

Part One of the Forest of Fear

ACHTUNG! Cthulhu™

LIVING CAMPAIGN



A Light on the
Mountain

John Dodd



Savage Worlds Edition

MÖDIPHIUS
ENTERTAINMENT

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CHAPTER 1

A Light on the Mountain

A journey into a dark night of icy terror

WELCOME

Welcome to the first adventure in *Achtung! Cthulhu's* Living Campaign, a series of free, linked adventures that will appear periodically throughout the year and lead up to our epic *Forest of Fear* campaign book. *A Light on the Mountain* can of course be played as a standalone adventure in its own right, but clues and information contained in the section “An Experiment in Darkness” will plant the first seeds of suspicion and set your investigators’ feet on an inexorable path towards their ultimate destination, a confrontation with the evil Nazi scientist Franz “The Blackbird” Amsel in the Ardennes in 1944. To get a free taster and full background for the *Forest of Fear's* overarching storyline, why not download our free [Secret War Operations](#) manual which will also give you further insight into the *Achtung! Cthulhu Skirmish* game?

The possibilities of what could be achieved if the scientists succeed — the chance to transport large bodies of personnel around the world in a matter of moments — cannot be ignored.

But all that is to come. For now, it is late 1943 and a crack team of investigators are asked to attend the testing grounds at RAF Acaster Mablis. Their mission? To carry out a check on a group of scientists working on a revolutionary new propulsion system that is nearing completion and is ready for final testing. The possibilities of what could be achieved if the scientists succeed—the chance to transport

large bodies of personnel around the world in a matter of moments—cannot be ignored. However, Section M has become increasingly concerned about the lack of progress on the project, including the scarcity of details about the successful flights that have taken place and only been reported back by its agents at the base.

WHAT IS ACHTUNG! CTHULHU?

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

This Living Campaign is intended for use with *Savage Worlds* from Pinnacle Entertainment Group and is also available separately for the *Call of Cthulhu, Sixth Edition* roleplaying game by Chaosium Inc. You will also need both *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and *Achtung! Cthulhu: the Keeper's Guide to the Secret War* to play. Pre-generated investigators can be found at the end of the adventure (pp.24-25) or, alternatively, players use their existing characters or create new ones using the *Savage Worlds* rules and the guidelines found in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*.

OVERVIEW

Players' Briefing

The briefing for the mission is initially held at RAF Northolt. The investigators are brought to a deserted hangar at the far end of the airfield under guard by men wearing the insignia of 2 Para on their uniforms. The regiment assigned to the base under normal circumstance is either the 32 (The Royal) Squadron or the 600 (London) Squadron. If asked why there is a different unit guarding the base, the investigators are told that it isn't the base they are guarding, only this hangar.

Within the hangar are a number of chairs in front of a large tarpaulin, the mass underneath does not resemble anything more than a heap and there is a faint smell of formaldehyde coming from it. The investigators are met by Specialist John Rhodes, from the Directorate of Military Intelligence (DMI), a department of the British War Office. Specialist Rhodes is present to deliver the briefing due to the sudden acceleration in timelines of the project.

He explains that around a decade ago, there were a group of scientists from London who gained funding from the government with the idea of building a propulsion system that could instantly transport large numbers of troops to points around the globe. While there was some scepticism at the concepts presented, initial testing proved favourable and additional budget was allocated to them. It took them nearly ten years to put a prototype into service, and the first test flight around four months ago went exceptionally well, taking the test group a distance of more than fifty miles in an instant. Two months ago, a second jump was scheduled with operational rather than scientific personnel on board but that vanished without trace. A second prototype remains and it is this plane, the *Iapetus Ascendant II*, that the characters are being sent to investigate. However Section M has also raised some concerns.

The first test flight went exceptionally well, taking the test group a distance of more than fifty miles in an instant.

When the original plane, the *Iapetus Ascendant* was lost, the engine should have failed to engage or should only have made a short range jump, not disappeared completely. Section M's concern lies with what was found and where it was found. At this point, Specialist Rhodes will indicate the mass under the tarpaulin and ask that any investigators of a nervous disposition should leave the room.

The tarpaulin is removed and the remains of an aircraft fuselage can be seen. A Mechanical roll at Hard Difficulty will conclude it looks like the metal itself was sheared clean off, as if subject to a violent explosion. The DMI's investigation has been inconclusive but identified a disturbing ring of

red encrusted around the edges of the metal, with the same chemical composition as human blood. The fuselage was recovered in a forest not far from the where the unsuccessful test flight was due to engage its drive. It was brought back to the hangar at Northolt and access was only granted to authorised personnel. The Directorate has concerns that a similar thing may occur with the remaining prototype and have requested the assistance of the investigators, via Section M, to ensure that there is a contingency plan for the recovery of the plane and equipment.

Keeper's Notes for *A Light on the Mountain*

Many years ago, the Black Sun managed, through a process of blackmail, intimidation and outright bribery to buy the loyalties of a number of young research scientists who the investigators are about to meet: Professor Nathaniel James, Professor Elias Smith, Professor Michael Matheson and Professor Marvin Jensen were developing a new form of propulsion drive that had the potential to change the world. They are also about to meet doctors Saliswick and Roberts, medical personnel, who are not part of the Black Sun plot.

On a carefully arranged field trip long before the war, the Black Sun met with their newly recruited agents to discuss the advances they were working on. While there, using a rare, arcane and extremely costly process, the Black Sun engineered biologically identical copies of the scientists that were then sent back to England to work on the project using British resources—allowing the Black Sun to place spies inside the British establishment, while continuing to advance the technology themselves.

Unaware that they were copies, these "scientists" continued to work in Britain's service undetected, using her resources and technology to perfect the initial drive system. This was tested successfully, but its second full flight was sabotaged, sending the plane and its engine to a redoubt in Switzerland where it was pulled onto the mountain and captured by the Black Sun. The scientists engineered the incident to look like an accident, the fallen portion of fuselage 'evidence' that the main body of the plane had been lost.

The traitorous scientists know that suspicions have been aroused and have sent word to the Black Sun that they will be bringing the next prototype themselves, with all the technical data needed to replicate the technology. What they don't know is that the Black Sun has already managed to reverse-engineer the engine and no longer needs them. The scientists' proposed trip to the mountains is a convenient way to tie up all the loose ends and deny the British Government any information that might prove useful.

The main plan of the scientists is to land on the mountain and make contact with their Black Sun handlers. It's only when they arrive and the Black Sun's betrayal becomes apparent, that they start to consider that they may have been hung out to dry.

The redoubt occupied by the Black Sun is all but defunct now, the main thrust of the research moved to locations back inside the *Reich* and there is a skeleton crew remaining behind to decommission the site. The Black Sun's final task is to ensure that the scientific team and any escorts meet an untimely end via the monstrous Halja, a captive monstrosity that the Black Sun have been experimenting on.

The Black Sun's final task is to ensure that the scientific team and any escorts meet an untimely end.

The monitoring station in the mountains was once part of a Swiss redoubt, built to form a safe haven away from the remorseless Allied bombing of Germany. It now contains the remnants of a research programme which sought to explore and exploit the unique properties of the Halja which was to be adapted for weapons research and genetic experimentation in the quest to create a super soldier.

Latterly, a single example of a shoggoth *shocksoldat* (a smaller battlefield version of the monstrous shoggoth) has also been shipped to the base by Dr Franz "The Blackbird" Amsel, to aid in the research into the Halja, but the experiments have not gone well. A single shoggoth specimen remains in captivity, guarded by a skeleton crew of Black Sun Novices and a small detachment of troops before the base is finally closed down and the creature is shipped back to its creator. Depending on how well they perform, the investigators will have plenty of dark truths to uncover.

EPISODE ONE: A FLIGHT INTO DARKNESS


Acaster Mablis

Acaster Mablis is a small airfield in the north of England, with a few communal buildings, a small communications tower, and a runway long enough to accommodate small planes. Once at the base, the investigators will be introduced to Carlton Smythe, the base commander, an arrogant, spiky individual. He knows that the investigators have been sent to probe his team and that he has no choice in the matter, but he will not make it easy for them. Commander Smythe will acquiesce to investigators' requests under protest and will make life difficult if he can, while doing his best not to arouse suspicion. Upon presentation of the orders from Section M, Commander Smythe will introduce the investigators to the team of scientists. Carlton Smythe is also in fact a traitor, a Black Sun agent who has overseen and observed the scientists without their knowledge.

Commander Carlton John Smythe, Age 63

Description: Carlton John Smythe is a career military man, straight out of RAF Cranwell. He was born of enlisted parents and has never known any life but the service. In the early part of the twentieth century, while still on active duty, he found himself investigating reports of occult German activity, but ended up being recruited by German Intelligence instead. Seeing that the potential of the German occult programme and the rewards of increased longevity, he chose to return to England as a German spy. He has worked his way up the ranks ever since, reporting on the Allies' progress and covertly handling several Black Sun agents.

Appearance: Standing 6'2", he has kept himself in shape over the years and while his hair carries more silver than black, his dark eyes have lost none of their intensity. He wears his hair regulation length and style with no deviance from the dress code, he hasn't been seen in civilian clothing for more than a decade and the running joke amongst the staff is that it's not his uniform, it's his skin. While not physically imposing, he cultivates a stern demeanour, the only glimmer of emotion that he allows is when a day has gone very well, or when his displeasure at results needs to be evident. He's 63 years of age, but carries himself with the poise of a man twenty years younger.

 **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6.

Skills: Climbing d4, Driving d6, Fighting d6, Knowledge (German) d6, Knowledge (Mythos) d4, Knowledge (Psychology) d6, Notice d10, Repair d8, Shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 4.

Edges: Command, Dodge, Rank (Officer)

Gear: *Webley Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver)

The Scientist Copies

The investigators will be introduced to the principle scientists, Professor Nathaniel James, Professor Elias Smith, Professor Michael Matheson and Professor Marvin Jensen upon arrival. However, these individuals will be very busy preparing for the test flight and have little time to talk initially. For full descriptions of the scientists, see pp.19-22.

PROFESSOR NATHANIEL JAMES, AGE 59

Description: Quiet and taciturn by nature, Professor James doesn't engage much with the investigators unless given no other recourse. He will volunteer what he knows about a situation but will not indulge in theoretical discussions of any sort.

Appearance: A man broad of shoulder and narrow of hips, with a nose still twisted from too many breaks in the ring as a youth, he retains a youthful complexion despite his advancing years.



Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d6, Fighting d8, Investigation d8, Knowledge (Battle) d6, Knowledge (Cryptography) d8, Knowledge (Electronics) d8, Notice d6, Repair d8, Shooting d4.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

Edges: Scholar (Cryptography and Electronics), Gadgeteer.

PROFESSOR ELIAS SMITH, AGE 65

Description: Professor James appears jovial and outgoing with a strong set of sympathies towards field agents as he was once one of them. However, this is a mask which lets him analyse any threat to his position. He seems happy to engage in conversation, even to the point of giving away information that he really shouldn't, but it is a bluff and he rarely divulges anything of significance. He, like his fellow traitors, is anxious to flee into the arms of his masters and feels the noose tightening.

Appearance: An apparently cheerful man who loves his work, Smith is taller and heavier than Professor James but carries the weight around his middle, not his shoulders and has cultivated a personality to match his physical size.



Attributes: Agility d4, Smarts d8, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d6, Fighting d6, Knowledge (Mechanical Engineering) d10, Knowledge (Physics) d10, Notice d6, Repair d8, Shooting d4.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 4.

Edges: Brawler, Mechanically Inclined.

Hindrances: Quirk (Cheerful).

PROFESSOR MICHAEL MATHESON, AGE 66

Description: Professor Matheson is in charge of programming the equipment being used in the flight. He has spent a lot of his time in the labs and in the company of machines and electronics, has limited social skills and excels when left to his own devices. He finds the opposite sex to be a concern at the best of times, intimidating at

worst and finds himself quickly flustered if left in the company of women. He will explain technical details to demonstrate his expertise but unlike Professor Smith, he is terse and perfunctory in the information he imparts. Of the scientists, he is the most nervous and twitchy and the least able to conceal his ever-growing fear of discovery.

Appearance: A short man of very slight build with a history of anaemia and asthma.



Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d4.

Skills: Climbing d6, Fighting d4, Knowledge (Anthropology) d6, Knowledge (Physics) d10, Repair d10, Notice d10, Shooting d4.

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4; **Sanity:** 6.

Edges: Jury Rig, Mechanically Inclined.

Hindrances: Anemic, Quirk (Twitchy and Nervous), Phobia (Women).

PROFESSOR MARVIN JENSEN, AGE 62

Description: Professor Jensen is in charge of designing and developing the plane's avionics and Magnetometric Hyperdimensional Drive systems. He is gregarious but calculating with a great interest in what has been going on in the outside world and is happy to engage with the investigators as long as they are willing to talk to him about subjects of his interest. He was seduced by the Black Sun's promises of building a scientific legacy that would echo down the millennia, but now bitterly regrets his treasonous behaviour, although not enough to confess his sins.

Appearance: An injury in the field some years ago left Marvin unable to walk completely upright without pain and while he struggles to present the image that he is still fit for field operations, it's obvious to all those who spend any time with him that he isn't in good shape. He has thick hair on one side of his head that is combed over in a way that makes him appear vain, but if the hair is ever moved back, the burns on his head are visible.



Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Skills: Climbing d6, Fighting d4, Knowledge (Demolitions) d6, Knowledge (Navigation) d6, Notice d6, Repair d10, Shooting d4.

Charisma: 0; **Pace:** 4 (d4 run); **Parry:** 4; **Toughness:** 6; **Sanity:** 6.

Edges: Mechanically Inclined.


Hindrances: Lameness, Yellow.

The Doctors

DOCTOR JURGEN SALISWICK, AGE 47

Description: Doctor Saliswick is in charge of ensuring the team working the aircraft are physically sound. He and Doctor Roberts are a good team, maximising their respective specialities. Despite working closely with them on the latter stages of the project, Saliswick suspects little of his scientist colleagues' true intentions and motivations.

Appearance: The only member of the team in better physical shape than Professor James, Jurgen shaves his head at a time when it is not fashionable to do so and maintains a strict physical regime to ensure that he is able to do the things that he insists others do to keep themselves fit. He wears clothing cut to fit and takes every opportunity to show off his physicality, most engaging with characters with similar levels of physical skills. He has the mannerisms of a Regimental Sergeant Major without any of the prior military experience and is direct to the point of being abrupt with most people.

 **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d8, Fighting d8, Knowledge (Anthropology) d8, Healing d10, Notice d8, Stealth d6, Tracking d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.


Edges: Brawny, Healer, Medic.

Hindrances: Quirk (Acts like a Sergeant Major).

DOCTOR MARY ROBERTS, AGE 45

Description: She is in charge of ensuring the team working the aircraft are in good mental health and haven't got any festering psychoses. She likes to engage in philosophical discussions and will most engage with investigators who have something in common with her. Her personality is carefully crafted to appear genial whilst being analytical underneath. She and Doctor Saliswick are good friends and will bicker endlessly about which is more important, the mind or the body. Despite her affiliation with the US intelligence agencies, Roberts suspects nothing about her scientist colleagues' true intentions and motivations.

Appearance: A woman of larger stature, she keeps herself in good physical condition despite being significantly heavier than would be allowed for field operations.

 **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d6, Fighting d6, Knowledge (Psychology) d8, Healing d10, Persuasion d6.

Charisma: 0; **Pace:** 5 (d4 run); **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Edges: Healer, Medic.

Hindrances: Obese.

Tesla's Unwritten Mysteries

The scientists have been working hard on the project but now feel the noose closing about them, following the 'accidental' loss of the previous prototype. They know that this is their last chance to make good their escape and although inwardly nervous, they still project a palpable air of excitement as they complete the final checks on the plane.

The investigators will be shown to the second prototype, which is markedly different to any aircraft they have ever seen before. The body is long and narrow in profile, with a wide cockpit at the front that could house three pilots, and the outer layer is bare metal, the only markings being its name, *Iapetus Ascendant II*. Once the investigators are ushered inside, the main body of the plane has ten sets of double seats on each side of it with an aisle wide enough to have three people stood abreast and a security door leading to the rear.

The investigators will be shown to the second prototype, which is markedly different to any aircraft they have ever seen before.

The doors to the fuselage are sealed and will not be opened beforehand though astute investigators will note its fuselage looks similar to the wreck that was presented to them back at Northolt. The wings are smaller than average, more like a long fin rather than those of a typical transport plane. There is a single jet at the rear with intakes on the front. Investigators with experience in engineering or avionics could make an educated guess at the method of propulsion being a jet of some sort.

Of particular interest are the Tesla coils set at the edges of the wing, the front of the plane, and the tail. The device

is described by the scientists as a Magnetometric Hyperdimensional Drive (MHD), based on theories posed by Tesla regarding a Hyperdimensional Oscillator but on a far larger scale. Given the longer range of the flight being attempted today, Professor James insists it is vital that the entire science team be on board to correct any problems that might occur in mid-flight (though their real motive is to make their escape). The scientists, although fearfully busy, may take time to explain what they can about the plane, using very simplified terms to describe the nature of the MHD, and indicating that the engine to the rear will get them in the air and moving fast enough to make the transition to using the MHD. Once the plane is ready for take-off, investigators will be assigned positions to the rear of the plane, close to the fuselage.

The projected flight path is from Acaster Mablis to London, using the regular jet engine to get airborne and then engaging the MHD to get the rest of the way. RAF Command will ground all planes in the area for the duration of the test, as there is no way to determine exactly where the plane will reappear when it emerges, but they will remain on alert in the event that the plane requires assistance. The test is scheduled to take place at night, between 22:00 and 23:00, with the return journey after landing and refuelling at RAF Northolt.

The investigators will have just enough time to draw equipment from the base stores, including ammunition and basic gear if they request it, although they will have to come up with a good reason for the quartermaster to equip them with anything more exotic (a Persuasion check at -2 will be required). Requests for things which appear to have no operational purpose (explosives, heavy weaponry) will not be granted, though investigators will be permitted to retain all their personal weaponry and side arms.

Two RAF pilots come on board and the *Iapetus Ascendant II* takes off, then gets up to speed faster than anything the investigators have travelled in before. The night is clear and cold, and there's a faint smell of ozone as the MHD is

activated, and a tapping noise from the rear of the plane as it engages. When the MHD is switched on, blue flashes streak across the wings and the quality of the flight degrades in direct correlation to the speed of the plane. The shaking in the wings becomes stronger and stronger until it's so bad that the investigators may begin to feel nauseous. A flare of blue lightning lances out and the air temperature drops to far below zero; the turbulence has stopped but the plane seems to have jumped much further than expected, into completely uncharted territory. If the investigators look out of the window, they can see mountains... players making a Knowledge (Navigation) check may realise the mountains bear a resemblance to the Alps.

There's another crack of electricity
and a flare arcing up from the ground...

A message comes over the intercom
from the pilots, one of them shouts,
"We're going down! Brace for impact!
Brace! Brace!"

There's another crack of electricity and a flare arcing up from the ground. Investigators will be able to identify a small structure on top of one of the mountains and it is from this that the flares are emanating. The plane suddenly veers dangerously to one side and it becomes quickly apparent that a powerful magnetic force seems to be interacting with the MHD. A message comes over the intercom from the pilots, one of them shouts, "We're going down! Brace for impact! Brace! Brace!"

The *Iapetus Ascendant II* crashes on the side of a mountain and skids uphill for some distance, coming to a rest with the back of the fuselage missing and the pilots' cabin damaged. With the exception of both pilots, who are killed outright, no one will have suffered anything more than minor cuts and bruises and while shaken, everyone seems to be in relatively good health considering what they've just been through.

Keeper's Note

The scientists, at first glance will appear straightforward boffin-types, dedicated to their work, but as the adventure unfolds Keepers may wish to subtly arouse players' suspicions about them, dropping hints or highlighting slightly odd or eccentric behaviour which points to their true nature as Black Sun agents. This could range from meaningful glances, to covert whispering, to outright lies as they attempt to conceal their true design of returning to their Black Sun masters.

"I suppose I've had worse
landings ...but not many."
- Pvt. Daniel Gregg

EPISODE TWO: A NIGHT ON THE MOUNTAIN

Stiff Upper Lip

Throughout the landing and the investigation of the wreckage, the four professors, James, Smith, Matheson, and Jensen, seem remarkably calm (no surprise given this is all part of their plan). In comparison, the two doctors are agitated, and while the professors will set about getting the equipment out of the back of the plane and readying themselves to get out of there, the doctors will probably be sitting around wondering what to do next.

The plane is now located on the northern face of a snow-covered peak of a mountain with the summit little more than three hundred feet above them to the north. The night is partially clouded but the pale glow of the moon shines on a trail behind them to show how the plane landed and skidded up the hill.

The *Iapetus Ascendant II* is reasonably intact given the force of its descent, but it will be easy to see from where it has come to rest that it is poised at a precarious angle. The investigators will be able to determine that the plane crashed and went uphill from the markings in the snow behind them, and it will be apparent that there is nothing on fire. The body of the plane is intact enough to be used as an overnight shelter if the investigators are uncertain about heading down from the mountain in the dark.

The fuselage has been partially torn away but the equipment in the back is surprisingly plentiful (see sidebar). Suspicious investigators might note this, but if questioned, the scientists will say they were just prepared for any eventuality. Concealed inside one of the packs are a raft of notes and formulae detailing the scientists' work which they intend to hand over to the Black Sun. One scientist will quickly and covertly secure this pack and guard it as if his life depends on it—it does.

By the faint light of the moon, it's possible to make out the structure as a giant cross with a plaque on the front.

If the investigators do a swift reconnoitre of the area, they will be able to see a shadowy stone-built house (the *Kursingerhutte*) towards the bottom of the mountain. Viewed through binoculars, it's possible to make out a multi-floor building on a ridge at the base though it's not possible to make out if there are any other people in the area down there. The building is a couple of miles away and it would take someone with the Survival skill to make it down without proper equipment and lighting.

The structure that emitted the flares can be seen

Inventory of supplies

For anyone doing an inventory, what remains is: sufficient rations and cold weather survival gear, Webley pistols, Sten guns and plentiful supplies of ammunition (numbers at Keeper's discretion). There are also ropes, ice axes, backpacks and climbing gear, almost as if someone were preparing to get down the mountain.

There are a number of electric torches with charged batteries and some flares (a limited number at the Keeper's discretion to fend off the creature; see **A Cold Night in the Snow**, p.9), plus two sets of binoculars, though one has a single smashed lens.

Weapon Statistics:

Silenced Sten MKIIS (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto, Silenced).

Webley Service Revolver (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver).

approximately a mile to the northwest from the landing point of the plane. By the faint light of the moon, it's possible to make out the structure as a giant cross with a plaque on the front of it. There's a faint nimbus of energy playing around the top of it. The investigators would be able to hike to the cross within an hour if they went alone or within two if they dragged the scientists along with them. There is also something notable across from the point where the plane landed, one mile to the west and at the same height on the mountain as the plane. There is a faint gleam of metal in the moonlight protruding from what appears to be a ridge on the side of the mountain.

A Monument to Greatness

If the investigators choose to go and examine the cross, they can see that it's been there for some time, probably a few years. There are new metal cables emerging from the floor that are secured by some sort of welding at the side (discoverable on a Notice roll). From these there is a faint tinge of ozone in the air arcing up and around the cross and anyone bringing metal objects close to the cross will receive a mild electric shock. Anyone touching the cross will take 2d4 damage with an electrical trapping, knocking them back down the hill. The plaque on the side of the cross is written in an older dialect of German. A Knowledge (German) roll will reveal the inscription as: "In gracious thanks to our masters and with praise for their thousand year rule over their humble servants."

There are tracks in the snow around the cross. A Tracking roll will reveal some human footprints but also others

Keeper's Map



that are neither human nor animal but some strange hybrid of each, a long foot with four talons, three at the front and one at the rear, like that of a bird of prey. Some tracks lead to the east across the ridge, some to the south down what looks to be a near-impassable gorge. Any character passing a Notice check at -2 at night (or no penalty during the day) will be able to see a thin line in the snow tracing a square in the ground. If they dig through the snow (which will take more than an hour and will be a considerable effort due to the lack of proper digging equipment), the investigators will find a trapdoor. Nothing short of explosive force will allow them to breach this, but if they do find a way to open it, the Keeper can move directly to **An Experiment in Darkness** (p.14), with the occupants below now on high alert.

Some tracks lead to the east across the ridge, some to the south down what looks to be a near impassable gorge.

Another Landing on the Mountain

If the investigators trek across to the metal gleam coming from the west of the mountain, they can see that what looks to be the tail section of another plane. The plane is remarkably intact, minor glass damage to the windows and nose section aside, though a large section of fuselage is missing.

If the scientific team is brought over, they will be able to positively verify that the modifications on this plane are the same. However, it appears to be been stripped of its MHD drive and most of the external drive components. It shouldn't take too long to determine this is the wreck of the original lost *Iapetus Ascendant*, although astute investigators may ponder how it made its way here and why that fuselage section is missing from an otherwise relatively intact plane.

Inside, all instrumentation and equipment relevant to the MHD has been removed and the plane also contains a number of corpses, mangled and frozen and apparently left exactly where they were when they plane crashed. They wear the remnants of RAF flight uniforms and some surviving ID documents will identify them as the missing crew of the lost flight. A careful search of the corpses will reveal a pocket book property of Airman Michael Jeffers with some hastily scribbled notes which deteriorate in quality as they continue along the page in a manner that would suggest that Airman Jeffers died of frostbite (see sidebar).

Investigators may wonder why a section of the fuselage exploded before the drive engaged, but if they question the scientists, they will attempt to explain it away with bluster about 'unexpected stress fractures' or 'unanticipated strain on the superstructure'. While this might seem plausible, investigators' suspicions should rightly be aroused. That and the

... just before the drive engaged, a section of fuselage seemed to spontaneously explode and detach, killing Thomas and Jones outright and sucking Evans clean out of the hole. The rest of us only survived because we were strapped in.

... there was a bright light, and then we found ourselves over these mountains ... freezing cold ... we're miles off course ... who knows where ... radio is down ... the pilots can barely control her...

... the cross is pulling us down, the cross is pulling us down!

... we're going in ... we're going in!

We're down ... most of the crew are dead ... just Rogers and I are left.

It's getting cold ... so cold ... I think I can hear something moving outside.

If I don't make it, tell Daisy I...

fact that the scientists don't really seem surprised to be here and almost seem to have prepared for this eventuality.

A Cold Night in the Snow

It is six hours before the sun will come up and the investigators have to make the choice as to whether or not to try and risk going down the mountain in the dark. The investigators themselves might be of reasonable fitness, but the professors have spent most of the last five or so years in a lab and will find such an undertaking far more dangerous. However, they do want to get down there to rendezvous with their Black Sun allies. Investigators should not be left in any doubt as to how difficult any descent will be in the dark (see **A Deadly Descent**, p.11).

The investigators' original orders still stand: they need to either get the scientists off the mountain and back to safety or make sure that none of them survive to be interrogated. If they choose to remain on the mountain, the *Iapetus Ascendant II* can be secured against the worst of the weather and it is possible to leave one person in the damaged cockpit to keep watch.

In the early hours of the morning at a time of the Keeper's choosing, the cross will start to emit both a pale blue

glow and a high pitched whine which should be sufficient to wake sleeping investigators or alert any on watch. Something can be seen moving along the high side of the ridge, about human-sized but glowing faintly with a green light. If viewed through binoculars, it can be made out as an indistinct human figure. This is a human slave raised specifically for the Halja's consumption and to observe its hunting behaviour.

It is not moving quickly but is visible in the moonlight as it staggers down towards the plane. There's a moment as the clouds cover the stars and a second figure can be seen emerging from the cross, though this one is very different: a tall, vaguely female glowing humanoid creature with over-long arms and wild hair. This is the investigators' first view of the monstrous Halja.

The first figure turns and its torchlight stabs outwards, causing the creature to recoil as if burned. A cat-and-mouse game ensues as the creature continues to hunt, avoiding the strobing torchlight and swiping at the glowing figure. After a few minutes, the torch begins to blink, then fails and the creature glides forwards and reaches out with a long shadowed appendage. The figure stiffens and its movements become sluggish; it thrashes around in slower and slower circles as its limbs harden, and then the Halja pounces.

The Halja, having consumed the glowing figure as an aperitif, will now come to hunt its true prey, the scientists, and can only be prevented by light sources which drive it back. Observers will probably have a couple of minutes' grace to figure this out and prepare their defence. The batteries in the *Lapetus Ascendant II* are still intact and will provide a few hours' light if investigators make a Repair check, but not enough to keep the Halja at bay indefinitely. There are hand torches and flares within the rear compartment and it's also possible for resourceful characters to tear up the fittings in the plane to make burning torches. If no measures are taken to drive it off, the creature will be able to leap in and take new victims with impunity.

Even if a light burns within, the entire hull of the plane will get colder and colder, with the windows frosting over as the creature stalks around outside. Anyone with bare skin touching against the hull will take 1d4 cold damage on the first round, +1 cumulative for every round after the first. The roll can Ace. Any time a character becomes Shaken in this manner, there is a possibility that frostbite will set in. The injured party will need to make a Vigor check or receive Healing to prevent this. Failing the Vigor or Healing check will cause their skin to go pale, then take on the terrible bluish red of frostbite. They take 1d8 damage,

The Halja

Description: Incorporeal most of the time, except when hunting, the Halja is susceptible to certain rituals and occult phenomena, which is how the Black Sun have been containing it, causing it to return to its confinement as dawn nears. When loosed at night, it is a remorseless hunter and stalks and kills everything it comes across, and the Black Sun have conditioned it to seek out and kill targets on the mountain once released.

The Halja's one vulnerability is that it is a creature of darkness and is vulnerable to light; it would quickly die from exposure to daylight and naturally shies away from bright light. Exposure to sources like torchlight, electric torches and flares will all deal it damage, causing its skin to smoke and it to recoil. Damage inflicted in this way bypasses the Halja's armour and wounds it directly. Exposure to any of these sources for more than a couple of seconds will result in 1D3 points of damage, though its extreme agility might cause it to leap away before any damage can be inflicted.

Appearance: A creature of ice and storms, manifesting as an indistinct humanoid, with elongated limbs seeming to be constructed of ice and shards.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d8, Stealth d12+1.

Pace: 8; **Parry:** 6; **Toughness:** 9(3).

Special Abilities:

- **Armor (+3):** Iron hard, icy skin.
- **Ethereal:** While ethereal, a Halja is immune to all unenchanted weapons. It must succeed at a Stealth roll to go ethereal, but turning solid is a free action.
- **Horror:** Those who see a Halja must make a Spirit test or roll on the Horror Effects table.
- **Incredibly Quick:** If a Halja draws an 8 or less from the Action Deck, it can discard the card and draw again.
- **Swift Reflexes:** Halja only suffer a -1 multi-action penalty. Its usual tactic is to attack and then turn ethereal before the target can respond.
- **Talons:** Str+d8, can only be used when a halja is corporeal.
- **Vulnerability (Light):** Due to the Black Sun binding ritual, this halja is very susceptible to light sources. It cannot enter an area of bright light and must leave the area or suffer 2d4 damage (ignoring armor).

A Deadly Descent

If the investigators decide to try and make a run for it and descend through the darkness, it is two miles across steep uncertain ground and deep snow and there is only way through: a steep pass in the rock face that encircles the mid mountain above the dense treeline (see map, p.8). In the daylight, anyone with skills in Climbing will have a reasonable chance of making it down without falling to their death. If the investigators go for a descent at night, they will have to contend not only with the creature, but with the danger of not seeing the way. Over this treacherous ground, they will have little way of outrunning their pursuer and a running battle will increase the chances of falling by an order of magnitude.

When descending, Survival or Navigation rolls should be requested four times, one for every nine hundred yards or so of descent. In the daytime, the test can be made using Climbing, with a -2 penalty in the absence of appropriate

gear. If the same route is attempted at night, the rolls will be made at standard skill level with the climbing gear or at a Climbing roll at -2, or a -4 if attempted at night in the absence of appropriate gear. The first fail will do 1d6 damage, the second is a longer fall, doing 2d6 damage, and a third consecutive fail will do 3d6 damage for every nine hundred yards left to fall. These rolls can Ace as normal.

The scientists will need to be guided down on an at least a one-for-one basis, though they seem to display a familiarity and knowledge of the terrain which might seem suspicious. If the scientists are led down by an investigator, the skill roll for the investigator covers both of them if it is superior (if not, they have to use their own skill in Climbing with a -2 penalty). Even with the equipment and knowledge it is a daunting looking descent and this should be made apparent to the investigators. If they make it down, any survivors will regroup at the *Kursingerhutte*.

+1 for each round after the first, until they pass a Vigor check or perish, at which point their body will be nothing more than a block of ice. Pulling someone away from the window will stop further damage, but not cure any damage that has already been done.

The creature will make multiple attempts to snatch fresh victims unless driven off or seriously wounded and the investigators must survive for a good few hours (determined by what time it appeared) before the sun comes up and it retreats back to its lair. The Halja is a remorseless and deadly hunter but enjoys toying with its victims, so it is suggested the Keeper use this time to build tension, baiting and terrorising the party with each fresh attack, as they use their limited light resources to desperately try and fend it off.

EPISODE THREE: ANY PORT IN A STORM

A Temporary Refuge

If they make it down, any survivors will regroup to the *Kursingerhutte*, the name of a huge stone-built house from the late eighteenth century. Originally used as a base camp for scaling the mountain, it has been rebuilt many times over the years.

The house is strong and sturdy, with a huge wooden door in the front and a basement chute where barrels of drink and crates of food were delivered. All the doors are locked,

but there's an unlit fire in the main lounge downstairs. The door could be picked or broken down without difficulty, or entrance could be forced through one of the windows. The bar is well-stocked with a pantry full of cured meats and preserved foods, while the upstairs rooms are full of bunks that are made up and ready for guests.

The upper floor consists of a single large unremarkable dormitory bedroom and a side study that shows signs of recent use. There is a large fireplace in the corner and sev-

There is a strong smell of preservatives
and the heat from the upstairs
gives way to bitter glacial cold.

eral journals and loose documents on the table. There are a number of badly burned documents written in German, and the language used is an archaic dialect. Anyone with Knowledge (German) could make a roll at Hard difficulty to try and decipher the scraps that remain. A successful roll will indicate plans for some sort of biological experiment involving the replication of tissues.

If the investigators explore the basement, there is a strong smell of preservatives coming from the right and the heat from the upstairs gives way to bitter glacial cold radiating from the walls on the left. The staircase is lined with ice and investigators should take care in getting to the bottom. The



Kursingerhutte, ground floor

basement is unlit, though there are lights that the investigators can switch on after blundering around in the dark and the staircase leads left to the main area beneath the house.

On the left hand side of the basement are a couple of metal tables with a variety of surgical tools on magnetic rods attached to the wall, one of which still has a body covered by a white sheet. The body beneath appears to have the skin peeled off the skull, but the head is still attached. It is apparent that the brain has been removed. The basement chute leads into this room and it is possible to unlock the doors from down below to allow access to the outside. There is a faint hum from a door at the back of the basement. Locked with a simple padlock, the smell of preservatives is particularly strong when approaching this door. The lock can be smashed open without any real difficulty and there is a second set of stairs leading down to another room, this one is dimly lit by the glow of instruments from a number of panels on the side.

There are a number of other cylinders if the investigators continue into the room, containing arms, legs, and feet.

As the investigators go through into the second room, there is a strong smell of chemicals and on the walls illuminated glass cylinders containing what appears to be a collection of human hands of various different shapes, sizes, and genders. There are a number of other cylinders if the investigators continue into the room, containing arms, legs,

and feet. The final cylinders are far larger and contain individual torsos. All of the cylinders are bitterly cold to the touch and the liquid within them moves like it is composed of half ice and half water. Investigators beholding this gruesome sight need to make a Sanity check against Nausea. There are a number of trolleys within the room, carrying a number of tools upon them, the likes of which neither the investigators nor the scientists have ever seen.

At the very far end of the room is a closed metal locker where slight noises, like muffled words, can be heard from within. The locker has a simple metal lock over the clasp which can be broken off with little effort, but each of the three to four strikes against the lock it takes causes the noises from within to increase. As the lock is broken and the seal disengages, the noises within can be heard clearly, voices, all crying for help.

If the investigators open this locker door, they will find a series of small cubicles within it, each of which bears a name and the date of 14/04/1933. The names are Nathaniel James, Elias Smith, Michael Matheson, and Marvin Jensen. If the cubicles are opened, each contains a single human head, still apparently alive, attached with a variety of tubes and wires that mimic the functions of a human body. These are the heads of the original scientists from which the current copies were made. Looking upon the heads as they sit within the framework and plead for their freedom will provoke a Sanity check against Horror.

In the event that any scientist copies survive and witness these aberrations, their eyes will roll up inside their head as the truth weighs in on them. "They promised..." one will say, "They said we were different, they were going to take



Kursingerhutte, first floor

care of us, this wasn't supposed to be... they... oh no... no I can't be..."

They will reach up to the back of their head and when they find the hairline crack in their skull and the thick knot of scar tissue at the back, as they are consumed with the need to know. If not stopped, they will dig into the side of their heads with inhuman strength, the plates of the skull opening coming away in their hands, revealing a mass of wriggling horror and mulch in a horrific chain reaction. Seeing these events provokes a Sanity check against Horror at a -2 per investigator for each head removed this way.

The heads within the cubicles are the original scientific team and have a pale colour to them, as if the blood has been replaced with something else. They are mounted in such a way that they cannot see the cylinders of body parts or their compatriots beneath and to the side of them, and as such do not fully understand the nature of what has happened to them. The investigators do not have the facility or the knowledge to remove the heads from the framework without killing them, but killing them at this point will be a mercy. If the heads realise what has happened or it is explained to them, or they see their copies and especially if they see them unpeeling their brains, they will go irretrievably insane and begin howling and moaning, calling for a further Sanity roll from the investigators with a Nausea check.

If the room is searched further, there are several steamer travel chests in the back corner of the room, each bearing one of the names of the scientists and their personal effects, including passports and invitations for each of them to travel from England for the purpose of sharing their knowledge with an interested party. Each of the notes is accompanied

by a note of transfer for the sum of a thousand pounds from the same numbered Swiss bank account.

There are notes and files written in German, identifying the nature and requirements of the procedure to make an exact copy of a human. Reading and understanding these notes requires a Healing check, and their comprehension also provokes a further Nausea check at -2. Anyone understanding the true nature of these notes will realise that the procedure is a long and extremely expensive process, as it marries arcane sorcery with an extremely complicated and rare piece of Atlantean technology. The original success with the "scientist protégés" has now been deemed "almost accidental ... a unique product of the time and circumstances". Despite many attempts on Black Sun's part, the procedure has not been replicated successfully and has long since been abandoned as a viable method for planting sleeper agents.

There are references in the notes to the work of the scientists who are trapped here, together with the subsequent replacements of those that were sent back as copies with no knowledge of what had happened. These might be of benefit to the medical and biological programmes that the British government are working on and the characters would be rewarded in a manner befitting their diligence. The notes could be easily transported in one of the investigators' packs if required.

A separate journal will disclose the truth of more recent events regarding the faked accident of the second plane and the scientists' doomed plans to escape and the plan to kill them with the Halja (see **Keeper's Notes**, p.2). It will also damningly reveal the identify of the scientists' handler as a Black Sun agent named Carlton John Smythe!



Kursingerhutte, basement

Flight from Danger

These shocking revelations, will most likely lead to any surviving scientist copies being made prisoner if any survive, but even if the disturbing truth is not uncovered, the investigators' next major decision will be where to go next. If they remain within the hut, the Halja will descend at nightfall again and continue to assault them. There is sufficient flammable material to generate light for a whole evening in a single room, or a whole week if they burn everything like the bunk beds and bar. However with food supplies diminishing, the investigators' primary mission remains to get these scientists and any evidence back home.

The footpath to the north of the hut leads down the mountain and is covered in loose gravel but would not be suitable for vehicles. It leads down the side of the mountain for several hundred feet before becoming a solid stone road that reaches a redoubt, a series of bunkers built directly into the side of the mountain. Virtually unmanned at this time, due to the Black Sun evacuating the base, it is clear that the bunkers were designed to hold both personnel and vehicles.

There are a variety of electrical devices and vehicles inside the redoubt though most are in disrepair. With sufficient technical knowledge like Repair, it would be possible to build a rudimentary radio or light source, possibly even jump-start a vehicle and take the fuel from other vehicles to get out of there. The batteries required to power the equipment would be in a state of disrepair like everything else, but there should be sufficient materials to fashion a few functional batteries. Anyone spending some time examining the building structure will see that there are cables that run from the top of the redoubt to the snow drifts

above and anyone who has been to the cross will be able to verify that they are the same types of cables. It is possible to restore power to the building, but that will require travelling into the deep tunnels to do so.

Those who choose to investigate deeper into the redoubt will note a quiet humming noise coming from deep inside the tunnels, far below where they are now.

EPISODE FOUR: THE HEART OF THE MOUNTAIN

Going Underground

Those who choose to investigate deeper into the redoubt will note a quiet humming noise coming from deep inside the tunnels, far below where they are now. If the investigators choose to head further into the redoubt, there is nothing except the humming for several hundred yards, and the noise gets stronger as they go down the stairs. The redoubt is in an excellent state of repair due to only recently being abandoned.

At the steps to the third level, there are signs of light and other noises. Investigators should roll a Notice check (with a -2 penalty if they have no light sources) to see the

trip wires that have been laid along the base of the stairs and at random intervals along the corridor leading to the lit area. Tripping one of these will sound an alarm and the guards in the next area will investigate while the Black Sun Novices on the lower level will flee at once.

An Experiment in Darkness

If the investigators make it past the trip wires, they come to an open area which would at one point have been the maintenance bay for the larger vehicles that are brought in at the ground level of the mountain. Now, there six transparent tanks, each with wires and cables attached at the lower levels leading to monitoring dials and readouts.

Five of these tanks are lifeless and empty, but the sixth contains a mass of writhing flesh held within a containing field. The power to the field is being supplied from somewhere deep within the mountain, the cables on the outside attached to some form of monitoring device, several dials and charts are next to this tank, all of them recording on continuous paper with ink. The creature within is in a constant state of flux, multiple eyes changing position within the flesh, dozens of maws turning and chomping, devouring its own flesh even as it regenerates new organs and limbs.

The creature seems unaware of anything beyond the cage as it continually probes the edges of the field.

Kurt,

Exercise extreme caution with the specimen I have provided for you and do not under any circumstances allow it out of its confinement. It has been implanted with the correct genetic coding, but the control mechanism remains unstable - and it may lash out at friend as well as foe, as we have learned to our cost. However, its unique physiology may provide some of the answers you seek from this Halja, this creature of ice. I will be intrigued to learn more when you complete your analysis.

- Blackbird

The creature seems unaware of anything beyond the cage as it continually probes the edges of the field. Those examining it should make a Sanity check against Horror and then a Knowledge (Mythos) check to determine the nature of the creature within the field. A successful roll will note that the creature has similarities to a shoggoth, though it is much smaller than those they will have read about or encountered before, but the flesh within is brighter, almost as if charged, the eyes changing colours as it writhes within its container.

It is in fact an example of a shoggoth *schocksoldat*, a smaller version of the Elder Things' pet creations, bred and engineered by Franz "The Blackbird" Amsel, a Nazi scientist



Redoubt, corridor



Redoubt, maintenance bay

who intends to use it as a new battlefield shock weapon. This will be unknown to investigators at the time and is their first proper glimpse into the larger *Forest of Fear* campaign. On a nearby lab table, there are various papers full of esoteric undecipherable symbols and scientific formulas, but there is one item of note which investigators should find relatively easily. It is a note attached to a shipping log for the creatures, written in German, but easily translatable for those with the language skill (see sidebar).

The tank is solidly constructed, bullet proof and is impervious to anything the investigators can throw at it. Anyone recognising it as a shoggoth will also recognise its potential danger and would caution strongly against any attempt to release it.

A Creature of Ice and Hate

Beyond, a larger area that was once the staff quarters and mess hall has now been converted into an arena with a huge bowl with large metallic pillars of golden metal surrounded by coils of a copper coloured metal. It is extremely dark due to the Halja's aversion to light, but between these pillars is a raging storm of electricity that arcs from one pillar to the next forming an impassable barrier between the outside and the contents of the bowl. There is a walkway leading around the upper areas of the bay and it is possible to see two

humans, who are Black Sun Novices, operating machinery at the far side of the bowl talking to each other.

BLACK SUN NOVICES

The scientists orchestrating the events upon the mountain are non-combatants usually and rely on their guards for protection. If engaged in any form of combat, they are unlikely to last long and will prefer to flee rather than fight.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Investigation d8, Knowledge (Archaeology) d8, Knowledge (Anthropology) d8, Knowledge (Astronomy) d6, Knowledge (Biology) d6, Knowledge (Chemistry) d6, Knowledge (Choose Language) d8, Knowledge (Geology) d6, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (Physics) d6, Notice d6, Shooting d6.

Charisma: -6; **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (The Black Sun).

Edges: none.

Gear: Luger P08 Pistol (12/24/48, 2d6-1, Shots 7, Semi-Auto).

A LIGHT ON THE MOUNTAIN

The coils on the bowl are active and something is moving within the electrical field, an indistinct humanoid, vaguely female, with elongated limbs made of jagged ice for hands and limbs. It becomes more visible as the electrical field starts to thin. Investigators should instantly recognise this as the Halja, the creature that attacked them on the mountain.

If left to themselves, the Black Sun Novices will operate the controls and a glowing humanoid figure will eventually be moved to an elevator that rises towards the ceiling. Once the figure is freed, the Halja is also released to hunt it down. If the investigators choose to listen in on the novice's conversation, anyone who understands German will hear:

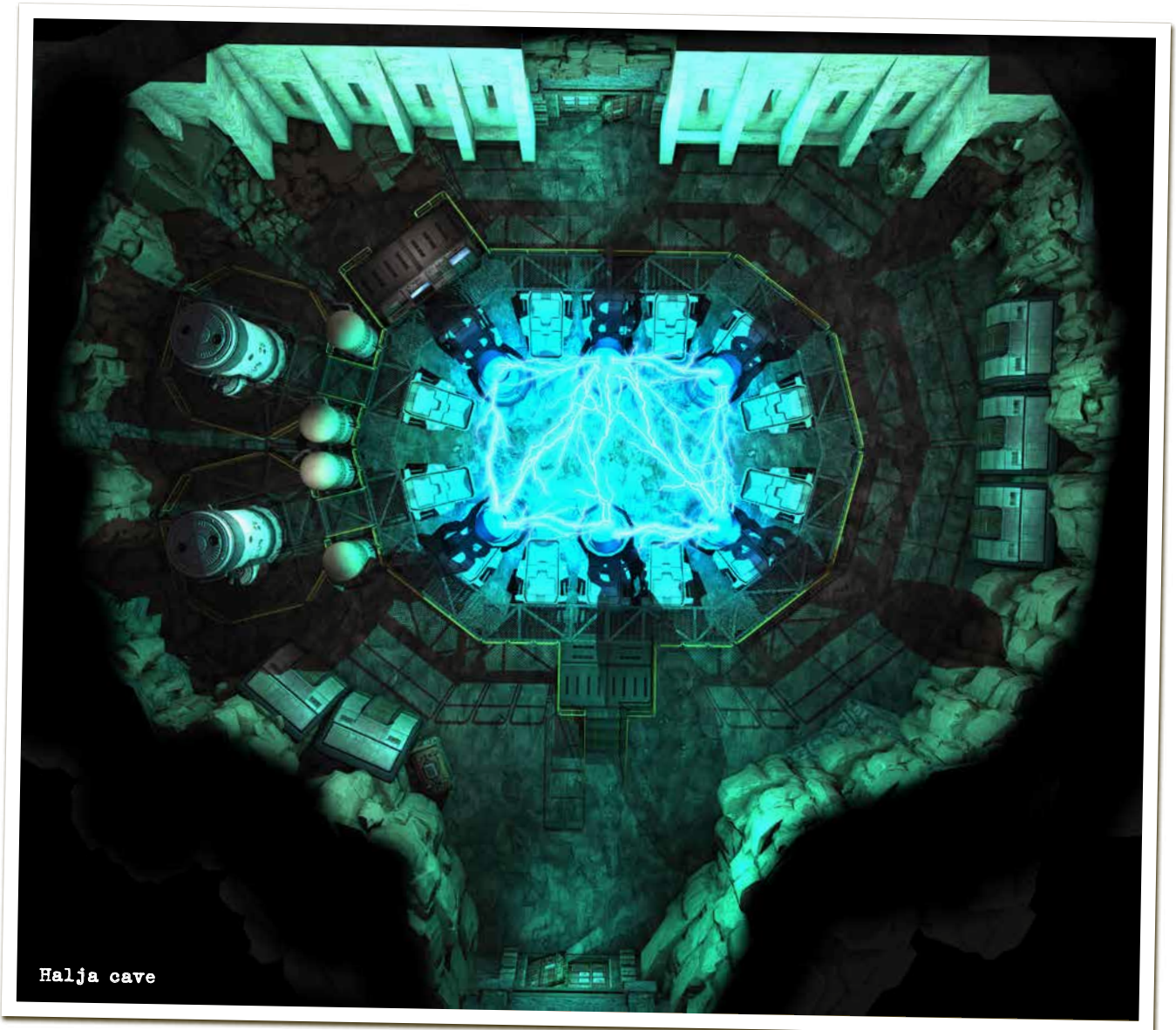
“The creature seems hungry again.”

“It is always hungry, even though it must have fed well on those foolish scientists. I imagine little remains of them except ice cubes.”

If Investigators choose to take a shot at the creature in the coils, they will cause no damage to it, but will alert the novices: the coils will be deactivated and the creature will attack until driven back. If the investigators shoot at the Black Sun scientists, they will have time for two to three shots before the novices retreat and seal the door behind them (unless killed outright). Shooting will also alert the roving patrol of four Black Sun guards resulting in a fire fight. If the creature is released, the patrol will retreat to safety with the novices, well aware of the Halja's deadly hunger. If the creature has not been released, the patrol will engage the investigators until defeated. It would be possible to set up an ambush for the patrol, if the investigators maintain a low profile.

BLACK SUN PATROL

There are eight guards in total, but only four on patrol at any one time, taking turns on twelve-hour shifts (the other shift are off duty in Neukirchen). Each of them is a true believer,



willing to give their life for the Black Sun without hesitation, understanding that nothing is more important than the cause.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d8, Fighting d6, Notice d6, Stealth d8, Shooting d8, Survival d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (The Black Sun).

Edges: none.

Gear: P08 Luger Pistol (12/24/48, 2d6-1, Shots 7, Semi-Auto), MP38 Maschinenpistole (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

The creature held in the Tesla field, referred to only as a Halja, a spirit of ice, has particular resistances to many weapons and is bound there by sorcerous charms to return each night, while they study it.

Any surviving scientists on the investigators' side may take this opportunity in the confusion to try and escape and flee to their Black Sun 'comrades', though if they hear the novices' conversation they may simply bide their time.

If the investigators manage to kill the novices before they release the creature, they will find that they are standard humans, wearing the uniforms or insignia of the Black Sun underneath their lab coats. The technology they were using is all marked in symbols that may be deciphered on a successful Knowledge (Mythos) check. If the technology is deciphered, those who are reading the symbols will be subject to a Sanity check against Horror as they understand that the facility is in place to test the various ways of converting and controlling humans for the purposes of feeding the Halja.

The creature held in the Tesla field, referred to only as a Halja, a spirit of ice, has particular resistances to many weapons and is bound there by sorcerous charms to return each night, while they study it. There are many detailed notes held in the laboratory, but the investigators will not have sufficient time to study them and there are too many books to carry with them.

Beyond this area, there is a network of tunnels below the bay leading down further and further into the mountain. There are no maps of the areas below and investigators attempting to find their way down should make a Knowledge (Navigation) or Survival check every hour to confirm they

are still on the right track. Four consecutive rolls need to be made to find the exit far below with an incorrect roll resetting their total. It is possible that the investigators will become so lost that they will run out of supplies and die of starvation.

EPISODE FIVE: HOMEWARD BOUND

Once the investigators have either investigated or bypassed the redoubt, the road becomes solid and well-constructed within a half mile. If the investigators are on foot, the nearest town is less than three miles and can be reached in less than an hour. If they have got a vehicle working again, they could be to the base of the mountain in a few minutes.

The town of Neukirchen sits at the base of the mountain and contains around a thousand Swiss citizens, most of whom hope that the war never makes its way here. There is an off-duty squad of four Black Sun troops billeted in the town, but it is unlikely that the investigators will encounter them unless they deliberately draw attention to themselves.

The inhabitants of the town have nothing to do with the events going on up on the mountain, but should prove amenable to helping any survivors. If the investigators are carrying German currency, twenty or thirty marks would be sufficient to buy their passage. Valuables and equipment, could also be bartered with watches, jewellery and other mundane items carrying more value than guns and military equipment. The nearest airport capable of getting the investigators back to England is in Basel, and a few routine precautions should ensure they get there without encountering any further Axis forces. Finding a way to get word back to England in advance will find the wheels well-greased as wire transfers can easily be arranged by Section M in very little time.

While waiting for their transport to arrive, the investigators will learn that the pre-war mountain was a popular tourist climbing and hiking area, with the *Kursingerhutte* acting as a base of operations. In recent years there has been a significant drop in the tourist numbers and few who have attempted to scale the mountain have made it back down again. There has not been much call for mountain guides since the beginning of the war, and so few people pay it any heed now. *The Kursingerhutte* has been out of use for some years, the previous owners having sold it when they moved on, but the new owners haven't opened it again to the public. If asked about the redoubt, most are aware it exists, but no one in this town knows anything about those who are supposed to administer the buildings and as a result, no one has been up there either.

The Price of Betrayal

In the somewhat unlikely event that any scientists have made it down the mountain, or survived events at the

Kursingerhutte with their sanity intact, they will realise by now that they have been abandoned by the Black Sun as neither the escort they were expecting, nor the safe passage that was promised was waiting. If they overheard the novices, they will know that they have been abandoned. How the Keeper chooses to handle them, depends on a number of factors.

Knowing they could be hanged as traitors, their only chance lies in flight to where the British cannot get to them or by pleading innocence and hoping for the best.

If there are three or four survivors, they will consider flight to a neutral territory as a viable option.

If there are three or four survivors, they will consider flight to a neutral territory as a viable option, trusting that they will be able to find a way between them. If there are only one or two remaining, they will seek to plead innocence in the matter. If they become aware of the copies and survive, they will seek to find a way to run for their lives at the earliest opportunity. If the investigators seek to prevent them, they will fight to the death, knowing that there is nothing remaining for them on either side. If, somehow, the investigators get the scientists off the mountain while evading the Halja and without the copies being discovered, the scientists will turn on the investigators the moment they get a chance and try to link up with the Black Sun forces at the base.

Back on the Home Front

When the investigators get home, their debrief will be carried out in London. Much will depend on the information and materials they have gathered and if any of the scientists have made it back with them which will ultimately determine the success of the mission.

If they unmask the scientists and uncover the plot to pass the MHD to the Black Sun, then the mission will be deemed a success. As well as leave and a commendation, it may earn them a reward of the Keeper's choosing.

If any of the scientists are unmasked and brought back it will mean considerable additional kudos for the investigators, though these traitors will be taken away for a separate interrogation, and will never be seen again.

If the team achieve both those previous goals and gather information and intelligence on the Halja, the activities on the mountain and discover the shoggoth *shocksoldat*, they will be given leave to recover from their ordeal, further rewards and a commendation will be noted in their record.

If they achieve all those goals and also manage to unmask Carlton Smythe's treachery, the mission will be deemed an outstanding success. As well as leave and a commendation,

The Chessmaster

If Carlton Smythe is caught, investigators will be invited to observe the questioning of the officer in a facility close to Charing Cross Station in London. Carlton Smythe is adamant that he has no involvement in the matter and protests his innocence up until the point where the documents bearing his name and signature are brought to him. At this point his demeanour changes and he sits back, his accent changing from stiff upper lip British to an accent that has no discernable origin, almost as if he were speaking English for the first time. He looks at his interviewer and then nods at the investigators through the glass of the viewing mirror.

"You will not win." He smiles on the right side of his face, the left not moving at all, "You cannot win, not against us. This was only the beginning, we have moved on from there, perhaps further than you could possibly know..."

Carlton Smythe will then refuse to co-operate further, saying nothing but keeping the same sardonic smile on his face. There is nothing more to be learned from him, and he will be taken away for a more thorough interrogation and that will be the last that the investigators see of him—for now...

some form of promotion or reward (at the Keeper's discretion) may be given, perhaps even a roll on the Promotions Table (*Achtung! Cthulhu Investigator's Guide to the Secret War*, p.71).

ALLIES AND ADVERSARIES

The Scientist Copies


PROFESSOR NATHANIEL JAMES, AGE 59

Description: Quiet and taciturn by nature, Professor James doesn't engage much with the investigators unless given no other recourse. He will volunteer what he knows about a situation but will not indulge in theoretical discussions of any sort.

Appearance: A man broad of shoulder and narrow of hips, with a nose still twisted from too many breaks in the ring as a youth, he retains a youthful complexion despite his advancing years.

First Impressions: Intense, driven by purpose.

Personal Details: Nathaniel is under massive pressure from the others to deliver and make good the scientists' escape with the threat of discovery now looming. In his private life, he is normally a rather friendly and open man who likes the company of others, but the thought of being unmasked has.

 **Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d6, Fighting d8, Investigation d8, Knowledge (Battle) d6, Knowledge (Cryptography) d8, Knowledge (Electronics) d8, Notice d6, Repair d8, Shooting d4.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

Edges: Scholar (Cryptography and Electronics), Gadgeteer.

PROFESSOR ELIAS SMITH, AGE 65

Description: Professor James appears jovial and outgoing with a strong set of sympathies towards field agents as he was once one of them. However, this is a mask which lets him analyse any threat to his position. He seems happy to engage in conversation, even to the point of giving away information that he really shouldn't but it is a bluff and he rarely divulges anything of significance. He, like his fellow traitors, is anxious to flee into the arms of his masters and feels the noose tightening.


Appearance: An apparently cheerful man who loves his work, Smith is taller and heavier than Professor James but carries the weight around his middle, not his shoulders and has cultivated a personality to match his physical size.

First Impressions: Big, jolly, polymath.

Personal Details: Elias has been ill in recent months with the ongoing workload taking its toll on his health as well as his good nature though he does his best to keep his jovial mask in place.

Secrets and Goals: Elias suspects his larger than average size has been contributing to his health issues and has been looking to lose weight for some time, but the ongoing pressure of the job has prevented him from doing so.

Playing Elias: Always have a joke ready, be very aware of his physical presence and the effect it has on people.

 **Attributes:** Agility d4, Smarts d8, Spirit d6, Strength d8, Vigor d6.

Skills: Climbing d6, Fighting d6, Knowledge (Mechanical Engineering) d10, Knowledge (Physics) d10, Notice d6, Repair d8, Shooting d4.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 4.

Edges: Brawler, Mechanically Inclined.

Hindrances: Quirk (Cheerful).

PROFESSOR MICHAEL MATHESON, AGE 66

Description: Professor Matheson is in charge of programming the equipment being used in the flight. He has spent a lot of his time in the labs and in the company of machines and electronics, has limited social skills and excels when left to his own devices. He finds the opposite sex to be a concern at the best of times, intimidating at worst and finds himself quickly flustered if left in the company of women. He will explain technical details to demonstrate his expertise but unlike Professor Smith, he is terse and perfunctory in the information he imparts. Of the scientists, he is the most nervous and twitchy and the least able to conceal his ever growing fear of discovery.


Appearance: A short man of very slight build with a history of anaemia and asthma.

First Impressions: Reserved to the point of rudeness.

Personal Details: None, he is absolutely as quiet as he gives the impression of being.

Secrets and Goals: To one day be accepted as he is without needing to be anything more.

Playing Michael: Look terrified when you are actually nervous. Chew mints to cover the shakes in your hands.

 **Attributes:** Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d4.

Skills: Climbing d6, Fighting d4, Knowledge (Anthropology) d6, Knowledge (Physics) d10, Repair d10, Notice d10, Shooting d4.

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4; **Sanity:** 6.

Edges: Jury Rig, Mechanically Inclined.

Hindrances: Anemic, Quirk (Twitchy and Nervous), Phobia (Women).

PROFESSOR MARVIN JENSEN, AGE 62

Description: Professor Jensen is in charge of designing and developing the plane's avionics and Magnetometric Hyperdimensional Drive systems. He is gregarious but calculating with a great interest in what has been going on in the outside world and is happy to engage with the investigators as long as they are willing to talk to him about subjects of his interest. He was seduced by the Black Sun's promises of building a scientific legacy that would echo down the millennia, but now bitterly regrets his treasonous behaviour, although not enough to confess his sins.

Appearance: An injury in the field some years ago left Marvin unable to walk completely upright without pain and while he struggles to present the image that he is still fit for field operations, it's obvious to all those who spend any time with him that he isn't in good shape. He has thick hair on one side of his head that is combed over in a way

The Doctors

DOCTOR JURGEN SALISWICK, AGE 47

Description: Doctor Saliswick is in charge of ensuring the team working the aircraft are physically sound. He and Doctor Roberts are a good team, maximising their respective specialities. Despite working closely with them on the latter stages of the project, Saliswick suspects little of his scientist colleagues' true intentions and motivations.


Appearance: The only member of the team in better physical shape than Professor James, Jurgen shaves his head at a time when it is not fashionable to do so and maintains a strict physical regime to ensure that he is able to do the things that he insists others do to keep themselves fit. He wears clothing cut to fit and takes every opportunity to show off his physicality, most engaging with characters with similar levels of physical skills. He has the mannerisms of a Regimental Sergeant Major without any of the prior military experience and is direct to the point of being abrupt with most people.

First Impressions: Stiff upper lip that runs all the way through his body.

Personal Details: Jurgen is still unsure how he managed to get this job and covers up his insecurities by being louder than everyone around him.

Secrets and Goals: Jurgen has a bit of a crush on Doctor Roberts and keeps on finding ways to bump into her, even though he's sure she's too smart for him.

Playing Jurgen: Don't talk when you can bark, don't bark when you can shout, and if you get chance to shout... Excellent. Always be on time, never pick a fight you can't win.

 **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d8, Fighting d8, Knowledge (Anthropology) d8, Healing d10, Notice d8, Stealth d6, Tracking d6.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Edges: Brawny, Healer, Medic.

Hindrances: Quirk (Acts like a Sergeant Major).

Doctor Saliswick carries a well stocked doctor's bag and first aid kit, containing common medical instruments, drugs and medicines.

DOCTOR MARY ROBERTS, AGE 45

Description: She is in charge of ensuring the team working the aircraft are in good mental health and haven't got any festering psychoses. She likes to engage in philosophical discussions and will most engage with investigators who have something in common with her. Her personality is carefully crafted to appear genial whilst being analytical underneath. She and Doctor Saliswick are good friends and will bicker endlessly about which is more important, the mind or the body. Despite her affiliation with the US intelligence agencies, Roberts suspects nothing about her scientist colleagues' true intentions and motivations.


Appearance: A woman of larger stature, she keeps herself in good physical condition despite being significantly heavier than would be allowed for field operations.

First Impressions: Cheerful dominatrix in a nurse's outfit.

Personal Details: Mary is only doing this job because there is not very much money in the public sector at the moment. When the war finishes, she will be very likely to go back to helping people who need her help and cannot pay.

Secrets and Goals: Mary has a number of contacts in the American intelligence agencies and has been working as an agent for them for some time, steadily feeding the Americans what she can. She has often used Doctor Saliswick's interest in her to help get the information out without him becoming aware that he's being used.

Playing Mary: You may not be smarter than everyone around you, but you can pull them to bits without effort if you so choose, maintain a level of aloofness even while being friendly to others.

 **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d6, Fighting d6, Knowledge (Psychology) d8, Healing d10, Persuasion d6.

Charisma: 0; **Pace:** 5 (d4 run); **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Edges: Healer, Medic.

Hindrances: Obese.


that makes him appear vain, but if the hair is ever moved back, the burns on his head are visible.

First Impressions: Curious in a way that even cats can't comprehend.

Personal Details: Marvin is in constant pain from his injuries, frequently taking medication to reduce the level of pain to a manageable level.

Secrets and Goals: Marvin wants to make something that lasts beyond his own life, his true goal is to have his achievements echo down through the ages, a fact the Black Sun preyed on when recruiting him.

Playing Marvin: Remain upright at all times despite the pain, occasionally pause while you compose your voice to speak, never betray how bad things actually are.

 **Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8.

Skills: Climbing d6, Fighting d4, Knowledge (Demolitions) d6, Knowledge (Navigation) d6, Notice d6, Repair d10, Shooting d4.

Charisma: 0; **Pace:** 4 (d4 run); **Parry:** 4; **Toughness:** 6; **Sanity:** 6.


Edges: Mechanically Inclined.

Hindrances: Lame, Yellow.

COMMANDER CARLTON SMYTHE, AGE 63

Description: Carlton John Smythe is a career military man, straight out of RAF Cranwell. He was born of enlisted parents and has never known any life but the service. In the early part of the twentieth century, while still on active duty, he found himself investigating reports of occult German activity, but ended up being recruited by German Intelligence instead. Seeing that the potential of the German occult programme and the rewards of increased longevity, he chose to return to England as a German spy. He has worked his way up the ranks ever since, reporting on allies and covertly handling several Black Sun agents.

Appearance: Standing 6'2", he has kept himself in shape over the years and while his hair carries more silver than black, his dark eyes have lost none of their intensity. He wears his hair regulation length and style with no deviance from the dress code, he hasn't been seen in civilian clothing for more than a decade and the running joke amongst the staff is that it's not his uniform, it's his skin. While not physically imposing, he cultivates a stern demeanour, the only glimmer of emotion that he allows is when a day has gone very well, or when his displeasure at results needs to be evident. He's 63 years of age, but carries himself with the poise of a man twenty years younger.

 **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6.

The Black Sun

BLACK SUN NOVICES

The scientists orchestrating the events upon the mountain are non-combatants usually and rely on their guards for protection. If engaged in any form of combat, they are unlikely to last long and will prefer to flee rather than fight.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8.

Skills: Investigation d8, Knowledge (Archaeology) d8, Knowledge (Anthropology) d8, Knowledge (Astronomy) d6, Knowledge (Biology) d6, Knowledge (Chemistry) d6, Knowledge (Choose Language) d8, Knowledge (Geology) d6, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Natural History) d6, Knowledge (Physics) d6, Notice d6, Shooting d6.

Charisma: -6; **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (The Black Sun).

Edges: none.

Gear: *Luger P08 Pistol* (12/24/48, 2d6-1, Shots 7, Semi-Auto).

BLACK SUN PATROL

There are eight guards in total, four on patrol at any one time, taking turns on twelve-hour shifts. Each of is a true believer, willing to give their life for the Black Sun without hesitation, understanding that nothing is more important than the cause.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8.

Skills: Climbing d8, Fighting d6, Notice d6, Stealth d8, Shooting d8, Survival d6, Throwing d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Bloodthirsty, Fanatic, Mean, Vow (The Black Sun).

Edges: none.

Gear: *P08 Luger Pistol* (12/24/48, 2d6-1, Shots 7, Semi-Auto), *MP38 Maschinenpistole* (12/24/48, 2d6-1, RoF 3, Shots 32, AP 1, Auto).

Skills: Climbing d4, Driving d6, Fighting d6, Knowledge (German) d6, Knowledge (Mythos) d4, Knowledge (Psychology) d6, Notice d10, Repair d8, Shooting d6, Stealth d6.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 4.

Edges: Command, Dodge, Rank (Officer).

Gear: *Webley Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver).

Playing Carlton Smythe: Carlton Smythe is master of his domain, he doesn't brook interference and disapproves of anything except complete obedience. The staff on the base have learned to accept this and if they need to do something he does not approve of, they know better than to come to him to do it. Over the years, this has fed his paranoia, and he will be suspicious of any newcomers who ask too many (any) questions. He speaks slowly, chooses his words, and holds his composure at all times.

The Halja

Description: Incorporeal most of the time, except when hunting, the Halja is susceptible to certain rituals and occult phenomena, which is how the Black Sun have been containing it, causing it to return to its confinement as dawn nears. When loosed at night, it is a remorseless hunter and stalks and kills everything it comes across, and the Black Sun have conditioned it to seek out and kill targets on the mountain once released.

The Halja's one vulnerability is that it is a creature of darkness and is vulnerable to light; it would quickly die from exposure to daylight and naturally shies away from bright light. Exposure to sources like torchlight, electric torches and flares will all deal it damage, causing its skin to smoke and it to recoil. Damage inflicted in this way bypasses the Halja's armour and wounds it directly. Exposure to any of these sources for more than a couple of seconds will result in 1D3 points of damage, though its extreme agility might cause it to leap away before any damage can be inflicted.

Appearance: A creature of ice and storms, manifesting as an indistinct humanoid, with elongated limbs seeming to be constructed of ice and shards.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8.

Skills: Fighting d8, Stealth d12+1.

Pace: 8; **Parry:** 6; **Toughness:** 9(3).

Special Abilities:

- **Armor (+3):** Iron hard, icy skin.
- **Ethereal:** While ethereal, a Halja is immune to all unenchanted weapons. It must succeed at a Stealth roll to go ethereal, but turning solid is a free action.
- **Horror:** Those who see a Halja must make a Spirit test or roll on the Horror Effects table.
- **Incredibly Quick:** If a Halja draws an 8 or less from the Action Deck, it can discard the card and draw again.
- **Swift Reflexes:** Halja only suffer a -1 multi-action penalty. Its usual tactic is to attack and then turn ethereal before the target can respond.
- **Talons:** Str+d8, can only be used when a halja is corporeal.
- **Vulnerability (Light):** Due to the Black Sun binding ritual, this halja is very susceptible to light sources. It cannot enter an area of bright light and must leave the area or suffer 2d4 damage (ignoring armor).



*Strength, that thing moves faster than a
dingo at dinner time - I hope we've got
plenty of spare batteries*

- Sgt. Geoffrey Thompson



APPENDIX


Pre-generated Characters

Four ready made Achtung! Cthulhu heroes to tackle the horror of the Halja

“THE SKIPPER” CAPTAIN JAMES SWANN, AGE 34

Description: For an officer, Captain Swann can seem rather unprepossessing, even diffident. However, under fire or when a crisis looms, his coolness and calm decision-making come to the fore and his skill in handling the tactical situation mark him out as a true leader of men.

Appearance: Swann is a grizzled army special forces veteran and has served on many fronts and in many different theatres, although his early experiences in Norway and Finland have honed his expertise in arctic and cold weather warfare. His dark hair and moustache have streaks of premature grey.

 **Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d6, Fighting d6, Knowledge (Battle) d6, Knowledge (German) d4, Knowledge (Latin) d4, Knowledge (Navigation) d4, Notice d8, Shooting d8, Stealth d4, Survival d6, Swimming d6, Throwing d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 6.

Hindrances: Heroic


Edges: Command, Rank (Officer), Tactician

Gear: *Fairbairn-Skyes Fighting Knife* (Str+d4, AP 1), *Webley Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver)

“THE BRUISER” SERGEANT GEOFFREY THOMPSON, AGE 28

Appearance: Geoffrey Thompson is a laconic Australian soldier, whose huge frame and apparent ease with a variety of weapons marks him out as a natural born killer.

Description: An expert in survival and covert operations, Thompson has completed many missions deep behind enemy lines, and has a wealth of combat experience. He is no unthinking killer though, capable of displaying both wit and charm, and his bluff Aussie sense of humour often shines through.

 **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d6, Fighting d8, Knowledge (Demolitions) d4, Knowledge (French) d4, Knowledge (German) d4, Knowledge (Navigation) d4, Healing d4, Notice d4, Repair d4, Survival d6, Stealth d6, Shooting d6, Throwing d6,

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Hindrances: Quirk (Affable), Loyal

Edges: Brave, Brawler, Brawny


Gear: *Fairbairn-Skyes Fighting Knife* (Str+d4, AP 1), *Webley Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver)

NOTE – These characters were not generated using the normal Achtung! Cthulhu system, and are designed for this mission specifically.

"THE FIXER" PRIVATE DANIEL GREGG, AGE 25

Description: Before the war, Private Gregg worked in a small engineering firm, and while he doesn't consider himself much of a soldier, he is fascinated by mechanical, electrical and engineering problems and can be relied on to work his magic on most machines.

Appearance: Daniel is 25 years old and a tall, rather rangy individual with black hair, a small spiv's moustache and soulful brown eyes. He has a perpetual hangdog expression and an unlit Woodbine hanging from his lips.

 **Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6.

Skills: Climbing d4, Driving d6, Fighting d6, Knowledge (German) d4, Notice d8, Repair d8, Shooting d6, Streetwise d6, Swimming d4, Throwing d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 8.

Hindrances: Curious, Doubting Thomas


Edges: Jury Rig, Mechanically Inclined, Scrounger

Gear: *Fairbairn-Skyes Fighting Knife* (Str+d4, AP 1), *Webley Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver)

"THE HISTORIAN" DAPHNE ROGERS, AGE 22

Description: Daphne Rogers was a post-grad at Durham University before she was recruited by Section M and is fascinated by ancient history, the occult and the mysteries of the Mythos. She has made considerable use of these skills to research ancient tomes and provide valuable insight and intelligence into some of the Black Sun's most nefarious designs, but bucks against her cloistered academic existence and is keen to get some experience in the field. While she lacks that experience (this mission was meant as a simple way to blood her), she is physically fit and robust and her pre-war love of skiing means she is well used to cold mountain environments.

Appearance: Daphne is one of Section M's brightest young things, an attractive woman of 22, with blue eyes and blond hair.

 **Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6.

Skills: Climbing d6, Fighting d6, Investigation d6, Knowledge (History) d6, Knowledge (Cryptography) d4, Knowledge (German) d4, Knowledge (Latin) d4, Knowledge (Mathematics) d4, Knowledge (Occult) d6, Knowledge (Psychology) d4, Notice d4, Persuasion d6, Shooting d4, Survival d4, Throwing d4

Charisma: 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Bullet Magnet

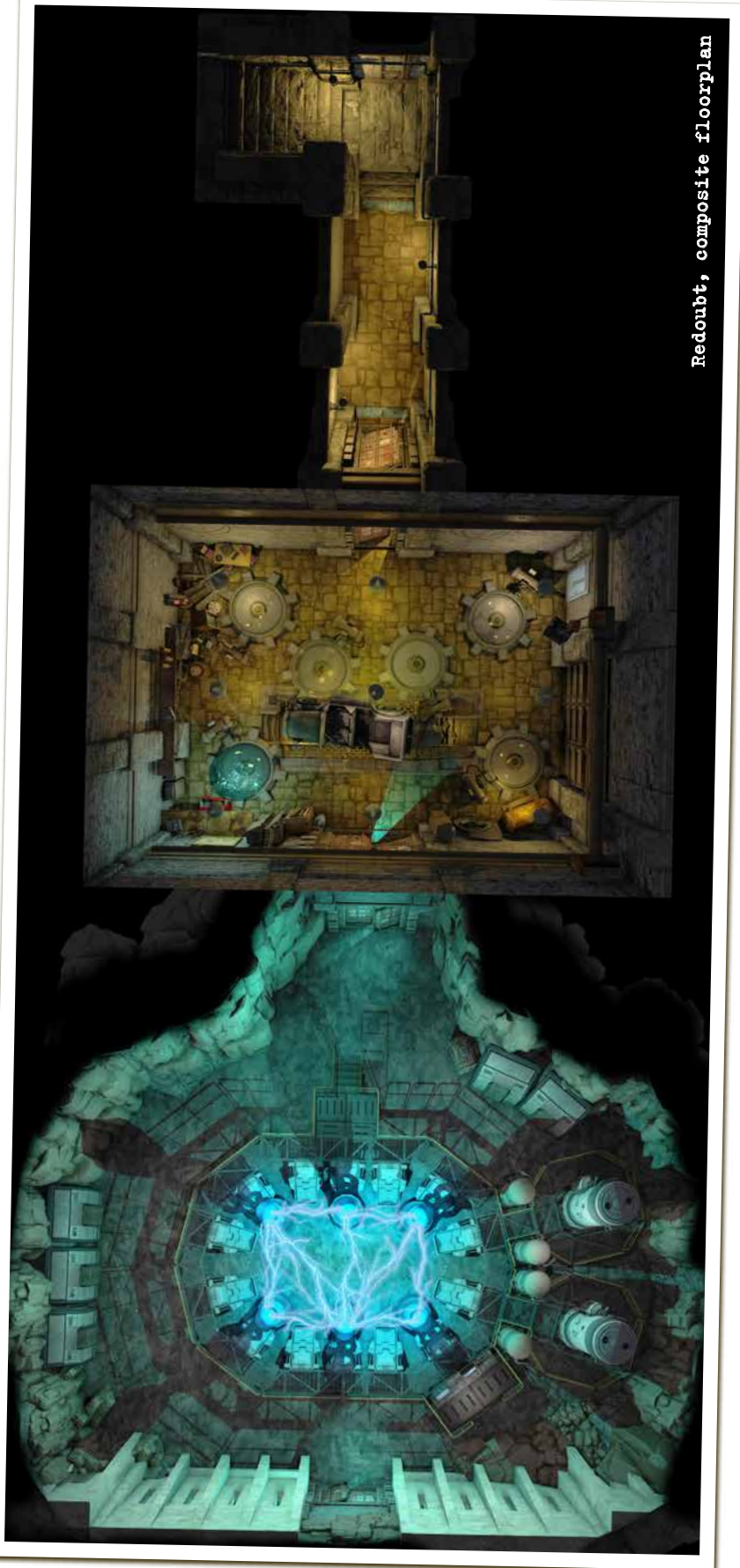
Edges: Attractive, College Boy (Girl), Dodge

Gear: *Webley Service Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1, Revolver)

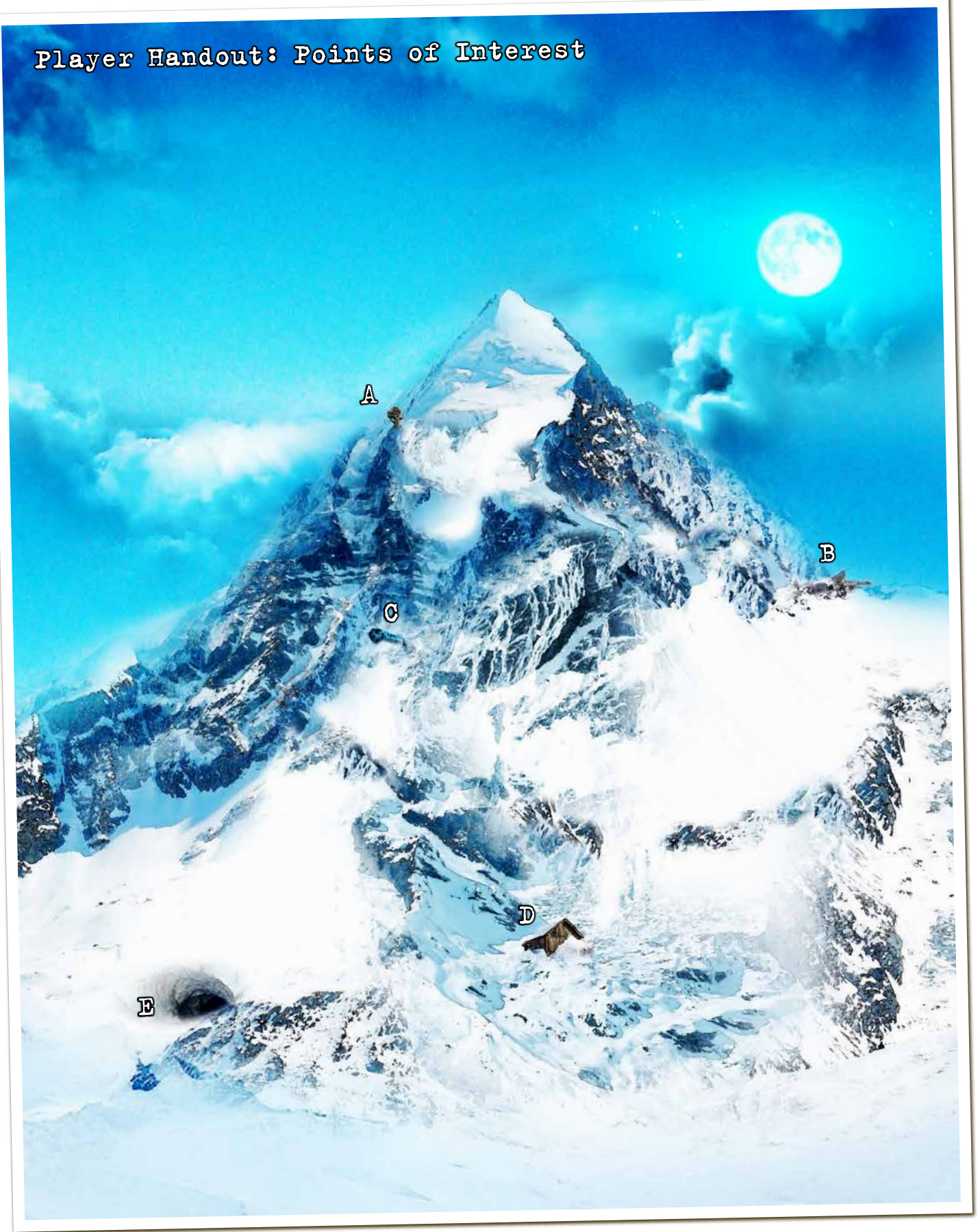
I wish I'd known there'd be mountains on my first mission. I'd have packed my skis and poles and been down that slope in a jiffy.

Daphne Rogers

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Player Handout: Points of Interest



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