Dread believes there's a darker undercurrent to what's happened, and something much worse is in the making. Section 46 requests the investigators to investigate whatever the Soviets are covering up and stop the horror in the making. Naturally, time is of the essence. Because of the hour, the MVD hasn't given the matter their full attention yet, so the investigators should take advantage of that if at all possible. Section 46 isn't ready to reveal the identity of Dread to its agents. N is still very protective of her.

WHY YOU SHOULD NEVER USE A NON-SECURE LINE

When making an international call from anywhere in Russia, the caller is asked three questions. The first is who you are calling. The second is the number you need the international operator to connect. The third is what language you will be speaking during the call.

International calls from Russia can take an unexpectedly long time to connect. During that time a listener fluent in the language that will be used is connected as well. If the language used is not the stated language or the language changes mid conversations, the listener will either disconnect the call or interrupt the call to request the speakers return to the originally intended language.

Needless to say, investigators will need to be very cautious with any telephones they use. Especially if they begin discussing Mythos matters with Section 46.

THE KGB VERSUS THE MVD

There are two police forces in the Soviet Union. The KGB, responsible for state security, is a secret police, concerned with matters of national security, acting on crimes that put



the Soviet Union at risk. Espionage is one of those crimes. While in the field, KGB officers usually wear plainclothes and drive black sedans.

The other police force is the MVD, also known as the militsiya. This is more akin to a traditional police force. They conduct traffic stops, investigate robberies and murders, and all the other crimes that aren't supposed to happen in the Soviet state. They wear uniforms and drive yellow Gaz-24s emblazoned with a blue stripe and a light bar on the roof.

All is not well between the two agencies, though. Many in the MVD don't trust the KGB and frequently call KGB officers for stepping into MVD jurisdiction. The KGB for their part consider the MVD glorified provincial border guards who do more to hinder KGB operations than help.

Keepers can slip this information to players to provide investigators with more tools to survive. If they can turn the KGB against the MVD, the investigators might have a better chance of surviving.

LOCATIONS

This section includes a brief reference of the major locations the investigators might visit in order to provide the Keeper with an easy to find description of the important spots around the city and bits of information to make life difficult for the investigators. This section should also provide inventive investigators with numerous ways to foil their adversaries.

MOSCOW

The entirety of the scenario is set in and around Moscow, but it bears mentioning that Moscow is enemy territory. It's home to the headquarters of the KGB, the nemesis of Western intelligence agencies. Working in Moscow is like working on the sun – a Western agent is always at the risk of exposure. At no point should the investigators ever feel safe, as they are literally surrounded by the enemy.

The Keeper will be well-served to stress how much personal risk the investigators are operating under. And, if the investigators are caught in the open, they will likely end up in a cell under Lubyanka, and there could be severe diplomatic fallout.

While Soviet agents, both KGB and MVD, also known as the militsiya, are not actually everywhere all the time, there's no reason the investigators shouldn't feel like they are. Just by describing people in long coats standing on street corners or crossing the street, newspapers hurriedly pulled up in front of

faces, or conversations dropping to a whisper as investigators pass will help immensely in playing up the paranoia.

ABRAMOV'S OFFICE

Abramov's office is a second floor walk-up at 28 Furmonova Ulitsa. It's a small three-room office filled with papers and book samples. It's dusty and unkempt; there might be a desk under some of the stacks of paper, but it hasn't seen the light of day in years. Abramov keeps a cot in the second room for when he works late or gets too high to leave. The third room is a filthy bathroom filled with overflow books. There's a bolt-hole under the floor in the bedroom large enough to fit one person.

EMBASSIES

The US embassy is located at 19–23 Tchaikovsky Street, and the UK embassy is located at 14 Maurice Thorez Embankment.

LUBYANKA

Although the scenario doesn't call for the investigators to visit the headquarters of the KGB or its infamous prison, investigators might go there; either of their own accord or as guests of the secret police. Lubyanka is a palatial, imposing building with small baroque architectural touches that help disguise its massive interior. Inside, the floors are well polished parquet and the walls are pale green. A statue of Felix Dzerzhinsky, founder of the Cheka, is in Lubyanka Square in front of the building.

The ground floor and basement are home to a prison and numerous interrogations cells where enemies of the state are confined. It's often joked that Lubyanka is the tallest building in building Moscow. After all, you can see Siberia from its basement.

The upper floors are offices for the KGB and file storage. The chief, Yuri Andropov, has his office on the third floor. An agent who's able to sneak inside the file rooms will undoubtedly be hailed as a hero. If the agent can sneak back out with documents or information, so much the better!

RAIL YARD

Moscow has several rail terminuses. The one used in this scenario is near the Mira Prospekt metro station where the Leningradski, Yaroslavlski, and Kazanski stations are all located. This is a busy area with people coming and going from the stations. However, there are numerous tracks and,

as a result, there are many isolated areas around the tracks furthest from the stations and between freight trains.

SAMIZDAT PRINTING PRESS

Literally, an underground printing press. Run from the basement of an abandoned factory, this is where Kuznetsov printed his books, including *Bessmertny*, the book to summon Koschei/Chort. If the investigators find a way here, they will find not only copies of *Bessmertny*, but possibly walk into an ambush from some of the creature's followers.

AGANIN'S DACHA

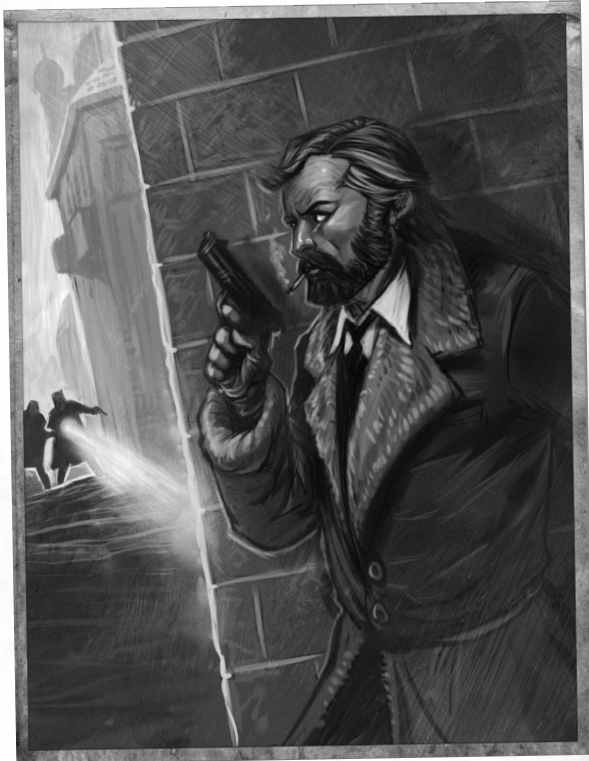
Gennady Timurovich Aganin's *dacha* is his retreat from the bustle and grind of Moscow, a welcome respite from the city's horrible traffic. It's also where he takes Kostin to torture him. Aganin wants answers, and he doesn't necessarily want his superiors to know how he came about the answers. Despite being a retreat, Aganin has made sure his *dacha* is well protected by loyal guards.

USSR ECONOMIC ACHIEVEMENT EXHIBIT

This 500+ acre campus is home to permanent and seasonal exhibits on science, exploration, and agriculture. There are around 300 buildings and 80 pavilions on the campus. The Space Obelisk at the entrance and TV tower just north of the entrance dominate the view for those arriving. Once inside there are also ponds with booths to rent fishing supplies, restaurants, cafes, and birch groves to take in the native flora and fauna. It's open from 10:00 AM to 11:00 PM, but the buildings are locked at 7:00 PM. A tram runs a circuit around the park to transport travellers too tired to walk from one building to the next. When the exhibit grounds are closed, MVD officers patrol it, but the facility is so large and open that it's impossible to secure the entire thing against entry.

LEAVING THE EMBASSY

The investigators know that leaving the US embassy, whether on foot or in a car, means there will undoubtedly be a KGB tail. This is an excellent opportunity to put their tradecraft to work to try to lose their pursuers. At this time of night, the streets will be quiet and clear, making subterfuge more difficult.



Both destinations are north of central Moscow along Mira Prospekt. The rail yard is about 6km away from the US embassy and the Soviet Economic Achievements Exhibit is about 4km further away. If the agents are using the metro,

BLACK FLIES

Koschei/Chort is a purveyor of death. As such, black flies are always around him and his victims. These repulsive creatures feed on the corpse and carry pestilence. The Keeper should use the presence of black flies as another way to spread paranoia among the investigators. Black flies are common creatures that can be found anywhere. However, when Koschei/Chort is around the flies appear in greater number and seem somehow more attentive; as if they are waiting for something. The Keeper should mention the buzzing of a few flies as background dressing when describing a scene. As the scenes progress through the scenario, the Keeper should increase the frequency and quantity of the flies until the investigators cannot help but notice them. At that point, any mention of black flies should be enough to put the investigators on their guard, even if it is not warranted.



both stops are on the Kaluzhshko-Rizhskaya line. The rail yard is at the Mira Prospekt station and the USSR Economic Achievements Exhibit is right at the VDNKh station.

Many operatives use standard, readily available travel guides to Moscow to find their way around. Not only are the maps accurate, but they provide plausible deniability to anybody the KGB or *militiya* want to question.

THE USSR ECONOMIC ACHIEVEMENT EXHIBIT

This 533-acre open-air exhibit ground is home to over 300 buildings as well as plazas, walking paths, gardens, pavilions, and woods. It's a perfect spot for a hundred different ambushes, especially at night. The Vostok rocket exhibit is about three-quarters of the way into the park from the main entrance by VDNKh metro station. Street lamps create a surreally pleasant nighttime walking experience, while casting shadows that could hide assassins.

The rocket is an actual, life-size 50-metre-tall Vostok rocket set on a mock launch pad and attached to a mock gantry in a plaza. Seven buildings loosely ring the plaza with wide, paved walkways between each building. They are all three stories high and five of them have flat roofs, making excellent vantage points.

Kostin is at the rocket, lurking in the shadows of the Chemical Industries Pavilion, but he's left the list with his protégé Katya Merkulova in case his attempt to defect is stopped. Katya, meanwhile, has disobeyed Kostin's orders to stay away and has taken up a position in the dome at the top of the Cosmos Pavilion, one of the two non-flat roof buildings, but the building with the most commanding view of the plaza.

To further protect Kostin, she did not keep the list with her. Instead, she hid it under the helmet at the Tomb of the Unknown Soldier at the Kremlin. Merkulova will use this knowledge to bargain with the investigators.

Ten KGB agents under orders from Gennady Timurovitch Aganin attempt to patrol the grounds stealthily. Their orders are to wait until Kostin makes contact before moving in. Aganin wants to catch Kostin and whomever is bringing him in. However, Kostin will leave if the investigators don't arrive at the appointed time and Aganin will move in then. The KGB agents' final orders are to shoot to kill if they don't think they can capture Kostin. A dead traitor is much preferred to someone in Western hands.

A trio of MVD agents, unaware of anything that is going on, walk the grounds as part of their nightly beat. They talk, smoke, and occasionally sing as they stroll through the plaza poking at statues and tapping on windows and doors. Their car is parked by the VDNKh metro station at the entrance to the exhibit grounds. If there's trouble, one of them will try to reach the car to radio for help while the others go to investigate.

If the investigators arrive without a tail from the embassy, they might be able to sneak through the grounds without being noticed.

THE TRAP

Kostin will approach the investigators as they near the rocket, holding up his white notebook. At that moment, Aganin's men will strike from shadows very near Kostin. Aganin walks out and Kostin says the KGB officer's name in disgust and tries to run away from the investigators to draw the KGB away.

At this same time Merkulova strikes, focusing her fire on the KGB agents. Her shots throw everybody into confusion and panic. A fumble on one of her shots puts a bullet through Kostin's head, something which will have lasting ramifications on Merkulova's sanity.

Major Gennady Timurovitch Aganin, KGB Major, Age 52

Aganin is one of the KGB's most proficient spy hunters. He's hunted down several Western spies operating within the borders of the Soviet, as well as several Soviets who were spying on behalf of the West. His methods include torture, torture of friends and loved ones, and if that fails, torture. He has a well-developed network of informants throughout the bureaucracies that comprise the Soviet state.

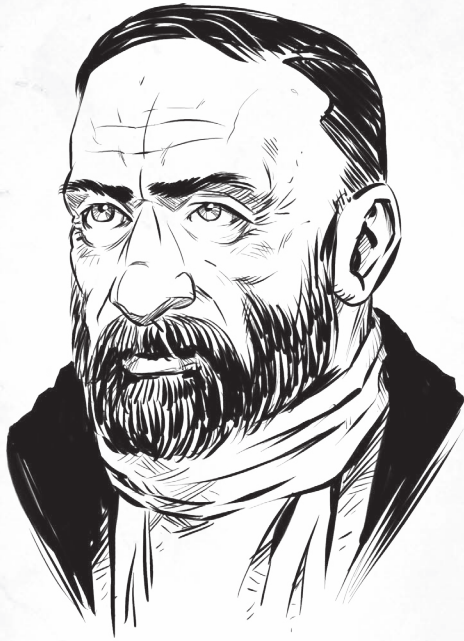
First Impressions: Aganin is tall and broad-shouldered with quick eyes. His demeanour is pleasant and inviting. He prefers a simple suit to his KGB uniform.

Personal Details: Aganin was born in Leningrad and saw firsthand the struggle the Soviet people went through during World War Two. Instead of disillusioning him to the Soviet state, it deepened his love of it. Everywhere he looked he saw heroes fighting invaders. Brave men and women setting down their lives for their Motherland.

When he was 13 he walked up to a bread truck known to be an MGB mobile listening post and knocked on the door. When someone answered, Aganin informed the person that

COVERT ACTIONS

he wanted to join the MGB. Needless to say, the person inside the truck disavowed any knowledge of the MGB and drove away. Within hours, Aganin was arrested by the MGB and taken away for interrogation. After several days of intense interrogation, the MGB was convinced of his sincerity and he became the youngest official member of the MGB.



Motivation: Ideology. Pure and simple.

Secrets & Goals: Aganin wants to dig out the Western plague he sees infecting his Motherland. He wants any Soviet defector brought to justice, no matter the cost, and every Western spy executed in the streets. Once he learns of the supposed list, he wants to be the one to claim full credit for bringing it in; preferably one dead spy at a time.

Aganin's superiors are wary of him, afraid he will snap and create an international incident.

He has, in the past, gone off-book to deal with threats his superiors ordered him to ignore.

Playing Aganin: Aganin is a friendly man, at least to those who he doesn't perceive as a threat. Try to be charming and convivial until you've lured your target in. Then, immediately change tact to become aggressive.

It's not a matter of whether or not someone is the enemy, it's matter of how long they've been the enemy and what crimes they've committed.

STR 80 CON 60 SIZ 80 INT 60
POW 75 DEX 60 APP 75 EDU 80
HP: 14 DB: +1D4 Build: +1 Move: 9
SAN: 75

Attacks: 1

Fighting (Brawl) 65% (32/13), damage 1D3+DB
Firearms (Handgun) 80% (40/16), damage 1D10
Dodge 60% (30/12)

Skills: Charm 75%, Credit Rating 70%, Intimidate 90%, Listen 80%, Military Science 70%, Organization Knowledge (Soviet Union) 80%, Psychology 65%, Signals 50%, Spot Hidden 60%, Tradecraft 85%.

Other Languages: English 90%, French 70%, German 80%.

Trust: KGB 70%.

SEARCHING THE EXHIBIT

If investigators search the area around the Vostok exhibit prior to revealing themselves they stand a good chance of exposing one or more of the KGB officers in hiding. This could lead to the KGB attempting to grab Kostin earlier than planned, and even more chaos ensuing.

Most of the exhibit buildings are locked up tight. Breaking and entering is easy, but the buildings are eerily silent.

However, one of the side doors to the Cosmos Exhibit has been forced open. The faint smell of cheap cigarette smoke can be detected inside the building. Merkulova is in the dome, setting up her nest. If she hears anyone coming, she quickly breaks it down and tries to hide on the roof outside the dome, but drops a crumpled pack of Pamir cigarettes. If she's caught, she'll try to defend herself with her hand-to-hand skills. If it's obvious the person she's fighting isn't KGB, she'll stop fighting. She's here to protect Kostin from the KGB, not the people he wants to defect to.

KOSTIN TAKEN

Unless the investigators act swiftly, Kostin is captured, tossed into the back of a black Gaz sedan, and disappears into the Moscow night. The KGB agents care more about grabbing Kostin and saving their own skin; the investigators can be dealt with later. Kostin is not taken to Lubyanka as expected. Aganin plans to take him to a private *dacha* in Odintsovo, a town southwest of Moscow. There the KGB officer plans to torture Kostin in order to find the whereabouts of the list.

The Gaz driver is skilled and is very difficult to follow. If the investigators give chase, they will at least learn that Kostin is



not taken directly to Lubyanka, but instead the car headed southwest.

KOSTIN SAVED

If the investigators are able to bring Kostin in, they'll have to find a place to hide him because the KGB will scour the city for him and the investigators. He demands to be taken someplace safe before divulging what he knows. He knows he cannot go to the embassy. It will be watched. Once safely stowed, he will admit that he hid the list out of fear of being caught. He gave it to his protégé, Katya Stefanovna Merkulova. He originally got the list from Fifka, an international intelligence broker. Kostin is uncertain whether or not Fifka has more copies of the list, but wouldn't doubt the man playing both sides against the middle.

KOSTIN'S CLUES

If Kostin is captured, he does leave behind some clues. Near his hiding spot, he scratched "Buyun List Adder" faintly into the wall. This is his way of saying he gave the note to Katya Stefanovna; he hopes that using the NATO codenames will throw off any KGB who read the scratchings. He also drops a fragment of a torn piece of notebook paper with the address for Abramov's company. The investigators will immediately recognize Abramov's name as an American illegal.

Katya Stefanovna Merkulova, KGB assassin, Age 28

Merkulova is a sniper *par excellence*. She was born in London to Russian parents and returned to the Soviet Union when she was five. Her father Dmitry Ivanovich Merkulov was a ranking Communist official who spent a lot of time hunting at his *dacha*. Merkulova learned to shoot at an early age and trained for the biathlon. She was destined for the Olympic Games until Kostin recruited her for the KGB after seeing her shoot at a demonstration.

First Impressions: Merkulova has an athletic build punctuated with a perpetual thousand-yard stare. She speaks in clipped tones. It's obvious she has somewhere she needs to be. She's never without a cheap cigarette dangling from her lips.

Personal Details: Merkulova has always enjoyed solitude, one of the reasons she was drawn to hunting at an early age and later to sniping. She can serve her state without having to be around too many people.

There are only three people she trusts; namely her father, Kostin, and N. She's convinced everyone else will betray her. And she trusts these two people implicitly. Earning her trust

is difficult. Anyone attempting it must be able to prove they have her best interests at heart, not that they're just trying to play off her interests for their own gain.

Motivation: Ideology.

Secrets & Goals: Merkulova's first human kill came when she was 12 years old and had to put down her mother. Not long after moving back to the Soviet Union, her mother fell under the influence of the Cult of the Red Tsar, a group dedicated to resurrecting Stalin. During a ritual meant to finally rend the earth and bring back Papa Joe, Merkulova's mother kidnapped Dmitry Ivanovich, drugged him, and planned to sacrifice him at the family *dacha*.



One of Section 46's first forays into post-war Russia was to eliminate this cult, but with no infrastructure, N had to rely on Merkulova and her shooting skills to save Dmitry Ivanovich and put down the cultists, even as an amorphous form started to coalesce from the burning braziers. Dmitry, however, never mentally recovered and spends his life in a Soviet mental hospital.

N kept close tabs on Merkulova, and nurtured her development through well-timed communications. He ensured she never forgot what she saw, but would never speak a word of it. Once she joined the KGB, N assigned her the codename "Dread." She has occasionally fed N intelligence, but has not taken the field for Section 46 since the night she killed her mother. N also ensured her father was buried in Novodevichy Cemetery, a high honour. Merkulova spends a great deal of time in contemplation at his grave.



COVERT ACTIONS

Merkulova goal is protect Kostin. She views him as a second father and wants no harm to befall him. She would lay down her life if it meant Kostin lived.

Playing Merkulova: Don't let your eyes focus on the investigators when speaking to them. Look past or through them. Keep your sentences short and to the point. Merkulova does not use long, complex sentences with anyone she does not trust.

Merkulova is a wildcard for the Keeper. She has split loyalties between Kostin and N. She can be an asset to the investigators or the method of their demise, depending on how she views them.

STR 75	CON 75	SIZ 60	INT 70
POW 55	DEX 95	APP 75	EDU 60
HP: 14	DB: None	Build: +0	Move: 9
SAN: 55			

Attacks: 1

Fighting (Brawl) 65% (32/13), damage 1D3+DB
Firearms (Rifle) 95% (47/19), damage 2D6+1
Dodge 60% (30/12)

Skills: Conceal 60%, Credit Rating 50%, Hide 75%, Intimidate 50%, Listen 80%, Military Science 70%, Organization Knowledge (Soviet Union) 60%, Spot Hidden 80%, Stealth 70%, Track 75%, Tradecraft 85%.

Other Languages: English 60%.

Trust: KGB 70% (35/4)

OTHER CLUES

The shots rang out from a high trajectory to the west, which indicates the dome of the Cosmos Pavilion as the likely origin. Sharp-eyed investigators might see a shadow with a large rifle slipping out of the building and into the Michurin Orchard. This is Merkulova attempting to slip away unnoticed. She flees regardless of whether or not Kostin is captured by the KGB.

HOW THE KGB REACTS

Rather than have stock encounters with Moscow's security forces, a brief set of guidelines are provided for the Keeper to use to create a dynamic environment, should it be needed.

If Kostin escapes the KGB's surprise move, Aganin uses the following tactics to try to capture Kostin and the investigators. Aganin has a radio in his Gaz, and can get countermeasures in place within 15 minutes because he'll mobilize both the KGB and MVD. There is nothing nice or courteous about any of these techniques. Aganin wants results and he wants them now.

- The KGB sets up vehicle check-points. Roads are blocked and all vehicles are searched.
- Known associates of Kostin are taken into custody and their homes searched.
- Anyone who looks or act suspicious, as determined by the officer, will be stopped and questioned.
- Informants, including Abramov, are visited and roughed up if necessary.
- KGB as well as MVD will respond to reports of gunshots, in the event that it is the investigators.
- "Shoot to kill" orders are issued because Aganin has deemed the guilty parties enemies of the state and does not want a blemish on his record for letting spies escape.

These steps will be implemented any time the Aganin goes on the hunt for Kostin or the investigators, not just after the initial encounter. Aganin is incensed that there are Western agents operating in Moscow and will stop at nothing to find them.

Statistics for KGB and MVD officers can be found on page 131 of the *World War Cthulhu: Cold War* book.



PUBLIC TRANSPORTATION

Moscow has an elaborate system of public transportation in the 1970s. Not only does it help keep people moving, but it's an attempt to reduce congestion on Moscow's over-crowded streets. Traffic moves heavy and fast, a veritable death-trap for pedestrians and those who aren't familiar with Moscow traffic. If investigators find themselves in a situation where they need to take public transit, here's how it works.

METRO

Moscow has an extensive subway network called the Metro. Trains run from 6:00 AM to 1:00 AM. There are no attendants at stations. Instead, a rider gains access to the platform by depositing a 5 kopek coin in a turnstile. Once on the platform, that single 5 kopek coin allows the rider to travel to any and all stations. Additional payment is only necessary if the traveller goes back aboveground. There is a coin changer at each station to help the rider. Security on the platforms and the trains are provided by uniformed *militsiya*. In addition, plainclothed KGB officers will ride the trains, providing backup to the *militsiya* and conducting their own operations.

Although the fare allows a person to spend nineteen hours a day on the subway, presumably an ideal place to hide from surveillance, *militsiya* and the KGB keep an eye out for suspicious people - particularly those with no readily-apparent destination.

BUSES

Buses run from 6:00 AM to 1:00 AM. Like the Metro, the fare is 5 kopeks. However, the fare must be paid at each transfer.

TRAMS

Trams start at 5:30 AM and end service at 1:00 AM. Like buses, the fare doesn't allow transfers. The fare for the open-air trams is only 3 kopeks.

TROLLEYBUSES

Trolleybuses run from 6:00 AM to 1:00 AM. The fare is 4 kopeks and doesn't allow transfers.

TAXIS

Moscow has 250 taxis. The cars are recognizable by the chequered band on each side and the green light in the upper right-hand corner of the windscreen. If the light is lit, the cab is free. The preferred method of hailing a taxi is to telephone for one. However, a person can hail a taxi by raising their right arm. Interestingly, standing on the curb and lowering your left arm signals to the taxi driver that you're interested in an illicit activity, including, but not limited to black market vodka, prostitution, or something less salubrious. Most people know many taxi drivers report to the KGB, or at least suspect that they do, so are careful only to point their arm down when they recognize the driver as somebody they can trust. The fare for a taxi ride is a 20 kopek pick-up charge and 20 kopeks per kilometre. Charges for services rendered by black market cab drivers can vary greatly.

The Keeper is encouraged to use public transportation as another means of ramping up the paranoia. Is that person at the back of the trolley the same from the previous transfer, just with a different hat and paper? Can the taxi cab driver be trusted to take the investigators where they want to go or will they end up with a side trip to Lubyanka?



Kostin ordered her to stay away and she's not one to gloat, especially about disobeying an order.

Inside the Cosmos Pavilion, the floors are polished and the glories of the Soviet space program adorn the walls. In the dome, accessible by stairs from the top floor, there's a faint smell of acrid cigarette smoke in the air. Several exhibits are pushed aside to clear the area in front of a window overlooking the plaza, and two unlit matches stand against the window. The matches are Katya's calling card. If the investigators have already encountered Katya, then there might be no clues here.

If Katya is captured by the investigators after the shooting, her reaction depends on if Kostin is in the custody of the investigators or the KGB. If the investigators have him, Merkulova agrees to go get the list and meet the investigators at the location of their choosing. If the KGB have him, Merkulova insists on rescuing him, even though it's a fool's errand to try to invade Lubyanka.

FINDING ADDER

If the investigators do not have a run-in with Adder, they will undoubtedly want to find the shooter. Katya Stefanovna is a skilled operator and will be hard to find if she doesn't want to be found. Clues can be found in her dossier to her potential whereabouts, namely at her father's grave in Novodevichy Cemetery. Surveillance of the cemetery eventually reveal Merkulova visiting her father's grave. If approached, she tries to run.

If the investigators can question her and earn her trust, she wants in on any plan to aid or rescue Kostin.

ABRAMOV'S OFFICE

The second-floor walk-up at 28 Furmonova Ulitsa is disorganized and cluttered. Piles of book samples line the stairway up to the office door. Inside, stacks of invoices, packing slips, bills of lading, and other business documents cover the desk and most other raised surfaces. The company imports and exports scientific textbooks. The room has a faint, lingering odour that reminds the investigators of Band-Aids or vitamins – an artefact of Abramov's heroin usage.

Abramov can be found there most days and many nights, sleeping in a cot in a back room. There's a 30% chance he's high. He goes out for two-hour lunches and dinners at a local street café. He's arrogant and condescending to the investigators, but a good source of information. He's well versed in the *samizdat* (see **Research**, pg. 164) and willing

to put the investigators in touch with Arkhiv, a known underground printer, at a local café, in 24 hours' time. His knowledge of dissident printing and his willingness to share it is his way of thumbing his nose at Aganin and the KGB. He can't help but smile when he talks about it.

Abramov also knows of Kostin and Merkulova. He denies knowing that Kostin intended to defect, even though he's the one who gave Kostin the unlisted number for the embassy.

He will deny his betrayal of the CIA as long as possible, but if presented with proof, begs to be taken in. He claims to have had no choice and Aganin forced him to.

Michael "Mikhail" Abramov, Drug-addicted American Illegal, Age 41

Abramov joined the CIA after studying linguistics and semiotics at university. His language skills earned him a spot on the Soviet desk. After a few years compiling case studies and preparing analytics, Abramov "left" the agency to go into private business. Now, he runs a book import house with offices in Rio and Moscow. As an illegal, he has no official ties to his old handlers, but still secretly acts as an officer on their behalf.



First Impressions: Aloof and restrained. Abramov always manages to look like he's been awake for days, even when he just crawls out of bed. This is a side effect of his heroin addiction.

Personal Details: Arrogant. Abramov believes he's smarter than almost anyone and loves to use his linguistic abilities to



throw around large polysyllabic words solely to show how smart he is and to one-up others.

Motivation: At first, ego. Now, coercion.

Secrets & Goals: While in Rio, an old flame of Abramov's hooked him on heroin. His addiction has reached a point to where the KGB was able to turn him. He feeds his former bosses at the CIA what the KGB tell him, and the agency seems content with that. He's disgusted with himself for what he's done, but he's passed on the names of several Western intelligence operatives to Moscow Centre. Deep down, he knows that there's no turning back. However, he'd love to come in, but he doesn't think he has any intelligence worth trading.

Playing Abramov: Even though you need help, you can't bring yourself to admit it, so you continue drawing on your arrogant ways. You cut people off, assuming you know what they're going to say and can't help but smirk when someone makes an error. If you haven't had a fix in the past few days, you start to fornicate and idly scratch your arms.

STR 60	CON 60	SIZ 55	INT 90
POW 45	DEX 65	APP 60	EDU 80
HP: 11	DB: None	Build: 0	Move: 9
SAN: 45			

Attacks: 1

Fighting (Brawl) 65% (32/13), damage 1D3+DB
Firearms (Handgun) 40% (20/8), damage 1D10
Dodge 40% (20/8)

Skills: Credit Rating 40%, Intimidate 40%, Listen 40%, Psychology 55%, Spot Hidden 50%, Tradecraft 65%.

Other Languages: French 70%, German 70%, Russian 90%
Trust: CIA 30% (15/6) Hiding Kostin

If the investigators ask to hide Kostin here, Abramov agrees. Then, the first chance he gets, he sends a message to Aganin. At that point, Aganin comes by, collects Kostin, and takes him to his *dacha* for interrogation. If an agent is there watching over Kostin, the KGB sweep in with force and potentially capture the agent as well.

Abramov tries to make it look like the KGB forced their way in, by overturning some furniture and smashing a window, in case the investigators question what happened, but Abramov did a very poor job and it looks staged. If confronted, he admits that Aganin took Kostin, but he's not quite sure where. If the investigators do not already have Abramov's photographs of Aganin, he hands them over now.

CLUES

There are several clues in Abramov's office, relating to both of the investigators' missions. His room can be searched when he's out for a meal, if he's asleep, drugged out from heroin, or simply restrained by the investigators.

- Stuck in the back of his desk drawer is the original warrant for his arrest for drug use, counter-signed by Aganin. He was told to keep this as a reminder of what awaited him should he no longer prove useful to the KGB.
- His accounting books are a mess, but if poured over for a while, sense can be made. His company is profitable.





COVERT ACTIONS

- On his desk is a notebook; each page has Abramov's name and address printed in the bottom margin. It's full of names, numbers, and appointment times. One page is torn out. The next page is blank. If an agent rubs a pencil over the next piece of paper, the unlisted number for the embassy appears. Abramov wrote down the embassy's number on that page and gave it to Kostin. He then called Aganin to let him know of Kostin's plans.
- There's a hidden trap-door in the bedroom. It opens into a coffin-sized bolt-hole, sealed to prevent any light from leaking in. Abramov's heroin supply is in here.
- Hidden in a false panel in the wall is an envelope containing photographs. The black and white pictures show Aganin in his KGB uniform smiling and laughing with others outside a *dacha* in the woods. In one photo, Aganin and Kostin are posing with rifles and vodka bottles. In a third photo, Aganin is posing in front of a sign that reads "77 Bakovka". All these photos show Aganin at his *dacha* at 77 Bakovka in Odintsovo. Abramov keeps these as insurance, since they show Aganin with Kostin, a known enemy of the state. He bought these photos from Fifka.
- If Abramov is followed during one of his meal trips, he goes to a lamppost three streets over and surreptitiously

marks an "X" in chalk. He then meanders to a café, taking an hour to make the trip. He's met by Aganin, who listens to what Abramov has to say, and then leaves a small white bag on the table before walking away. Aganin does not go to these meetings alone. He takes along six KGB agents as bodyguards that mill about in the background. Aganin then gets into a car and returns to his *dacha*.

THE RAILYARD

The railyard is where Section 46's mission begins and the investigators begin to encounter the Mythos threat facing the Soviet Union.

At this hour of the night the railyard is dark and cold, with the acridly chilly smell of diesel fuel permeating everything. The tracks are illuminated by light poles every ten metres or so, but this does more to create recesses of shadow than provide light. The terminals are better lit to accommodate the passengers, but the lighting serves to deepen the darkness outside its bounds.

MVD officers patrol the terminals, but it's not too hard to avoid the terminals and gain access to the tracks by walking around the terminals and up the tracks. The area is too large for a few officers to secure effectively.

ADDITIONAL NAMES

If the Keeper needs to create a Russian character on the fly, here is a short list of Russian names. To form the traditional greeting of first name and patronymic, choose a first name for the character. Then, choose the character's father's name and add the appropriate ending. In some cases, it is necessary to drop a vowel or two from the end of the father's name to end up with something pronounceable. Create something that sounds right and the players will never know if it's 100% accurate.

If the Russian is male, add *-ovich* to the father's name. For example, if Pavel's father is Andrei, Pavel is known as Pavel Andreovich. If the Russian is female, add either *-ova* or *-ovna* to the father's name; use whichever ending flows better. For example, if Yekaterina's father is Andrei, Yekaterina is known as Yekaterina Androvna.

Russians also have a surname. A woman adds an *-a* to her family's surname. If Pavel Andreiovich's surname is Akulov, his sister Yekaterina's is Akulova.

MALE NAMES: Aleksander, Alexei, Andrei, Boris, Vladimir, Dmitri, Nikolai, Mikhail, Pavel, Pyotr, Sergei.

FEMALE NAMES: Aleksandra, Yekaterina, Yelena, Kseniya, Mariya, Natalya, Oksana, Olga.



On the far west end of the rail yard, two tired, bored, and cold MVD agents, Pavel and Dmitriy, mill about near three tarps on the ground in the shadow of a freight train. The bodies were found by children playing near the tracks a few hours ago.

Pavel and Dmitriy were sent to secure the site until more resources could arrive in the morning. They lean against trains, tell each other stupid jokes, and kick up dirt as they pace back and forth to keep warm and kill the tedium. They know nothing beyond their simple orders to make sure nobody disturbs the scene. However, they are both alert and react to noises and intrusions. Both are armed.

UNDER THE TARPS

The tarps cover three bodies: one adult male, one female child, and one male child. The man looks to be about 40 and the children are both under 10, although the boy looks slightly older than the girl. Pyotr Ivanovich is the man who printed the samizdat copies of Bessmertny and accidentally summoned Koschei. The being attacked the man and his children in their apartment then dragged the bodies out here. He's now taken up residence in the apartment, posing as Pyotr's grandfather.

All three are severely decayed, but the bodies aren't dehydrated yet. It appears that rot has eaten through their flesh down to the bones in various places. There is a 1/1D3 SAN loss to see the bodies.

There are several clues on the bodies.

- The adult male has an identity card identifying him as Pyotr Ivanovich Kuznetsov. His address is 37 Kalanzov Apt 54, and a key to the apartment is in his pocket. The female child is Magda Pyotrovna Kuznetsova and the male child is Leon Pyotrovich Kuznetsov.
- There are no obvious wounds other than the areas of decay. Each victim is decayed in different area. Pyotr's arms and torso are the most rotted. Magda's face is the most rotted part of her body. Leon's body is rotted around the chest and abdomen.
- The adult's hands are stained black. This is printer's ink from working on his press recently.
- A faint odour of a wood fire is on each of the victim's clothes, from Pyotr's attempt to burn the pamphlet in the family's fireplace.

- Magda isn't dead yet. A very faint breath can be heard escaping through the hole rotted in her cheek. If she's stabilized, she'll regain consciousness for a little while.

WHAT MAGDA KNOWS

If Magda is roused back to consciousness, she starts crying for her father, despite the hole the size of a tennis ball in her cheek that's exposing her jaw, some of her lower orbital socket, and has destroyed part of her tongue.

The rot is spreading quickly; as the investigators watch, more and more of her flesh peels away. Witnessing this causes an additional 1/1D3 SAN loss. She is unable to talk for long because of this, the rot consumes her tongue in about 10 minutes.

Once Magda is quieted, provided she has enough tongue left to speak, she tells the investigators about the strange tall man who came to her father's home and asked about his books. Her father has many, many books, but the tall man wanted to know about one with a map. When her father couldn't answer, the man grabbed her father by the chest and her father fell over.

When Leon tried to stop the man, he grabbed Leon and then her. She does not know if the man hurt her great-grandfather or not. Now, she's not sure where she is, but wants to go back to her father. If she orients herself, she can point out her family's apartment. The same one where investigators might have seen the flash of light.

OTHER CLUES

There are other clues in the vicinity of the bodies.

- There's a hole about the size of a dinner plate rotted through the steel side of the train engine parked next to the body. This is where Koschei/Chort leaned against the train while torturing the people.
- An investigator notices a flash of light coming from one of the apartments on the nearby street. Someone opened the curtain and then quickly closed it again, causing the room light to be seen from outside like a flash. It's from the apartment where Pyotr Ivanovich used to live.
- There's a Pamir brand cigarette butt near Leon's body and ash on his shirt sleeve. Katya Stefanovna dropped it here while initially investigating the scene.



COVERT ACTIONS

THE INFECTION

Exactly how pernicious the decay spread by Koschei/Chort is up to the Keeper. Without a doubt, anyone in physical contact with the creature is at risk. However, merely touching something the creature touched does not mean the agent will start to rot away.

If the Keeper chooses to allow the decay to spread from victim to victim, the following rule should be used. Whenever the investigators touch something that has begun to decay, call for an opposed CON roll. The roll is opposed against a POT determined by how pure the decay is based upon how many "jumps" it has made since leaving Koschei/Chort. It does not matter whether a victim is animate or inanimate. Consult the following table for more information.

JUMP	EXAMPLE	POT
0	Koschei/Chort touches the victim	99%
1	Touching something infected directly by Koschei/Chort	75%
2	One step removed	50%
3	-	25%
4+	-	05%

Regardless of whether the infection can spread from secondary, tertiary, or further

separated sources, the investigators should not know the mechanics behind the disease. The risk of catching the decay should be as prominent a concern to the investigators as whether or not the KGB will stop them at the next corner.

The unclean forces that permeate the world quickly reclaim their own, though, and a victim is only infectious for 1D4 hours after first being infected.

If a victim fails its opposed roll, symptoms begin to manifest within 1D10 minutes. Once infected the victim suffers 1D4 damage per hour. The wound reeks of rotting flesh. Neither First Aid nor Medicine can arrest the spread of the decay. The damage appears as the slow wasting away of flesh, muscle, cartilage, and even bone. Even if the victim succeeds at the opposed roll, he still feels grimy, oily, and like his skin is crawling.

At the Keeper's discretion, participating in the ritual to banish Koschei/Chort can stop the spread of the decay. Since the source is no longer on this world, its effects cease to spread. The victim should still bear the scars, however and appropriate adjustments to STR, DEX, CON, and/or APP as necessary.

THE KUZNETSOV APARTMENT

The home of Pyotr Ivanovich Kuznetsov, his grandfather Ilya Dmitrovich, and Pyotr's two children, Magda and Leon, is a small three-room apartment on the fifth storey of an apartment building with no elevator. It was here that Pyotr accidentally summoned Koschei/Chort using a ritual he learned in a book he printed. It sensed that Pyotr was not a powerful *volkhv*, or sorcerer, so it killed Pyotr and his children and dumped their bodies in the nearby railyard. It then returned to the house, threw the copy of *Bessmertny* in the fireplace to prevent anyone from learning how to banish him. Ilya then came out of his room and recognized Koschei/Chort for what he was and scoffed: his son printed hundreds of those books, so Koschei/Chort was doomed. The creature

then killed Ilya, placed him in the tub under towels, and took his form. The creature has none of Ilya's memories, but has lived through enough folklore to know to play the doddering old fool.

The odour of decay wafts over the investigators when they open the door. The main room is a combined dining room, sitting room, and kitchenette. A naked bulb hangs from the ceiling and the walls are covered in peeling, stained wallpaper. There are a few family photos in frames on the wall as well as a painting of St. George the Dragonslayer. An area rug is stained with dried blood and seems to be the largest source of the odour. The ashes of a small fire are still smouldering in the fireplace. The other two rooms are bedrooms. One room with a single bed is Ilya's. The other bedroom as three



beds, one adult-sized and two children. A small bath with commode, sink, and tub is off the kitchen.

Much of the floor and every spare inch of table space is covered in stacks of cheaply-printed pamphlets. There are several hundred pamphlets, but only four different titles: *The Sins of Communism*, *Why Communism Will Fail*, *What Is To Be Done (Revised ed.)*, and *The Fallacies of Marx*. None are more than 32 pages long and all have an anti-Communist message. Each pamphlet is imprinted with PIK and an image of a knight killing a dragon on the bottom of the cover.

After the investigators have been in the apartment for a couple minutes, "Grandfather" will come doddering out of his room. He plays a senile fool, but there's an undercurrent that he knows more than is going on. If Magda is with the investigators, she will run toward, then shrieking away, from the creature disguised as her grandfather.

GRANDFATHER

There are two grandfathers in the apartment. One is Koschei/Chort in the guise of the deceased man. The other is dead in the bathtub hidden under some towels. Both are a major threat to the investigators.

Koschei/Chort has a mild, unpleasant odour, but that could be chalked up to being old and not bathing as frequently as he should. As the doddering old fool, he will act bemused and stumble about, trying to touch the investigators to spread the decay. Because he doesn't have Ilya's memories, any answers he gives will be vague. Some sample answers include that he thinks his grandson and children went to the market. He's pretty sure his grandson collects books, that's why he has so many. If the investigators attack Koschei/Chort, he will turn and flee out the window, even though it is four floors up.

Ilya was killed by Koschei/Chort and now languishes as an unclean dead. If the investigators move the towels in the tub, attack Koschei/Chort, or the investigators tarry too long, they will risk encountering Ilya, another victim of Koschei the Deathless (see pg. 164).

KOSCHEI/CHORT

Koschei and Chort are beings from the darkest recesses of the Russian subconscious. Koschei is the Deathless, an aged man who lived forever, provided his heart was never found and destroyed. He preys upon women and children, taking them as his prisoners to help extend his long life. Chort is a Kam, an ancient being that predates time later associated with

the Christian Devil. He spreads illness and disease across the landscape.

Folklore gets a lot of things right. It also gets things wrong. Koschei and Chort are not separate entities. They are both different sides of the same coin, primordial fear; and they are both a piece of Abthoth that has broken off and taken its own form.

In his natural form, Koschei/Chort appears as a very tall, gaunt man with stringy white hair and long, almost skeletal fingers. His skin is spotted with age and stretched taut across his bones. An unholy red fire burns deep in his eyes and his skin is tattered and frayed in some areas.



Special Powers

Assume Form: Koschei/Chort can take the form of any person he's infected. This is purely a physical representation. He lacks the memories and personality of any victim whose form he takes. There is also a slight odour of decay surrounding the form.

Corruption: Koschei/Chort has a 99% chance of infecting any victim he touches or breathes upon. The victim attempts a CON roll, opposing it against Koschei/Chort's 99% of spreading the illness. Koschei/Chort has control over whether he wants to spread the disease, so he can choose to touch a person without spreading illness.

Spells: Koschei/Chort knows *Corruption of Chort* (see pg. 170) and any other spells the Keeper desires.

COVERT ACTIONS

Koschei/Chort, Legacy of a Time Long Ago

STR 70 CON 200 SIZ 70 INT 95
POW 150 DEX 60
HP: 27 DB: +1D4 Build: 3 Move: 8

Attacks: 1

Magic Points: 30

Fighting Attacks: Koschei/Chort prefers to attack his foes by hand, enabling him to further spread his decay. Koschei/Chort is highly intelligent and will use hand-to-hand weapons when necessary.

Fighting (Brawl) 80% (40/16), damage 1D4 + 1D4 damage bonus + risk of infection.

Fighting (Old Cavalry Sabre) 80% (40/16), damage 1D8 + 1 + 1D4 damage bonus

Armour: None. But if reduced to 0 HP, Koschei/Chort shatters into a flock of black flies that buzzes away to reform in 1D4 rounds.

Sanity Loss: 1/1D3 to see Koschei/Chort in his natural form. If Koschei/Chort has taken the guise of a victim, the Sanity loss could vary depending on the state of the body.

Ilya Dmitrovich Kuznetsov, Victim of Corruption

STR 60 CON 50 SIZ 70 INT 60
POW 50 DEX 60
HP: 12 DB: +1D4 Build: 1 Move: 8

Attacks: 1

Fighting 70% (35/14), damage 1D4 + 1D4 damage bonus (see below)

Dodge 30% (15/6)

Fighting Attacks: Ilya rakes targets with his elongated claws or tries to bite his victim. Russian unclean dead, similar to Western zombies insofar as they are dead creatures not allowed to truly die, can take many forms. They are not prone to some of the conceits common to Western zombies, though. They are not mindless, shambling creatures. They move as they did in real life and will use tactics to combat foes.

Corruption: As a victim of Koschei/Chort, Ilya has a 75% chance to infect anyone he does damage to with his bare hands or teeth. This chance is opposed by the victim's CON. The gore that explodes from Ilya when he is reduced to 0 hit points (see below) has a 50% chance of infecting anyone splashed by it. This chance is also opposed by the victim's CON.

Armour: None, but Ilya only takes 1 point of damage from piercing weapons because of the corrupt state of his flesh.

Sanity Loss: 1/1D4 Sanity points to see.

Special: For every point of damage that Ilya takes, his SIZ increases by 1 point. Although this does not increase his hit points, it has the potential to increase his damage bonus. This growth is caused by the unclean forces welling up inside Ilya as he is injured. When Ilya is reduced to 0 hit points, his body explodes in a shower of pus and gore, spraying anybody within 7 metres. A Difficult **Dodge** roll allows an investigator to avoid the shower.



OTHER CLUES

There's a burned pamphlet in the fireplace. All that remains of it is a portion of the cover with the word "Bessmer..." and the PIK and dragon logo. This was a copy of Bessmertny, the one Kuznetsov used to summon Koschei/Chort. When the creature tried to take it away, Kuznetsov threw it in the fire. There's a key taped to the back of the St. George the Dragon Slayer picture. This key is to Kuznetsov's small printing press in a nearby abandoned office building. If Magda is still alive, she knows where the press is. She sometimes has to help carry books.

RESEARCH

If the investigators are interested in researching the decay they have discovered, their first stop might be Abramov, since he's a book importer. He has no first-hand knowledge, but recommends either the Historical Library at 9 Starosadsky Pereulok or Library of the Academy of Social Sciences at 28/45 Ulitsa Krasikova. Both libraries contain copies of Oborin's seminal *On Spoiling*. The libraries are open to the



public from 9:00 AM to 22:00 AM daily and have reading rooms. A person interested in checking out a book must provide identification.

It is also possible to research *samizdats*, the underground printing presses that publish banned writings, but it must be done on the sly. Librarians will take notice of anyone researching that subject and pass their names along to the KGB. Abramov can also provide this information. He can also get the investigators in touch with one such publisher, known only by the pseudonym "Arkhiv."

Samizdats first appeared in post-Stalin Russia, providing an outlet for dissidents with a lesser risk of exposure. A *Samizdat* operation can be a one-man operation or run by a group. The materials are distributed in various ways, such as underground social clubs or leaving a stack on a street corner. The KGB closely track *Samizdats* through the First Directorate. Each known typewriter, printing press, and copy machine has a reference page on file at the First Directorate. When an unauthorized publication appears, the KGB compares the product against the reference pages to see if it can determine the source.

There is precious little information on Fifka. He is a ghost in the intelligence community. Numerous exploits – both heroic and horrific – are attributed to the man. If the investigators can gain access to KGB files, they find an empty file folder on Fifka.

The investigators can also research the deaths of Merkulova's parents. An official newspaper article from 16 years ago states that the well-respected party member and his wife died when their *dacha* burned. Digging deeper, however, finds an old dissident paper that claims the parents were murdered by their daughter in cold blood. The KGB covered the crime up with arson because recruiting such a cold-blooded killer was too good to pass up. Both of these accounts are partly true. As far as the government knows, the parents died in a fire.

They do not know the fire was set by N. And, Katya did kill her mother, but her father was already dead.

TOMB OF THE UNKNOWN SOLDIER

Katya Stefanovna hid the list of names under the helmet at the Tomb of the Unknown Soldier. The tomb is located off Marx Prospekt, a busy thoroughfare. It's in a fenced-off, landscaped park called Alexandrovsky Gardens. Located behind the Obelisk to the Great Revolutionaries and Thinkers, the tomb is outside the northwest wall of the Kremlin, abutting the Arsenal's wall. The helmet, several times the size of a real helmet, is part of the sculpture and rests on the granite plinth. It is not removable. An eternal flame burns in front of the tomb.



THE UNCLEAN

People talk, and the investigators will need to be reminded of the risk Koschei/Chort poses. The Keeper should pepper descriptions with signs that Koschei/Chort is active. Maybe there is a strangely-deformed wrought iron fence, the investigators overhear an MVD officer talking about a strange corpse, or the investigators stumble upon a decaying dog still walking around looking for scraps.

It is important to the investigators to realize that Koschei/Chort does not revolve around them. Until they can put a stop to it, the plague will continue.



If the Keeper is looking to make life more difficult for investigators, a common practice is for newlywed couples to come to the Tome of the Unknown Soldier still in their wedding attire to pay their respects. During the day, the area could be swarmed with tourists, passers-by, and newly-married couples. Both during the day and at night, Red Guards could wander by on patrols.

Fifka, who gave the list to Kostin in the first place, quickly moved in and removed the list from the helmet and left a note (see pg. 172).

THE RETURN OF MERKULOVA

If Kostin was captured in the opening scene and the investigators never reach out to her at Novodevichy Cemetery, Merkulova begins following the investigators to see if they are making any progress. After tailing them for a day or more, she leaves a pair of matchsticks over the location of Novodevichy Cemetery on a map, left where the investigators will find it.

She wants to know the progress they have made on locating or securing Kostin. If the investigators have not already checked the Tomb of the Unknown Soldier, Merkulova points them in that direction.

MEETING FIFKA

When the investigators go to retrieve the list from the Tomb of the Unknown Soldier, they find it replaced with a scathing note. Fifka has the list and is willing to turn it over, for a favour. Once the investigators start asking around about Fifka, he makes himself available.

At some point while the investigators are out and about in Moscow, a young boy runs up to them and tells them Fifka will meet them at 2:00 AM under the Ordynka Bolshaya bridge that runs over the northern branch of the Moskva.

Fifka meets them there, alone. He explains that he is willing to turn over the list if the investigators kill KGB Major Gennady Timurovitch Aganin. The man has done too much damage to Russian culture over this tenure. Once the offer is made, Fifka turns and leaves. Fifka is unconcerned about the specifics. He only cares about the end result.

Fifka, Phantom deal broker, Age 60 (apparent)

Fifka is a shadowy figure; almost mythological in the intelligence community. When something circumspect or much too fortuitous occurs, some agents just blame Fifka. When a shipment of Kruggerands meant to pay for terrorist

camp in Africa goes missing from a locked vault or a technical glitch redirects a warship toward intercepting a boatload of refugees, Fifka's name is murmured.

First Impressions: Fifka is slightly shorter than average and surrounded by a barely-perceptible odor of alcohol. He speaks slowly and with a noticeable northern Russian accent. Fifka always wears a heavy coat and fur hat over his bald head, regardless of the time of year. The hat serves to keep Fifka's head in shadow.



Personal Details: Fifka is insane. At any given moment he might step back just to watch the world burn. Right now, he's interested in watching his homeland squirm like a fly on a pin. Fifka's body, including his face, is crisscrossed in a mélange of scars. He does his best to keep his face in shadow, but if someone calls him out on it, he brushes it off as "an old war wound."

Motivation: Ideology. Fifka blames his tortured existence on the Russian, now Soviet, state.

Secrets & Goals: Many agencies speculate on where and when Fifka was born. The truth is, he wasn't. He was stillborn in 1907. His corpse, preserved in formaldehyde and called a phantom, was used by medical students to practice manipulating fetuses in the womb. They learned to turn Fifka in a makeshift womb, guide him down the birth canal, and extract him via surgical means. He maintained this state for years until one of the students gave him a name, Fifka.

That act brought the stillborn fetus to life. It fled the lab and hid in the university's basements, moving from building to



building, stealing formaldehyde to maintain its existence. As it survived, it "grew." He also learned that people looked right through him. He was little more than garbage to be ignored or literally kicked out of the way. He learned how to survive and became very adept at sewing up his body.

He found a calling within the shadowy networks of intelligence agencies. For large sums of money, he could make things happen. He also made things happen to satisfy his own curiosity as well.

That holds true to this day and he uses that to his advantage to make things happen.

Fifka's two goals are to continue his own unique form of living, which requires formaldehyde, and to push buttons to see what happens. Investigators would be wise to not trust Fifka.

Playing Fifka: You've been wronged by the world at large. There should be an underlying current of annoyance and anger in your voice. However, you're very cognizant of your physical deformities, so you try to keep your face averted.

When Fifka brawls, it's almost always with a razor-sharp scalpel.

STR 50	CON 85	SIZ 40	INT 95
POW 95	DEX 55	APP 25	EDU 80
HP: 12	DB: None	Build: 0	Move: 9
SAN: 25			

Attacks: 1

Fighting (Knife) 80% (40/16), damage 1D3 + 1D4 damage bonus

Fighting (Brawl) 80% (40/16), damage 1D3 + 1D4 damage bonus

Firearms (Handgun) 70% (35/14), damage 1D10

Dodge 40% (20/8)

Skills: Credit Rating 90%, Intimidate 60%, Listen 80%, Medicine 80%, Military Science 60%, Organization Knowledge (Soviet Union) 80%, Psychology 55%, Spot Hidden 60%, Stealth 100%, Tradecraft 85%.

Other Languages: English 80%, French 70%, German 80%.

Trust: No one.

Note: Lacking blood, the need to breathe, and other mundane biological annoyances, Fifka only takes 1 point of damage from impaling weapons.

MEETING ARKHIV

Abramov will arrange for the investigators to meet with Arkhiv. Alternatively, the investigators can dig into the *samizdat* community and find out that Arkhiv knew Kuznetsov. If the investigators research Arkhiv beforehand, they learn he's the leader of a small collective of printers who publish works by nineteenth century authors and shoddy translations of Western books.

Arkhiv only agrees to meet someplace where his face will not be seen. It can be a smoke-filled café, a narrow alley, or anywhere else of the investigators' choosing. He does this for the cloak-and-dagger affectation, not because his face is rotted: it's his chest and abdomen that have been destroyed. He goes alone: his allies Kniga and Slovo remain behind. Their faces are too ravaged.

What no one knows is that Arkhiv and the two members of the collective were approached by Koschei/Chort as he was was looking for *Bessmertny*. Koschei/Chort awed them with promises of immortality and turned them into creatures similar to Ilya. They tried to break into Kuznetsov's printing room, but couldn't get past the sturdy door. Suddenly, Arkhiv learned of someone looking to get into Kuznetsov's secret lair. This was too good an opportunity to pass up.

Arkhiv wears heavy cologne to mask the mild smell of decay coming from his rotted chest. He plays coy with his information and tries to tease a bribe out of the investigators for his information. He wants the investigators to open the door, but does his best not to seem too eager.

Arkhiv and his two fellows follow the investigators at a distance. They know where the press is, so they are not in a rush. However, they do not want to arrive too late and risk the investigators leaving with all the copies of *Bessmertny*.

THE SAMIZDAT

Kuznetsov did his printing in a windowless basement in the bottom of an old auto factory. A solid steel door with a child-like drawing of St. George the Dragon Slayer a couple feet off the ground is cut into wall. Kuznetsov has a primitive security system in place, the classic shotgun pointed at the door with a string attached to the trigger. The shotgun does 2D6+2 damage at this range, with a 40% chance of hitting the first person through the door. The trap can be easily disarmed by a careful agent. Kuznetsov never expects the KGB to be careful.

Inside, the room is massive and poorly lit. Concrete pillars support the roof above. Most of the floor is covered in dust and parts for old war-time vehicles are scattered about.

COVERT ACTIONS

Battery-powered floor lamps near the printing press in the centre of the room can provide light.

Near the printing press is a box of sorted movable type and ten copies of Bessmertny. Some have been folded while others are still laid out flat as though just printed. None have been cut. If the investigators hold up one of the full sheets to the light, there's something familiar about the pattern of the text. It is a map of Moscow from the 1922 with one area more obvious than others and the word "bathhouse" visible underneath. If the investigators compare it to a modern map, the spot noted on the map is on the Moskva, right where Ordynka Bolshaya crosses over.

ARKHIV ATTACKS

Arkhip and his two men attack at the most opportune time. They wait outside the entrance and move in when the investigators are distracted. They make full use of the darkness, thick concrete columns, and their new powers to try to defeat the investigators.

Arkhip

STR 80 CON 60 SIZ 70 INT 50
POW 50 DEX 65
HP: 13 DB: +1D4 Build: 1 Move: 8

Attacks: 1 (or more with weapons)

Fighting Attacks: Arkhip prefers to attack with a pistol, but will use whatever is handy. However, his real danger is from the unclean forces coursing through his body. Whenever he takes damage, a black ichor leaks from his body, forms into pseudopods and attacks. There is much more ichor within his rotted frame than logic would dictate.

Fighting 60% (30/12), damage 1D4 + 1D4 damage bonus. His Makarov does 1D10 damage. His pseudopods do 1D4 damage, but can spread corruption at 75%.

Dodge 30% (15/6)

Corruption: As a victim of Koschei/Chort, Arkhip has a 75% chance to infect anyone he does damage to with his pseudopods. This chance is opposed by the victim's CON.

Armour: None, but Arkhip only takes 1 point of damage from piercing weapons because of the corrupt state of his flesh.

Sanity Loss: 1/1D4 Sanity points to see once the pseudopods start to emerge.

Special: When Arkhip is reduced to 0 hit points, his body melts into a puddle of black ichor that races around the room looking for targets. It has the same chance to attack as Arkhip, but can only exist outside the body for 1D4 rounds.

Kniga and Slovo

These are Arkiv's two allies. Koschei/Chort has corrupted them in the same way.

STR 60 CON 70 SIZ 70 INT 65
POW 50 DEX 45
HP: 13 DB: +1D4 Build: 1 Move: 8

Attacks: 1

Fighting Attacks: Dom and Kniga come unarmed, but will use the vehicle parts as impromptu clubs. Animated by the power of Koschei/Chort, their bodily fluids are infused with the unclean force. They can spit black ichor that can infect victims.

Fighting 50% (25/10), damage 1D4 + 1D4 damage bonus. The black ichor does no damage when spit.

Dodge 30% (15/6)

Corruption: As a victim of Koschei/Chort, Kniga and Slovo each have a 75% chance to infect anyone hit by the black ichor. This chance is opposed by the victim's CON.

Armour: None, but Slovo and Kniga only take 1 point of damage from piercing weapons because of the corrupt state of his flesh.

Sanity Loss: 1/1D4 Sanity points to see their decayed bodies. Special: When either is reduced to 0 hit points, the black ichor shoots from orifices. It has a 20% chance to hit any target with a 75% chance of infection.





THE DACHA

The location of Aganin's *dacha* can be learned from Abramov or tailing Aganin. The *dacha* is on several acres of heavily-forested land. The single drive is guarded by two KGB agents with AK-47s and a sturdy wrought iron gate, and a 2-metre-tall wrought iron fence surrounds the property. The *dacha* itself is a bright blue single-story house that looks like the architect was a fan of fairy tales. Decorative woodwork and bright colours are everywhere.

Eight KGB agents, including the two at the gate, are present. Two more guard the front door. The remaining four patrol the woods in pairs.

Aganin and Kostin are inside. Kostin is badly beaten and bloody, but still has not given up any secrets.

If the investigators try to storm the building and create a great deal of noise, Aganin will use Kostin as a shield.

THE BATHHOUSE

The bathhouse is a bit of a mystery to the investigators. If they have met with Fifka, they have seen the location. There was no bathhouse there. At 3:00 AM, however, the light reflects off the water and illuminates a pair of bricks. If those bricks are depressed, a door opens in the wall revealing a several hundred-metre-long passage that smells of warm musty air and dirt after a rain. The passage in turn opens into a large vaulted chamber. A ramshackle wood building sits in the centre of the chamber, steam emanating from its roof. The windows can be shuttered and the door barred, but the building is still very porous because of gaps between the timbers. The ground leading up to the house is soggy, squelching as it is trod upon.

Inside the bathhouse, instead of buckets of water, there are buckets of black ichor, and black ooze drips down the walls. A large central pool of ichor bubbles in the centre of the room. Once the ritual begins, Koschei/Chort appears in 1D4 rounds, amid the buzzing of a million black flies. He must be distracted while the ritual is performed.

The ritual takes 4D6 rounds to complete once it begins. The flies buzz around, Koschei/Chort tries to break down the door or crawl in through the windows, and any of his minions not previously destroyed try to attack.

If the ritual is completed, a beating heart rises out of the central black pool. Black ichor oozes out of the aorta as it slowly beats. It has only 4 hit points. This site causes a 1/1D4 SAN loss. If the heart is destroyed, Koschei/Chort explodes

in a mass of black flies. First the bathhouse starts to collapse, then the chamber.

AFTERMATH

If the investigators successfully assassinate Aganin, Fifka never returns to the meeting location to hand over the list. Instead, the next time the investigators go into the office the list is waiting on one of their desks with a hand scrawled note that says "The only copy".

- If Koschei/Chort is destroyed any decay is halted.
- For stopping the deathless one, each agent receives 1D8 SAN.

TOMES

BESSMERTNY (DEATHLESS)

In Russian by Botanist X, 1922

Written in 1922, but not published until 1970 in octavo by a *samizdatnik*, Pyotr Ivanovich Kuznetsov. The book is only 16 pages long. The story is a twisted retelling of a Russian folktale set during the Russian Civil War. It not only implies that Koschei the Deathless and Chort, two monsters from folklore are one in the same and a being from another reality, but was brought here by the Whites to try to stop the Bolsheviks. The protagonist believes he found the ritual to defeat Koschei. He must find and destroy the creature's heart. The protagonist eventually tracks the creature to its lair, which was only reachable at 3 AM.



There Koschei rises from a seething black morass and the protagonist is summarily removed from this existence by decaying without dying. A coda to the story details how the

COVERT ACTIONS

protagonist planned to use the *ubytsa mertvykh* ritual to call for the creature's heart and destroy it. If he had been able to do so, Koschei/Chort would have been banished back to the depths of Abboth forever.

The printing is very uneven, resulting in some words being much fainter than others, and even some letters within words almost disappearing.

Sanity Loss: 1D4

Cthulhu Mythos: +2/+4 percentiles

Mythos Rating: 38

Study: 8 hours

Suggested Spells: Corruption of Chort (the same as shriveling except the target limb starts to rot), Ubytsa Mertvykh (alternate name for Banishment of Yde Etad).

Note: The real importance of this tome is a result of its printing. As an octavo, all 16 pages were printed on one sheet of paper and folded. If the octavo is ever unfolded, the variation in print density, thought to be a result of a cobbled-together printing press, actually creates a map of Moscow showing the location of Koschei's sanctum. The map is of 1922 Moscow, but if held up against a modern map, the secret is evident.

ON SPOILING

In Russian by Viktor Pavlovich Oborin, 1956

This is an anthropological work that treats the Russian concept of spoiling. Not only do foodstuffs spoil, but in Russian folklore, anything tainted by evil spoils. There is an unclean undercurrent to the world. Black magic, improper religious observation, non-righteous behaviour toward others, or creatures can cause that unclean force to surface and wreak destruction.

The book collects folk belief from peasant villages across the Soviet Union and combines that with historical accounts from the time of the Russian Empire to create a comprehensive monograph.

One of the prime sources of corruption in folk tales from across the Union as well as the Empire was an entity, or entities, named Chort, from a caste of beings never clearly defined as gods, monsters, corrupted men, or something in between. With a touch, Chort can set anything to decay, even inanimate objects such as metal, wood, or stone. It's unclear if there are one or many of the beings.

The book also goes into some detail about the rituals Russian peasants' practice to keep spoiling at bay. However, the peasants tell a greater number of tales where Chort interrupts the ritual with promises of wealth and power, or outright violence, and corrupts those who were trying to send him away.

The book is densely-written, brimming with facts and anthropological footnotes. It is, however, well indexed.

Sanity Loss: 1D2

Cthulhu Mythos: None

Mythos Rating: 40

Study: 16 hours

Suggested Spells: Ubytsa Mertvykh (alternate name for Banishment of Yde Etad.)



SPELLS

UBYTSA MERTVYKH (DEAD SLAYER)

This spell has the same final result as Banishment of Yde Etad, however the ritual is different to better suit its Russian origins. The spell requires multiples of three people. One, two, four, five, seven, etc. participants will doom the spell to failure. The casters must gather in a specific Russian bathhouse, one where Koschei/Chort has buried his heart, and inhale birch smoke while chanting the ritual. As the ritual proceeds, a number of linen wraps equal to the number of participants multiplied by three must be carefully prepared by writing the name of the creature to be banished. Each linen must then be wrapped around a red candle that is then lit. Once the candles burn down, the creature's heart will emerge. If the heart is destroyed, Koschei/Chort will be banished.



HANDOUTS

Handout#1: Extracts from the Dossier on Gennady Timurovitch Aganin, NATO Codename "Chemist"



NATO CLASSIFIED

[FOR OFFICERS G13 OR ABOVE EYES ONLY]

SUBJECT: "CHEMIST"
LAST UPDATED <THREE WEEKS AGO>

<A PROFESSIONAL PHOTOGRAPH OF A TALL, WELL-GROOMED MAN IN A SUIT>

BORN 1938 IN LENINGRAD

MARRIED WITH TWO CHILDREN. IDEOLOGICALLY COMMITTED TO THE SOVIET STATE.

WITNESSED THE SIEGE OF LENINGRAD AS A CHILD. BELIEVED TO BE WHAT DROVE HIM TO HIS HARD LINE ANTI-WEST STANCE. JOINED MGB AFTER THE WAR. LEGEND HAS IT HE APPROACHED AN UNDERCOVER MGB OFFICER AND TOLD THE OFFICER OF HIS DESIRE TO JOIN THE RANKS.

MASTER SPY-HUNTER. RESPONSIBLE FOR THE DISAPPEARANCE SIXTEEN WESTERN AGENTS OPERATING IN THE EASTERN BLOC. RUTHLESS INTERROGATOR (TORTURER). VERY CHARMING.

BELIEVED TO HAVE MOVED HIS FAMILY OUT OF MOSCOW RECENTLY. LOCATION UNKNOWN. VNUKOV? ODINTSOV?

Handout #2: Extracts from the Dossier on Anton Fyodorovich Kostin, NATO Codename "Buyan"



NATO CLASSIFIED

[FOR OFFICERS G13 OR ABOVE EYES ONLY]

SUBJECT: "BUYAN"
LAST UPDATED <ONE YEAR AGO>

<A BLURRY PHOTOGRAPH OF A PLUMP-FACED BALDING MAN WITH ROUND SPECTACLES, A BEMUSED EXPRESSION, AND TUFTS OF HAIR ABOVE HIS EARS>

BORN 1924 IN THE OPOCHETSKY UYAZD.

SINGLE. NO KNOWN FAMILY. IDEOLOGICALLY SOUND. HAS BEEN KNOWN TO FORM CLOSE BONDS WITH PROTÉGÉS. THE MOST RECENT KNOWN PROTÉGÉ IS KATYA STEFANOVNA MERKULOVA, NATO CODENAME "ADDER." BUT IT IS RUMOURED THAT THEY SUFFERED A FALLING-OUT.

SERVED WITH THE 1ST BELORUSSIAN FRONT DURING WORLD WAR TWO AND WAS INVOLVED IN THE CAPTURE OF BERLIN.

SERVED AS AN ADVISOR TO NORTH KOREAN FORCES DURING THE KOREAN WAR.

JOINED THE NEWLY-CREATED KGB IN 1954.

BELIEVED TO BE RESPONSIBLE FOR THE EXPOSURE AND EXECUTION OF TEN WESTERN OR WESTERN-ALLIED OPERATIVES BETWEEN 1960 AND 1970. KNOWN TO HAVE PERSONALLY EXECUTED AT LEAST THREE.

SKILLED COMBATANT, ESPECIALLY AT CLOSE QUARTERS AND WITH HANDGUNS.

COVERT ACTIONS



Handout#3: Extracts from the Dossier
on Katya Stefanovna Merkulova, NATO
Codename "Adder"



NATO CLASSIFIED

[FOR OFFICERS G13 OR ABOVE EYES ONLY]

SUBJECT: "ADDER"
LAST UPDATED <TWO YEARS AGO>

<VERY BLURRY PHOTO OF A WOMAN SITTING
IN FRONT OF THE TOMB OF THE UNKNOWN
SOLDIER>

UNKNOWN BIRTHDATE.

KNOWN ONLY BY REPUTATION AND HER CALLING
CARD, A PAIR OF UNLIT MATCHES LEFT AT
EACH OF HER NESTS. A HIGHLY SKILLED
SNIPER WITH CONFIRMED KILLS DURING THE
GREEK JUNTA AND PRAQUE SPRING.

INDOCTRINATED INTO THE KGB BY BUYUN
SOMETIME IN THE MID-1960S AFTER THE
DEATH OF HER MOTHER AND FATHER, NATALYA
YEVGENOVNA AND DMITRIY IVANOVICH.

BOTH PARENTS DIED AT THE SAME TIME
ABOUT 12 YEARS AGO. FATHER IS BURIED
WITH HONOURS IN NOVDEVICHY CEMETERY.
WHEREABOUTS OF MOTHER'S BODY IS UNKNOWN.

NOT BELIEVED TO HAVE SERVED IN WORLD
WAR TWO. KNOWN TO BE FIERCELY LOYAL AND
INTOLERANT OF BETRAYAL. ONE OF HER KILLS
IN GREECE WAS A SQUAD-MATE SUSPECTED
OF PASSING INTELLIGENCE TO A CIA AGENT
WORKING WITH THE GREEK JUNTA.

Handout #4: Fifka's Note

*It's best if you do not leave my
gifts lying around where
anyone can find them.*

*You never know
who's watching.*

- Fifka



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