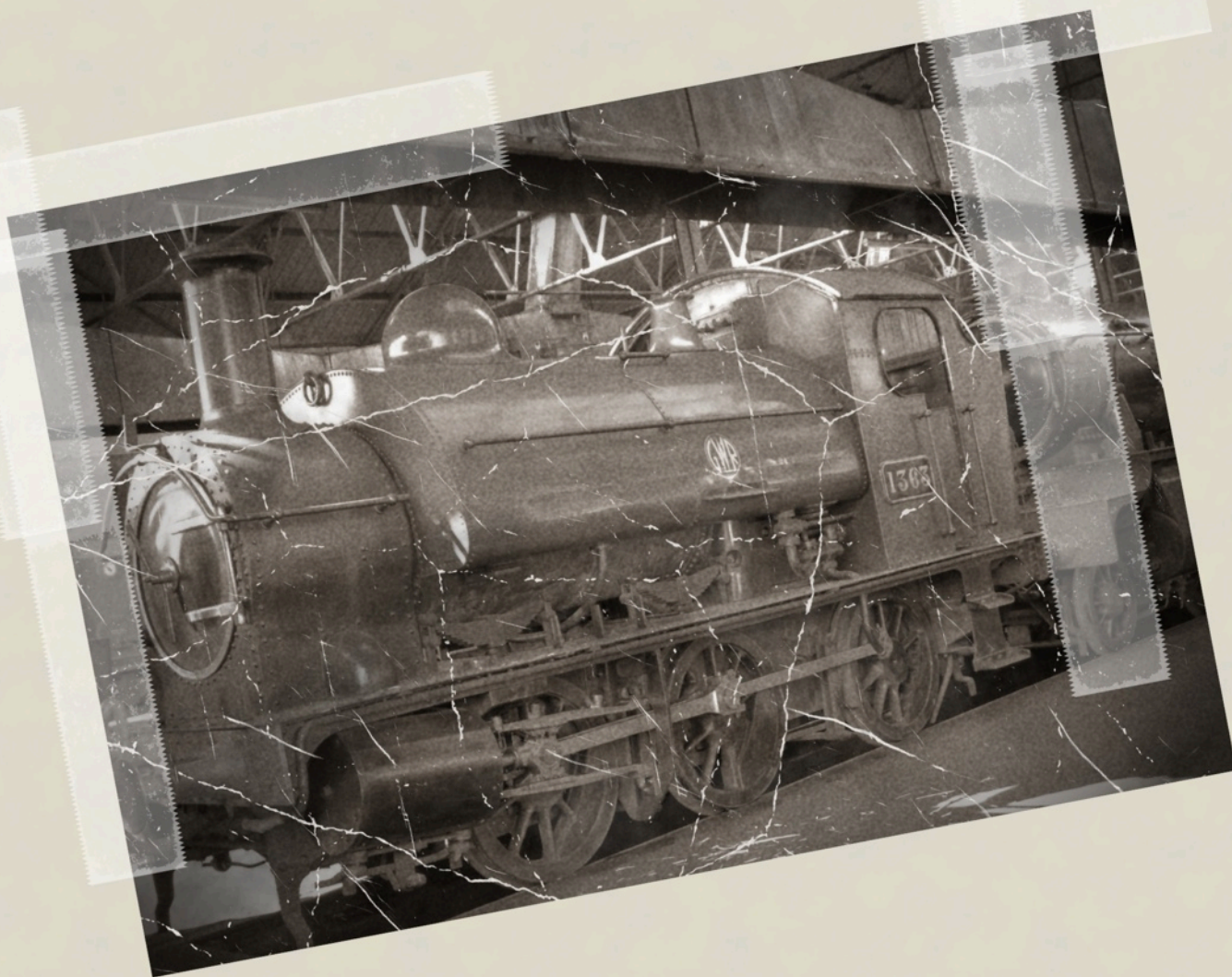


7.50 From Victoria

An adventure module for Operation:Fallen Reich

By: Totte Alm



7.50 From Victoria

An Adventure Module for Operation: Fallen Reich suitable for 3-4 players

This is a true work of fiction.

If you recognise your name in the text, it can mean one of two things:

- (a) It is pure coincidence
- (b) You either got a very fancy name or you are a jolly good person, feel honoured.

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About the author:

For the Swedish role players, the author is mostly known for coauthoring the Swedish adventures ”*I reptilmännens klor*” for *Mutant*, and ”*Rösten från forntiden*” for *Drakar och Demoner Expert*, both published in the mid 80s.

For international role players, the author is mostly known for the 4Eyes adventures for DnD 4E.

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HISTORY OF EVENTS - GM ONLY

In 1932 at the Cairo/Giza excavation site, a British archeological expedition, led by Professor Gaylord Alexander of the Edinburgh University, was again exploring the inner depths of the Cheops pyramid. During that time, Professor Gaylord Alexander and Dr. George Singleton met and fell in love. They were very discreet, and very few knew about their amorous escapades, among the few who knew was a young archeologist working in the team, Miss Amy Whittaker.

Professor Alexander was not only a great archeologist, but also a brilliant engineer, and he created a device that he called the HF-CLS, the High Frequency Chamber Location System. It was a device that worked much like a sonar, that could be used inside a pyramid to locate hidden chambers. The system was portable, as long as you hired a handful of porters.

In the summer of 1936, the British archeological expedition in Giza, found a hidden chamber forty-eight feet below what everyone believed to be the basement of the Cheops pyramid. The news of the findings drowned in the propaganda war that the Berlin Olympic Games had created in media, but Hitler personally ordered that Germany had to seize the equipment used by the British.

In the evening of December 12, 1936, a team of German agents interrogated, then killed Professor Alexander and stole some of the professors work. They took his watch and some ancient Egyptian sculptures to make it look like a burglary. He did not reveal the secret location of the HF-CLS.

What the Germans now discovered, was that Professor Alexander had not only invented a precision sonar system, he had also discovered a chamber that contained a series of strange symbols, that could indicate the last resting place of the Serpent Staff of Ra, a legendary occult item believed to have the power to control the population of a whole country. They Germans also, by reading some of the Professors correspondence, discovered the true relationship between Professor Alexander and Dr. Singleton.

Dr. Singleton was devastated by the loss of his secret lover, but he could not risk his promising career by going public with it. He continued the work, trying to decode the strange carvings from the walls in the room found deep under the Cheops pyramid. He was contacted by Dr. Whittaker of the Southampton university, who had participated in the 1932 - 1934 and the 1935-1936 expeditions, as she insisted that Dr. Singleton might need some help decoding the information. Dr. Whittaker also let Dr. Singleton know that she knew about the affair, but would not make any fuzz about it, unless she, as only the second woman in Great Britain to become a doctor in archeology, was neglected her right to participate and work with the findings in Giza.

The Germans now decided that they needed to question and take out Dr. Singleton as well, so the team of assassins killed him early in the morning, January 1, 1937. They also took some of his paperwork, but there was not much to find, as Dr. Singleton has thrown away much of the work in his depression after the loss of Professor Alexander, and sent the remaining to Dr. Whittaker.

In October 1938, the German agents finally located the HF-CLS device in a storage facility under the university of Edinburgh. The Germans, having severe problems moving the large HL-CLS device out of Britain, decided to hide it in an abandoned fertiliser factory in Bedlington, outside Blyth on the east-coast, waiting for further instructions.

A student at the London University, studying criminology for Dr. Jonathan Thatcher, asked about the two strange deaths of archeologists that both had been part of a successful expedition to Giza five years ago and the relationship with the burglary at Edinburgh university. The case caught Dr. Thatcher's attention. He soon saw a connection, or multiple connections, and started to ask questions. The German espionage soon realised that someone was quickly untangling the web they had so carefully weaved, and when they realised that action had to be taken.

The Germans desperately tried to find the last piece of the puzzle with the HF-CLS machine, but some vital information was still missing. They even tried with a Gerätgeist, resulting in the death of two promising German scientists that strangely exploded while trying to operate the possessed device. The Gerätgeist was dismissed on order by a Garm, Major Hotchkiss.

Now, they are onto Dr. Whittaker, and they know she was part of the expeditions to Cairo and should have knowledge about the machine.

The Germans are planning to steal a British submarine, sinking the other three harboured vessels in the port of Blyth, and then transport the HF-CLS to Germany. The operation will include the use of chemical gas that is being produced in the abandoned fertiliser factory to take out the fort at Blyth. Major Hotchkiss, commander of the Blyth fort is controlled by a fallen, a Garm.

The Gerätgeist is now haunting one of the British submarines in the submarine port, prepared to scare and kill the British crew so the submarine will be free for the German team to transport the HF-CLS back to Germany.

The question, where will this all lead?

The characters will hopefully meet Dr. Whittaker and get some information about Professor Alexander, the HF-CLS device, the findings and the relationship between Professor Alexander and Dr. Singleton. If they are not careful enough, the German agents will find out about Dr. Whittaker, and she will be killed too.

Considering that information, the characters will have two separate strings of leads, one to the HF-CLS device, and one to the Serpent Staff of Ra. What way they take and how they manage to separate the two strings of information will be crucial to the success of the adventure.

The characters might attract the interest of the German agents, and they will attract the interest by the Bombay Bicycle Club, one of the front organisations for Operation: Fallen Reich.

The characters will get a lead to Blyth, and a small village outside, in a abandoned industrial building, a fertiliser factory. They will find the stolen HF-CLS device, and it will get interesting. The Germans will manufacture mustard gas here.

They will, if they are lucky enough and live long enough, challenge a Garm controlled British officer in the Blyth fort, but the road here is dangerous, very dangerous. The Garm will throw a military parade, to gather and kill as many with the mustard gas as possible, both military personnel and civilians.

At 2 pm on the day of the attack, the Gerätgeist controlled submarine will start to expend British sailors and try to sink the other submarines in the port, then move out to the loading docks, waiting for the Germans to arrive.

Some last advice for the GM

Remember that every group has its playing style, and we all know that combat can be dangerous, and some groups like combat more than others. This adventure does have a fair share of combat encounters, and you as GM has the responsibility that if the players think they find ways to avoid combat, let them.

An example:

If the players decide to call in the police or the guards at the submarine base, or even M.I.5 to handle the Germans at the abandoned factory, let them. This adventure is about having fun, solving the mystery and have a jolly good cup of afternoon tea.

The playing characters - First game session only

You as the GM knows your players. If this is the first adventure for this particular group of brave adventurers and there is the slightest doubt that they really will take on the mission or there is any chance that they will get ridiculously sidetracked, let one, or maybe even two of the characters already be connected with Operation: Fallen Reich, although still a freshman with no previous experience. This is a precaution to prevent the characters from missing all clues in the beginning, rendering them clueless and feeling this is a boring and stupid adventure.

You can also let Chief Inspector Mike Blackney be a member of the Bombay Bicycle Club, taking the evidence, arresting the characters, and when they are alone in a guarded room/coupé, GM's choice here, he will reveal the information, telling the characters that Great Britain and the government need their services, and that this is top priority.

More advice for the GM

You as a GM has a responsibility to let the characters get some of the information hidden in Dr. Thatchers briefcase. If they fail to search it before the police arrives, let the clumsy constable drop the briefcase and it will spread its contents all over the coupé, giving the characters a quick chance to peak at the papers and the handout, getting randomly 2 false and 3 true assumptions.

Use the players map of Great Britain, and when they arrive to a new location, or asks where a specific city or locations is, let them roll a Geography (+5), and then point on the players map where it is, using the GM map as your reference. Let the players keep the players map for the rest of the game. They might wanna mark things on it and make notes on it.

CHAPTER ONE - THE BEGINNING

The adventure starts March 9, 1939 at 7.50 pm

This is the first adventure for this adventuring group

If this is the first adventure for this party, and the characters do not know each other, use this starting hook:

All characters are travelling for different reasons by train to Southampton, they have all booked on the 7.50 train from Victoria Station, London. As anyone coming from northern or western parts of the country have arrived first to London to change train, as many trains now are used for the military, and some rail road lines have been objects of sabotage. Any character from Southampton, Bristol or any town or city in the western part of the country is on the way home.

- Any military or unemployed: To sign up with one of the newly established units in Southampton.
- Any scholar or high society: Invited to a social dinner and sherry party with professor Rowan Warrington of the economic faculty at the University of Southampton, to discuss what implications the eventualities of war will have upon the economy of Great Britain.
- Any medical: To participate in a medical conference, held at the University of Southampton, to discuss what breakthroughs have been done in medicine and how that can be applied to field hospitals now when war seems to be on the doorstep of the empire.
- Any other: Personal business, like visiting relatives.

This is not the first adventure for this adventuring group

If this is an adventure in a campaign and the characters already know each other, use the following starting hook:

You have all been invited to participate in a lecture on "German efficiency and quality control" held at the University of Southampton by the German trade commissioner Wolfgang von Schaafberg.

GM Note:

In the six seated coupé in the train, there are already two, or three other passengers, the train is very full, so the characters are all cheerfully happy they did have a reservation for a seat in the second class, with soft seats instead of the wooden benches usually found in third class, or worse, they could have been standing in the corridor.

The other passengers:

Name: Dr. Jonathan Thatcher

Man, middle fifties, with grey short hair and brown hat. Constantly reading a newspaper or a book. He is wearing a tweed overcoat, a little worn.

Name: Ms Maryanne Dexter

An old lady, about 70, with white hair, small round glasses, a small blue hat and a blue flowered dress. She is knitting what looks like a scarf.

GM Note:

Ms Maryanne Dexter is a German agent that goes by the name of Helga Wolmayer, age 36, and she is playing the role of a silent tea drinking old knitting woman very convincing.

(An optional third person, when there are only three players in the game)

Name: Trevor Hornsby

A young man, around 20, in a brand new uniform. His ranks says corporal, and his badge says 81st Royal Artillery Field Regiment. He doesn't talk much as he is very nervous.

TREVOR HORNSBY			
Coward, On the clock			
Reaction: 0	Defence: 11	Toughness: 2	All other melee: 0
Pain limit: 11	Aura: 1	Courage: 1	All Perceptive skills: 3
Pistol: 3	Rifle: 3	Club: 3	All Other physical skills: 3

All on board, the train is now leaving the station

The little old lady is constantly knitting and drinking tea from a thermos. She excuses herself several times to go to the toilet, and now after about three hours, she has gone away a fourth time. After about two and a half hour of travel, around 10.15pm, the train enters the famous Privett tunnel, a long curved tunnel that is very dark in the middle.

The coach becomes pitch black, not even the lights from the paraffin lamp in the corridor seems to have enough energy to spread any light. Just after the train has exited the tunnel, it suddenly makes a emergency break. Luggage and people are tossed around in the coupé, and everyone sitting facing the trains direction of travel ends up in the knee of the fellow passengers in front of them.

Everyone take damage from flying people and belongings, if they fail their Reaction (+10). The damage is 1d20-5 blunt damage.

Now, after this terrifying moment, when everybody has recovered from the initial chock, some might still be stunned by the wounds caused by the panic break, the characters realise that Dr. Jonathan Thatcher is dead, he is bleeding from the back of his head.

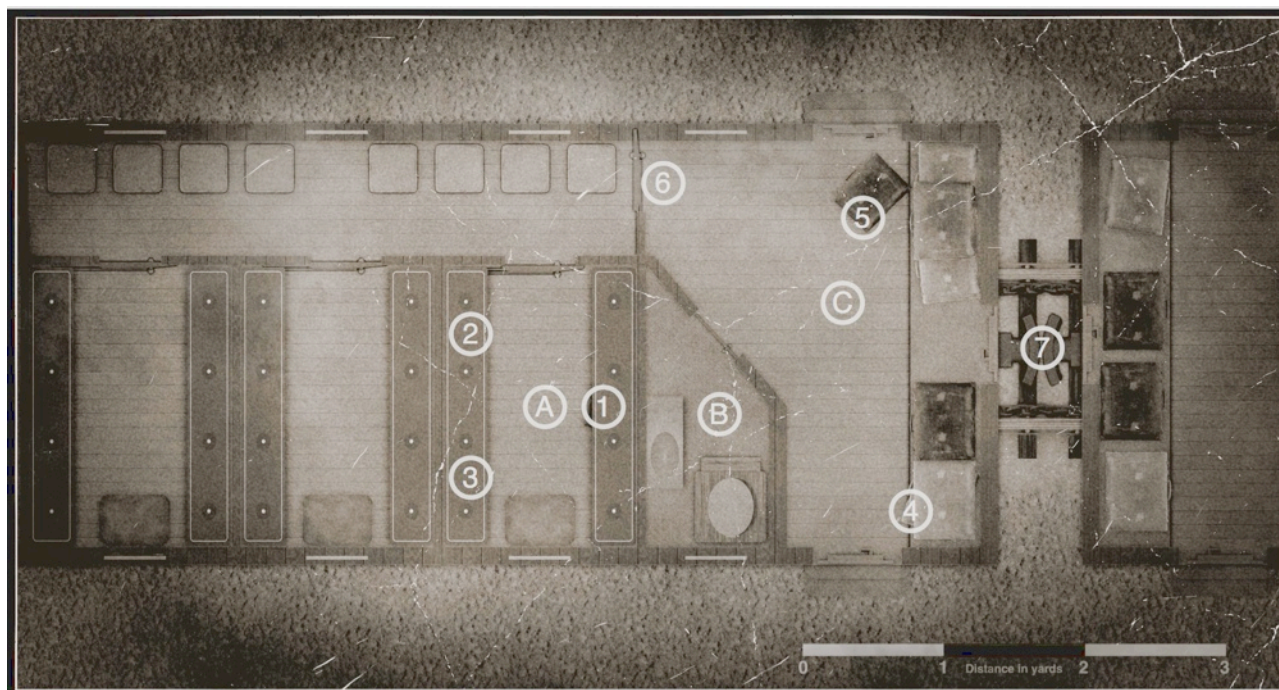
After a few minutes, GMs choice, train personnel will come by the coach and see what have happened, and they will use the signalling system at the rail crossing to call for the Police.

From this point, nobody will be allowed to leave the train, although with a Stealth (+10), a character might leave unseen. Any military personnel on the train will be enrolled to ensure that no one will leave. A failed stealth attempt can be dangerous.

Military men on train (12 totally)			
Duty first			
Reaction: 1	Defence: 13	Toughness: 3	All other melee: 0
Pain limit: 12	Aura: 1	Courage: 3	All Perceptive skills: 1
Pistol: 2	Rifle: 5	Club: 5	All Other physical skills: 5

What happened in the train?

Helga Wolmayer has been rigging a heavy suitcase by tying it with a rope to a hook in the ceiling. Then with another, shorter rope, to the emergency break. This have been carefully prepared during her toilet visits. Now, she locked the door to the corridor, then she smeared the rope from the ceiling with oil, and lit it. She went into the toilet and took her silenced Luger Po8 and fired a bullet through the wall, just when the train signalled when entering the tunnel. The echoes in the tunnel from the signal masked the shot. She then quickly climbed from one coach to the other using the rear doors, and prepared herself for the moment when the train would break. After the emergency stop, she opened the rear door at the other end of the last coach and jumped off the train and disappeared through a dense hedge, accidentally leaving a piece of her flowery dress behind in the hedge. Then she ran about 200 yards on the other side of the hedge until she came to the rail crossing, where a fellow agent waited in a car.



Map keys to the coach map:

- (A) The coupé where the characters are seated
- (B) The toilet
- (C) The door and luggage area
- (1) Dr. Jonathan Thatcher
- (2) Ms Maryanne Dexter
- (3) Trevor Cox, in case of only three players
- (4) The emergency break handle
- (5) The suitcase with string on the handle
- (6) The locked door to the corridor.
- (7) The two doors that should be locked

Clues to be found on scene

(Difficulty modifiers after each action)

Autopsy the body of Dr. Thatcher

There is a small bullet hole in the back of the head of the late Dr. Thatcher, just above the neck, the bullet is probably still inside his skull. The bullet is probably still inside the cranium as there is no exit wound.

Autopsy (+10) (+15 without any suitable tools at all), pick out the bullet

The bullet is retrieved without too much damage to the body.

Tactics (+5) or Pistol (+5) analysing the bullet

It is a 9 mm bullet, which is commonly used by the Germans for both the Luger and the Walther pistols.

Observation (+10), when analysing the bullet

Scratches indicates that the bullet might have been fired from a gun with an attached silencer.

Search the coupé (-5)

There is a briefcase under the deceased Dr. Thatchers seat.

Search the coupé (+10)

There is a small round hole in the wall where Dr. Thatcher was seated, and bloodstains on his seat.

Lock picking (+5) or 25 points of blunt damage to the corridor door (6) to open it or break it.

Search the toilet (+5)

There is a distinct scent of gunpowder in the toilet, and a small but visible hole with burn marks around it in the wall that faces the coupé.

Observation in the door and luggage area

One large suitcase seems to have escaped the luggage bin. There are two pieces of string tied to the handle of the suitcase, both a broken, but one looks burnt.

Observation in the door and luggage area (+5)

There is a piece of hemp string tied to the emergency break, looks like the same hemp as on the suitcase handle.

Search in the door and luggage area

It smells like fire or burnt cloth. There is also a piece of burnt hemp string hanging from a hook in the ceiling.

Search in the door and luggage area (+5)

The door at the end of the coach, that usually is locked unless inter coach movement is allowed, is currently unlocked.

Observation in the door and luggage area, in the second coach (+5)

The door leading to the second coach is also unlocked.

Observation outside the train (+10)

or

Searching the train surroundings (+5)

There is a piece of cloth in the dense thorn hedge that runs along the left side of the tracks. A closer inspection reveals that it is a piece of a flowery dress.

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Tracking (+5) from the piece of cloth in the hedge

There are tracks on the other side of the hedge, shoe prints indicates woman sized shoes. The tracks leads about a 200 yards along the hedge, parallel to the tracks, then onto small gravel road, crossing the railway.

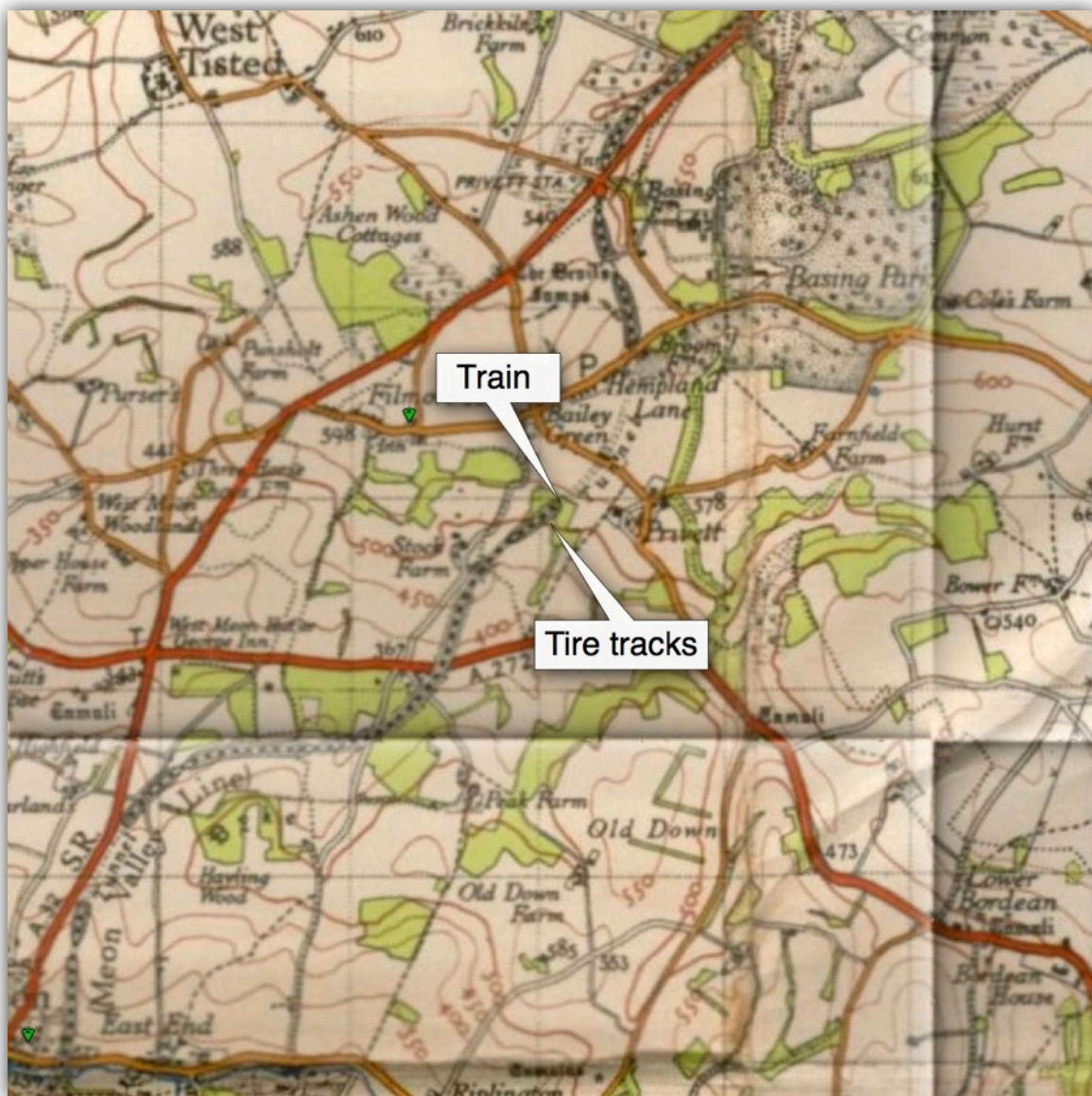
Tracking (+5) or Observation (+5)

The tracks indicates that a car has stopped fast, then accelerated again, as if it stopped to pick up someone, heading Orientation (+5) says east.

More information to be learned, skills up to GM, depending on situation

The engine driver did see the headlights a motorcar that passed the crossing up ahead just minutes after the emergency break.

A few passengers in the last coach saw an old woman rushing by in the corridor seconds before the break, she was heading backwards in the train, and she moved fast for her age.



The papers in Dr. Thatcher's brief case

The papers consists of several documents and folders with attached photos and hand scribbled notes.

Except from the handout sheet that the characters will get they will have to read through the extensive material several times to grasp the complexity of the case. Each reading session will grant the character a secret roll on Info Searching, and the result will give the GM information on what table to pick information from. Let the character roll two times every time so they cannot figure out if it was a good or bad roll.

Any oh dear roll:	The character makes one false assumption.
Any failed roll:	The character makes one false assumption.
Any successful roll:	The character makes one true assumption.
Each odd jolly*:	The character makes one true assumption.

** A jolly good roll grants one extra true assumption and so forth, a jolly jolly jolly good grants two extra true assumptions and so forth.*

Below follows a list of false and true assumptions to make from the extensive material. The handout providing some backup information and involves the players in thinking too. GM shall of course add his or her own assumptions to this to fill it out, depending on how the characters are doing. The characters may make up to 8 rolls totally before the police arrives to the scene, which is about 20 minutes after the train stopped. If they successfully, without being accused of murder, can snatch with the work of Dr. Thatcher, they can continue, but remember that this will be a murder investigation, and anyone hiding items that might belong to a respected scholar in criminology, who taught the officer in charge much of what he knows, will be charged with murder. They can take the handout items easily, but hiding the complete files for this case, over 6 pounds of paperwork, can be a daunting task.

GM Note:

Print an extra copy of the pages with the assumptions, and them cut then and place them in two piles out of sight from the players. Then hand out a true or false assumption randomly for each try.

False assumptions

- *Dr. Singleton seems to have a rather peculiar interest in miss Dr. Whittaker, and it seems to be mutual.*
- *British intelligence have built some kind of metal detector used by Professor Alexander.*
- *Professor Alexander was probably murdered by Dr. Singleton.*
- *The Archeological expedition seems to have attracted some ears and eyes from religious fanatics who believe that it is wrong to plunder the graves of the pharaohs.*
- *The super intendant from the Edinburgh police had forensic evidence that Professor Alexander was killed by a Ghurka Khukri, the traditional weapon used by the Ghurka soldiers from Nepal.*
- *Professor Alexander have been secretly working for the German nazis.*
- *Dr. Singleton might have been for working form M.I.5 or M.I.6*
- *The connection is simple, they brought back opium from Cairo, sold it and the quality was very poor. Some criminals took revenge, case closed.*

True assumptions

- *Professor Alexander seems to have been not only an archeologist, but a true engineering genius too.*
- *There seems to be a distinctive connection between the murders of Professor Alexander and Dr. Singleton.*
- *The murders seems to be connected with that expedition to Giza and the findings in the Cheops pyramid in the summer of 1936.*
- *The HF-CLS machine disappeared in October 1938. No one knows where it went as it was probably stored in one of the university storages in the basement, forgotten by everyone since the death of Professor Alexander. It was probably stolen by German agents.*
- *The murderers might strike again, killing anyone who get in contact with this information, any person.*
- *The machine constructed by Professor Alexander was something out of the ordinary, and it would certainly attract the attention of foreign military powers if its powers became known.*
- *The Nazis have someone in the heart of the British faculties, but who or where is still a mystery.*
- *The two archeologist were probably murdered by German agents. Was it the chamber under the Cheops pyramid or the HF-CLS that caused their death, or both?*

Arrival of the Police

After about 20 minutes, sirens are heard in the distance, and four police cars stop at the rail crossing, about 200 yards ahead of the train. The police officers will round up every one in the two last coaches, and they will use the coupé next to the one the characters travelled in to interrogate every passenger. The investigations are led by Chief Inspector Mike Blackney.

The characters now have a perfect opportunity to speak as true as they feel, remember though, it takes Courage (+10) to lie to armed police officers. The police will seize all belongings of the late Dr. Thatcher, and bring the body with them for a post-mortem.

On the move again

After about two hours, the police seems to be satisfied and the train can finally move again. This means that the characters will arrive long after midnight, around 2.30am at Southampton central station.

- This is the end of chapter one -

CHAPTER TWO

This is a more open part of the adventure, where the characters can explore different options trying to establish the facts. If they draw attention to them self or their work, they might both be attacked by agents from the German intelligence, and they will also be contacted by the Bombay Bicycle Club.

There are a few defined situations that the characters most probably will encounter.

2.1 Dr. Amy Whittaker at the university

2.2 Dr. Amy Whittaker at home

2.3 D.S. Michael Lewis in Oxford

2.4 D.S. John McHolland in Edinburgh

2.5 Bombay Bicycle Club

2.6 Blyth and Bedlington

2.7 The abandoned fertiliser plant

2.8 The Blyth submarine base

2.9 The Blyth fort

It is now up to the characters (or the players) to drive this further.

GM Notes:

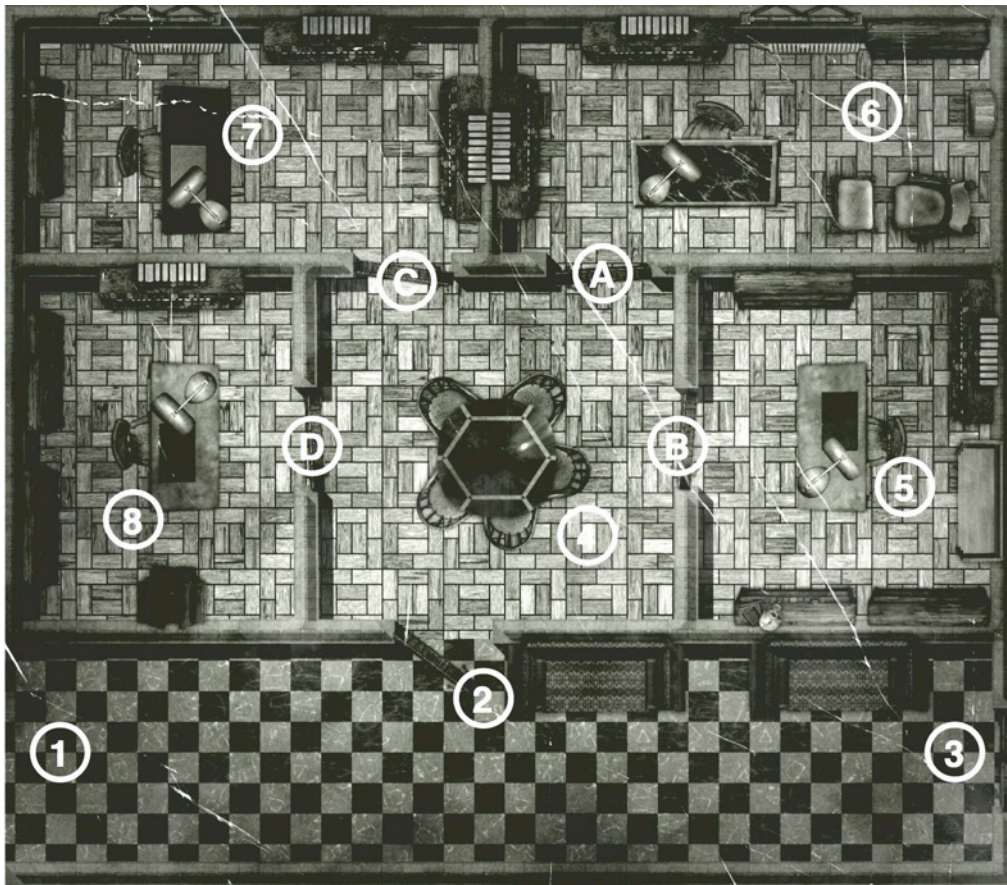
If the characters do not visit Dr. Whittaker at home this evening, she will be found dead. A student will give the description of the characters to the police as they were strange visitors.

If the characters try to break in at the Archeological faculty instead of visiting Dr. Whittaker, they will be surprised by the Germans from 2.1 while searching the faculty for information. Dr. Whittaker will already be dead.

If neither event happens, the characters does something else, they will be attacked by the German agents from 2.1 at a time and place decided by them GM.

2.1 DR. AMY WHITTAKER'S OFFICE

The Archeological faculty is located to the right on the fourth floor in the main building. Dr. Whittaker's office is located within the archeological faculty. No one else will be in their offices or have any time to talk to the characters.



Map keys to the map (A-D) being door signs:

- (A) Dr. Amy Whittaker
- (B) Freddie Wilson
- (C) Dr. Howard C. Chesterfield
- (D) Dushyanta Karhade Brahmins
- (1) The corridor from which the characters arrive from the staircase.
- (2) The door leading to the archeological department. Some sofas outside for waiting guests.
- (3) A locked door, leading to the inner parts of this department, not of interest for the characters.
- (4) The conference room.
- (5) The office of post graduate Freddie Wilson.
- (6) The office of Dr. Amy Whittaker.
- (7) The office of Dr. Howard C. Chesterfield.
- (8) The office of post graduate Dushyanta Karhade Brahmins.

Do not use the actual player map now, save that for when they come back here some times later, if they do.

When the characters arrive, they are met by a young student, ms. Bella Frost, who politely asks the characters business.

Dr. Whittaker is in her mid 30s, average height, slender built with long brown hair and blue eyes. She wears a tight, buttoned khaki coloured dress.

She will inform the characters that Dr. Whittaker is currently not in her room, but she should be back in ten minutes, as they have an appointment. GM decides the actual time, depending on the characters actions, but the department is closed from 8pm to 7am and during weekends. The characters are asked to take a seat in the sofa outside, to avoid disturb the work here.

After 11 minutes, Dr. Whittaker arrives, and she looks to be under stress, as she tell the characters to wait until her meeting with the student is done, which will take another 25 minutes.

Now, the characters finally may speak to Dr. Whittaker, but she warn them up front that she only has 20 minutes, at the most, before she have hold a lecture in Egyptian culture and believes during the fourth dynasty. Then a meeting with the board of scholarships, which might take the rest of the day.

Any use of Scare or Interrogation will turn Dr. Whittaker hostile towards the characters and she will abruptly cancel the meeting. A Charm (+5) will gain her trust, and she will willingly talk and try to answer the characters questions. GM will have to use the background information, but keep in mind that she doesn't know everything, especially about any Germans, Remember to cut off the conversation with a great cliffhanger, so the characters want to come back later that evening.

After 18 minutes she will end the talk, but she scribbles down her address on a small piece of paper, telling the characters to visit her after work if they have more questions, saying that she will be home around 9pm.

What Dr. Whittaker might say:

First, she talks about the Cairo expedition 1932 - 1934, when she spent two years working with the archeological team under Professor Alexander. How they crawled around in that dark damp and unfriendly pyramid with stethoscopes, tapping the floor trying to hear differences in the echos to locate hidden chambers. She will mention the second expedition, that in 1935 Professor Alexander had constructed a very strange electrical machine that could detect holes in the ground, and that they did find a hidden chamber with it, that took almost 9 month to uncover, almost 50 feet below what was known to be the ground floor of the pyramid.

Then she will drift into the subject of the relationship between Professor Alexander and Dr. Singleton, that they developed in 1932, but kept very secret during the whole time.

She then will talk about the findings in the hidden chamber below the floor in the Cheops pyramid, that they are indeed extraordinary spectacular. Glyphs in a language unknown, that has similarities with both the Egyptian hieroglyphs and an old sumerian language.

GM Note:

Some good cliffhangers for the conversation:

Professor Alexander was a really remarkable man. The machine he created to locate that hidden chamber under the Cheops pyramid, it was ... Sorry, I really need to go now. I don't want to be late for my own class.

Both Dr. Singleton and Professor Alexander did come to the conclusion that those ancient inscriptions really could tell us ... Sorry, I really need to go now. I don't want to be late for my own class.

Other findings in the archeology faculty if the characters decides to make a nightly visit.

(5) In Dr. Whittaker's office, Search (+15), inside a hidden secret compartment under the desk, is a small box, containing some hand scribbled notes.

HF-CLS adjustments: Noise gate 14, Sweep angular deviation 36.7

To understand this the character needs a successful Electronics (+5) or Physics (+10). The information describe how to calibrate the HF-CLS depending on the surrounding humidity in the air.

Adjust the static gain according to René Descartes calculus when not using P.A's battery power source.

To understand this the character needs a successful Mathematics (+10) or Physics (+15). This is about how to calculate the input power to the amplifying electron tubes where they are tuned for a 110 Hz, AC current generated from a diesel driven generator that was specially built, when you have a 50 Hz, AC current in the outlet. The formula uses imaginary numbers invented by the philosopher René Descartes.

GM Note: These two facts are vital to get the HF-CLS to work, specially the second note, which talks about adjusting the HF-CLS depending on the incoming power.

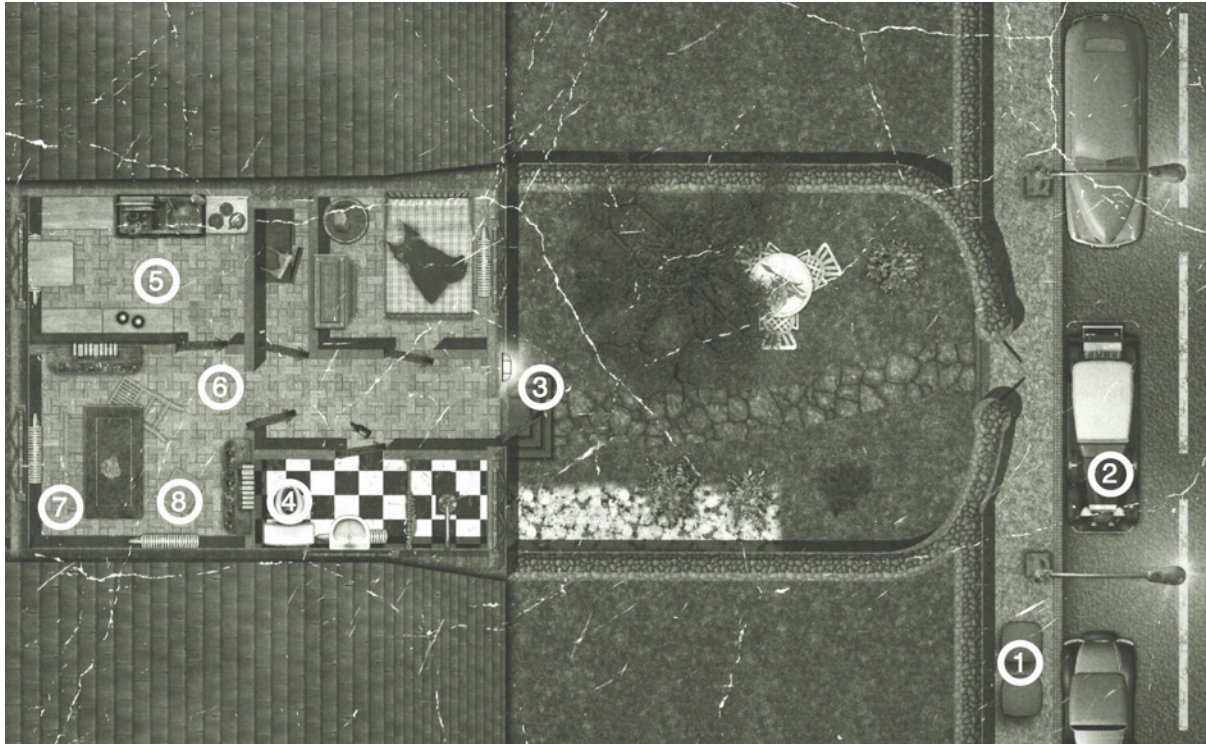
(7) In Dr. Chesterfield's office, Search (+10), there is a hidden notebook that seems to be some kind of lexicon. Strange stone carved figures and painted hieroglyphs translated to plain Oxford English. Most words are common words, like day, moon, sun and water, but some more strange words also exists, like Ra, Cheops and Power. Although, there seems to be confusion in how these symbols should look or be interpreted.

(8) In Dushyanta Karhade Brahmins office, an Information searching (+15) among the extensive collection of rare book on Egyptian and Maya cultures, there are a few notes about the Egyptian god Ra, and similarities to the Mayan god Thoth, and how they use a staff that seemed to have extraordinary powers to control the people. Neither Ra, nor Thoth were actually gods according to the books, but rather humans which a great knowledge.

Also, well hidden behind some books in one if the book shelves, Search (+10), is an ancient Mayan ceremonial dagger, made of flint stone. See the dagger in the handout section for more information, giving the player only the player part, keeping the GM part.



2.2 DR. WHITTAKER'S HOME



Map keys to the map of Dr. Whittaker's home:

- (1) Two red classical phone booths.
- (2) A Mercedes Benz, (Politics (+5) it has diplomatic registration plates)
- (3) The door to Dr. Whittaker's house is open, Observation roll and check below*.
- (4) One agent taking a leak after drinking a whole bottle of Dr. Whittaker's premium lager, he is supposed to be watching the door.
- (5) Another agent, drinking lager. (Not here if there are only three characters)
- (6) Agent Günther Schipenhaur.
- (7) Agent, watching the house on the other side of the small yard.
- (8) Dr. Whittaker, tied to a chair.

* If the characters succeed in the Observation (+5), or they just rush into the house, they will hear this phrase spoken in English with a very clear German accent:

- *Fräulein Whittaker, please, I think you are hiding something from me, something my dear Führer wants. I ask you politely one more time, before it will get nasty, very nasty. So, where are the instructions on how to configure the HF-CLS?*

If they also make an Observation (+10), they see the shadow of a person through the dark curtains in the bathroom window, agent (4).

GM Notes:

Any gunfire will attract the police which will arrive within 15 minutes after the first shot was fired. Nosy neighbours will look and report anything seen to the police, GM keeping in mind that it is rather dark outside, but the street lights are lit.

The Germans will of course fight and not give up, unless Agent Schipenhaur has been taken out, in which case they will try to flee, even giving up, then dash into the darkness at first chance. They will not try to kill Dr. Whittaker as she is all too valuable until they have got the information they need.

Agents (drunk stats in brackets)			
Save my own skin			
Reaction: 1 (-5)	Defence: 15 (5)	Toughness: 3 (8)	All other melee: 0 (-5)
Pain limit: 11 (14)	Aura: 1 (-4)	Courage: -1 (2)	All Perceptive skills: 1 (-5)
Pistol: 4 (-2)	Rifle: 2 (-4)	Club: 5 (2)	All Other physical skills: 5 (0)
The agents wear dark brown trench coats, and have nondescript common appearances. Luger Po8, two spare clips, knife. No ID or wallets.			
Agent Günther Schipenhaur			
Member of the master race, Sadist			
Reaction: 6	Defence: 18	Toughness: 12	All other melee: 2
Pain limit: 16	Aura: 7	Courage: 7	All Perceptive skills: 4
Pistol: 6	Rifle: 6	Club: 6	All Other physical skills: 7
Wears a long black leather coat, a black hat, black leather gloves and small round glasses, matching his round face, and he speaks with a certain slight lisp. Walter P38 in a shoulder holster, one spare clip, a riding whip (in right hand). A wallet with information**. Other important skills: Interrogation: 8, Scare: 9, Shadowing: 9			

** Information on Günther Schipenhaur

In his wallet, the characters will find 140 pounds in bills, plus the items in the handout, Günther Schipenhaur's wallet. Also, there is a peculiar scent about Schipenhaur, Chemistry (+5), Drugs (+10) or Botany (+10) will reveal that it is fertiliser. There is also a note in his pocket, Reading German (+10) to get the translated version.

GM Note:

Blyth is a town to the North on the East coast of England, and Bedlington is a smaller village outside Blyth, inland, where Cocker & Prime started their first small fertiliser factory, that now is closed down as they have moved the production to a much larger plant outside Birmingham.

Aftermath

Dr. Whittaker tells the characters that she insist that the go back to her office, where she have hidden a note on how to use the HF-CLS. That information must not come in the hands of the Germans, as they seemed to know enough about the machine to have it somewhere. Dr. Whittaker also suggests that her colleagues might have useful information or items, giving +5 on any Searches performed in their rooms.

The Mercedes Benz with diplomatic plates was reported the have been stolen outside the University of Southampton earlier today. It belongs to the German trade commissioner Wolfgang von Schaafberg, who held a speech at the University.

2.3 D.S. MICHAEL COX IN OXFORD

If the characters decide to go to Oxford to get some information from the detective that lead the murder investigation regarding the murder of Dr. George Singleton, use this episode.

Detective Sergeant Cox is a young career police officer, athletically built with brown hair and blue eyes. He does not like his competence to be questioned, neither by the characters, nor by the late Dr. Thatcher. When the characters show interest in the case of Dr. Singleton or refers to Dr. Thatcher's conclusions, right or wrong, D.S. Cox will be very difficult to talk to. A JoC (+10) will reveal this little personality trait so the characters might be able to gently avoid being blunt.

GM Note:

This can be fun, as the characters might start to suspect that D.S. Cox is working for the Germans, when he just has a very high self esteem, and cannot take any form of critics at all. If the characters speak to his superior officer, Superintendent Charles Wellington, Politics (+5) or Charm (+5) to get to meet him at all. If they succeed, they will learn that D.S. Cox is a promising police officer with one slight problem, he just refuses to be proven wrong.

The Oxford adventures will not contain much more than this, unless GM want to throw in some interesting unrelated event, like Colonel Cumberland from the local Oxford branch of the Bombay Bicycle Club, 2.4.

2.4 D.S. JOHN MCHOLLAND IN EDINBURGH

If the characters decide to go to Edinburgh to get some information from the detective that lead the murder investigation regarding the murder of Professor Alexander or the theft of the HF-CLS machine from the University storage facilities, use this episode.

D.S. McHolland is a middle-aged man with short, thin greying brown hair and greenish eyes. He is an honest man, a Scottish patriot, a great cop, but with only one little problem, drinking. He looks a little bit worn down, slightly unshaved with a distant scent of Glen Mòraigne. When the characters show interest in his investigations, he says that these matters are better discussed in the local pub, and I do not mean the tourist trap down on Rose Street, but my favourite little pearl, just a few minutes walk from here, The Scottish Arms.

At the pub, D.S. McHolland picks a booth to the side where the music from the old radio nicely will interfere with anyone trying to eavesdrop the conversation without coming too close.

This is the information D.S. McHolland is willing to share, as long as he gets his glass filled from time to time.

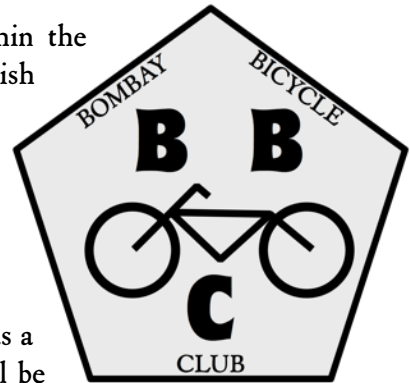
The murder did not look like a burglary at all to me, but as we could not get any forensic evidence, I was ordered to write it off as a burglar related killing. After a little chit-chat with that Dr. Thatcher bloke, I am convinced it is a cover up. I am certain that Huns are involved.

The burglary at the University was one hell of a job. They drove through the main gate, then through the wall of the storage, to steal equipment that weighted almost 800 pounds, leaving unique items from all over the world. This must have been a contract job. I suspect that the janitor that hung himself just a week before in his barn had tipped them off. That was a suicide, no doubt about that my friends. We found the abandoned stolen trucks some miles down the road, close to the border to England, burnt out. It was a pro job, I say it again.

I was chocked when I read about the murder of Dr. Thatcher. He came here on several occasions asking about the same questions you are asking. You better watch your back lads, or those Huns will get you. I served on the Western Front during the great war. Second lieutenant, third Battalion, Gordon Highlanders. I fought in France and in the Flanders. I say the war is coming back, be prepared lads.

2.5 THE BOMBAY BICYCLE CLUB

The Bombay Bicycle Club is one of the less known companies within the Operation: Fallen Reich. It is headed by a former colonel in the British army that was stationed in India, or more precisely Nepal, where he recruited and trained Ghurka soldiers. He always carry a Khukri knife in his belt and wear an impeccable dark grey suit. The name of the Colonel is known to few, but he goes by the nickname Colonel Cutthroat. His real name is Colonel Marcus Alexander Cumberland.



The Bombay Bicycle Club, internally referred to as The local BBC, has a few fronts, where the main front is in Southampton. Other fronts will be presented upon GMs decision, as they might come handy in the adventure. T

BOMBAY BICYCLE CLUB

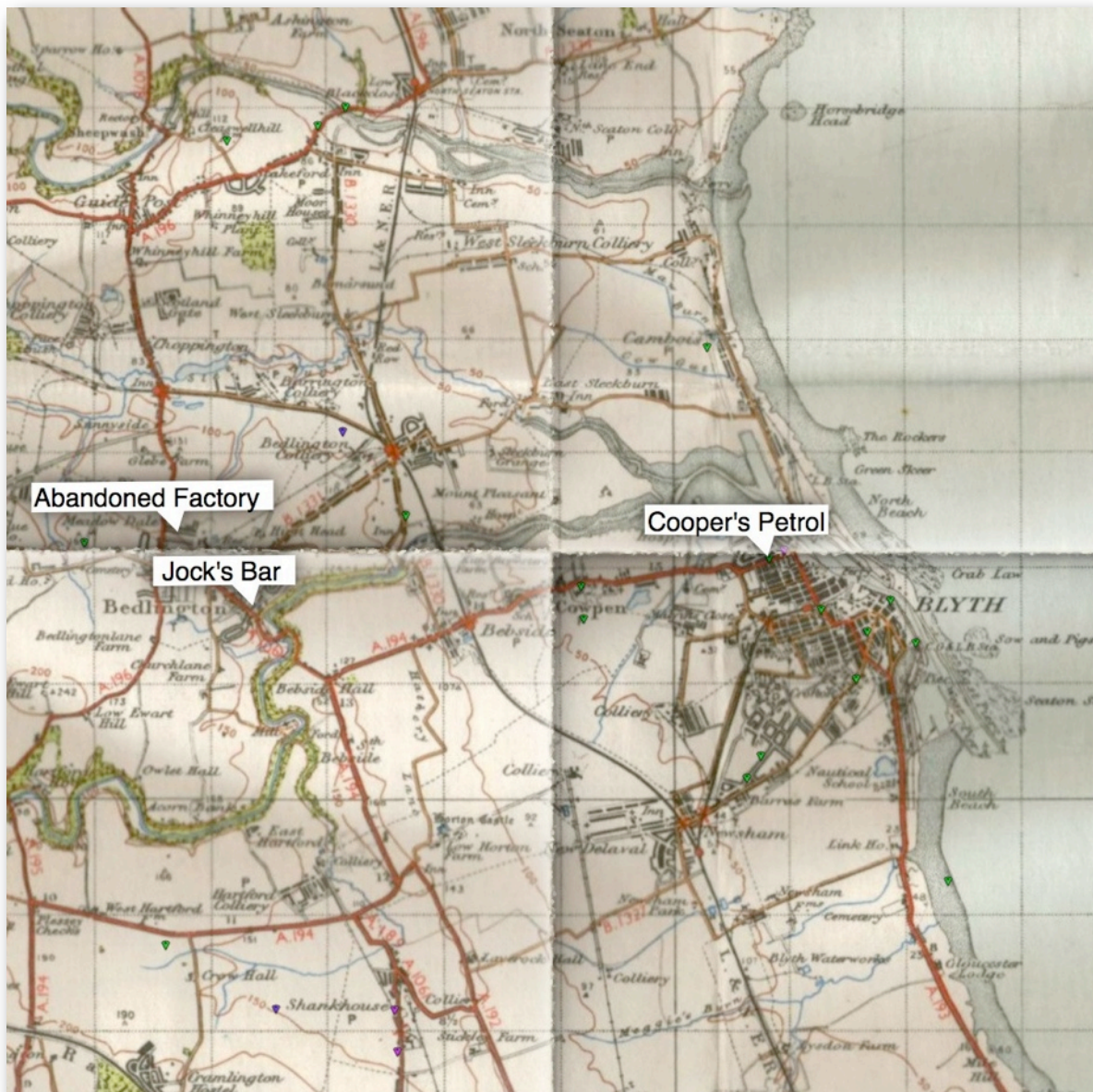
Counterespionage, covert operations and jolly good bicycle tours in the countryside is what this is all about.

Skills: Bikes, First Aid, German, Observation, Pistol, Searching, Shadowing, Stealth & Tracking.
Mandatory: Orientation and Endurance.

For more information on the Bombay Bicycle Club, see the upcoming company description, where it will show up is still top secret information, known to a few selected people.

2.6 BLYTH AND BEDLINGTON

The large part of what is remaining of this adventure will take part in around the little town named Blyth and the even smaller village name Bedlington.



These are the three main locations in this area. The characters will hopefully by now have a good idea where Cooper's Petrol is, and they can use any fitting social skill to find the location of Jock's Bar in Bedlington is located. The establishment has a rather bad reputation among the inhabitants of Blyth and is mostly frequented by the service men of the Royal Artillery operating the Blyth Battery or sailors from the submarine base. The Blyth fort is a small complex of bunkers and heavy guns and Anti-aircraft guns, built during the great war to protect the submarine base in Blyth. The fortifications were recently staffed again due to the political situation in continental Europe.

Blyth and Bedlington, talk of the town or village

As the characters might spend some time in Blyth and Bedlington, searching for Cooper's Petrol, Jock's Bar and of course, the abandoned fertiliser factory, they will encounter different people, that can spice up the situation a little.

GM can let it slip from someone they meet, a soldier or a civilian.

The Major at the fort is a real bastard. Only last week, seven soldiers were seriously injured during different drills, and he seems to enjoy taking care of them in the sickbay afterwards.

-:-

Let them roll a couple of dice, then let them know they recognise that old lady from the train. Of course, this is not her, but an ordinary, rather arrogant British lady, that will call names or call the police if that is necessary.

-:-

They will hear a foreigner, that is speaking a language known to one of the characters, not German, but any other language will do nicely. The poor person is of the opposite sex of the character and is rather attractive: He or she is lost and do not speak one word of English, but did write down what was written on a sign on the wall outside the house where he or she is staying, hoping that was the name of the street, but cannot find it on the map.

The note says: "DON'T SPIT ON THE PAVEMENT"

2.7 THE ABANDONED FERTILISER PLANT



Map Keys to the abandoned fertiliser plant:

- (1) The premises is surrounded by a 4 yards high, rusty fence with barbed wire around as an extra precaution.
- (2) This is a small caravan, where the Germans live while working here.
- (3) A pile of junk, old tires, old barrels and a pile of planks.
- (4) Two very rusty tanks that might contain dangerous chemicals.
- (5) A large industrial sliding door.
- (6) A smaller door, locked.
- (7) The corner has collapsed and bricks and glass (and body parts) are all over. (A failed test of the HF-CLS).
- (8) A table with photos over the Blyth fort and the submarine docks, with notes.
- (9) A two bodies missing some limbs under a bloody sheet.
- (10) Several crates marked with the German eagle, containing the HF-CLS equipment.
- (11) A special diesel driver dual power generator that seems to be rather new, and of German making.
- (12) Several barrels and Jerricans with different chemicals, for the mustard gas manufacturing.

GM Notes:

The Germans have been instructed to pack up the HF-CLS after the last fatal experiment, and prepare to ship it out. They have also been ordered to manufacture large quantities of mustard gas, that will be delivered to the Blyth fort, where it will be deployed by a few handpicked men from the Garrison, all under control by a Garm, Major Hotchkiss, commander of the Blyth fort garrison.

Now, as they have lost two of the crew members, the Germans are heavily understaffed, and the 4 agents that the characters hopefully have taken care of by now, should have been a welcomed addition in personnel.

They have a military model pickup truck, painted as a British military vehicle, that will be used for transportation of the HF-CLS and the Mustard Gas.

Only three Germans are currently working here, Dr. Carl Müller and Agents Peter Rössel and Klaus Heidegger. Spying on the Germans requires Observation (+5) and Stealth (+5) or Shadowing (+5), plus binoculars or a scope. One roll each third hour of spying. Remember that the German on guard will be trying to observe back. If they Germans spot

Depending on when the characters arrives to scout or attack, this is the location of the Germans.

11pm - 7am Carl Müller and Peter Rössel will be in the caravan (2). Klaus Heidegger will be on guard, watching the CF-HLS, (10).

7am - 2pm Carl Müller and Peter Rössel will be working with the mustard gas (12). Klaus Heidegger will be on guard, watching the CF-HLS, (10).

3pm - 11pm Carl Müller and Klaus Heidegger will be working with the mustard gas (12). Peter Rössel will be sleeping in the caravan (2).

When working with the mustard gas, the Germans will wear gas masks and protective suits.

The mustard gas will be transported to the Blyth Fort at 8pm the day after the characters spot the abandoned factory. Which give them about 24 hours, at least, for recognisance, observation and actions, if they are good sports. The attack will be supervised by Maj. Hotchkiss, as the gas officially is smoke effects for the military parade held 12 am on the third day after the characters arrive.

If the delivery of gas is late, Major Hotchkiss will send a soldier observer, one of his controlled, wounded soldiers. He will be passing using a bicycle, but will look rather strange as he is twitching his back, as the broken ribs makes the bicycle ride rather painful. The soldier will enter the premises if it looks strange, and might easily get caught. A JoC (+5) will tell that something isn't right with this lad.

Any pain caused to him will snap him out of the control (as he is out of range from the Garm), and he will talk about the strange recent changes to the Major, and how he hurts his soldiers. This requires an Interrogation to succeed.

The opponents

Dr. Carl Müller			
Orders are orders			
Reaction: -5	Defence: 14	Toughness: 4	All other melee: -5
Pain limit: 12	Aura: 14	Courage: 3	All Perceptive skills: 2
Pistol: 1	Rifle: -5	Club: 6	All Other physical skills: 3
Dr. Müller is armed with a Luger Po8 and has one spare clip. He prefers to use it as a club, as his firing skills are far from German military standards. He got a not in his pocket.			
Agent Klaus Heidegger			
Technocrats			
Reaction: 7	Defence: 16	Toughness: 6	All other melee: 3
Pain limit: 13	Aura: 5	Courage: 8	All Perceptive skills: 4
Pistol: 6	Rifle: 6	Club: 4	All Other physical skills: 5
Klaus Heidegger has no ID papers other identifications on him. He uses a Luger Po8 with 2 spare clips.			
Agent Peter Rössel			
Green as they get			
Reaction: 4	Defence: 18	Toughness: 4	All other melee: 4
Pain limit: 12	Aura: 3	Courage: 5	All Perceptive skills: 2
Pistol: 4	Rifle: 3	Club: 3	All Other physical skills: 4
Peter Rössel has no ID papers other identifications on him. He uses a Luger Po8 with 2 spare clips.			

Aftermath

Dr. Carl Müller has an interesting paper on him, that should have been destroyed long ago, but he wanted to keep it just as a reminder so he wouldn't forget his orders. Also, the photos on the desk can rather interesting for the characters. They are all in the handouts section, both in German and English, a Read German (+10) to understand, i.e. get the English translation.

The Jerricans with mustard gas has to be destroyed, and a good explosion will fix that. There are enough chemicals here to fix that, all that it takes is a successful Chemistry (+10) to create the explosives, and an Explosives (+0 - +10), depending on how well that chemistry went, to plant the charges and to set it off. The explosion will take down a larger part of the building and probably damage a the windows in a few nearby houses. Attracting the police and the fire departments. It might look like a factory accident as long as the characters prepared it that way, not leaving bodies with bullet holes in the here and there on the gravel.

A failure here when setting off that explosion correctly might cause that mustard gas to spread instead of being destroyed, causing several deaths among the peaceful inhabitants of Bedlington. The wind, coming from the sea will luckily drift the clouds inland, to rather sparsely populated areas, instead of the town of Blyth. This is entirely up to the GM, maybe just the characters get exposed to the gas, and the fire will consume most of it.

2.8 THE BLYTH SUBMARINE BASE



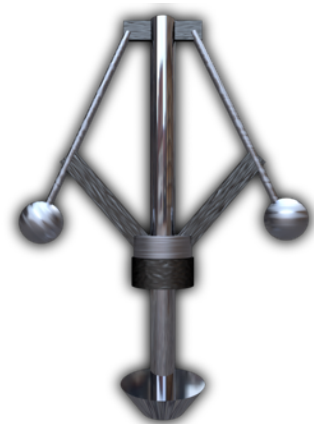
Key to the map:

- (1) The road to the Blyth fort, about 500 yards to the South, along the coast.
- (2) The submarine docks.
- (3) The dock where the submarine L 23 will pickup the Germans and the HF-CLS at exactly at 2 pm.

The submarine base.

The base is enforcing a strict security policy, and it will take a few Charm (+10) or Politics (+10) to get access to any of the high ranked officers, high enough to understand the importance of what the characters might have come to tell. Remember that at 12 am, L 23 will start to create a massive onslaught of accidents, use your imagination. Only a handful crew members will survive, and they will be controlled by the Gerätgeist.

The only way to stop the submarine from leaving the port, maybe damaging the other subs and ships on its way out, is to get down into the engine room and jam the diesel engines speed governor, which looks like two rotating balls on a stick. Physics (+15), Ships (+10) or Mechanics (+10) will reveal that revelation to the characters, that a diesel engines Achilles heel is the speed governor.



Speed governor

A ghost in the machine

When L 23 suddenly first starts to slam doors, making sailors lose limbs, or getting severely damages in other accidents, like falling overboard, slipping in stairs, panic will arise. A few random shots from the 4" turret mounted gun, and she will just slip its moorings and slowly slide away to the rendezvous point.

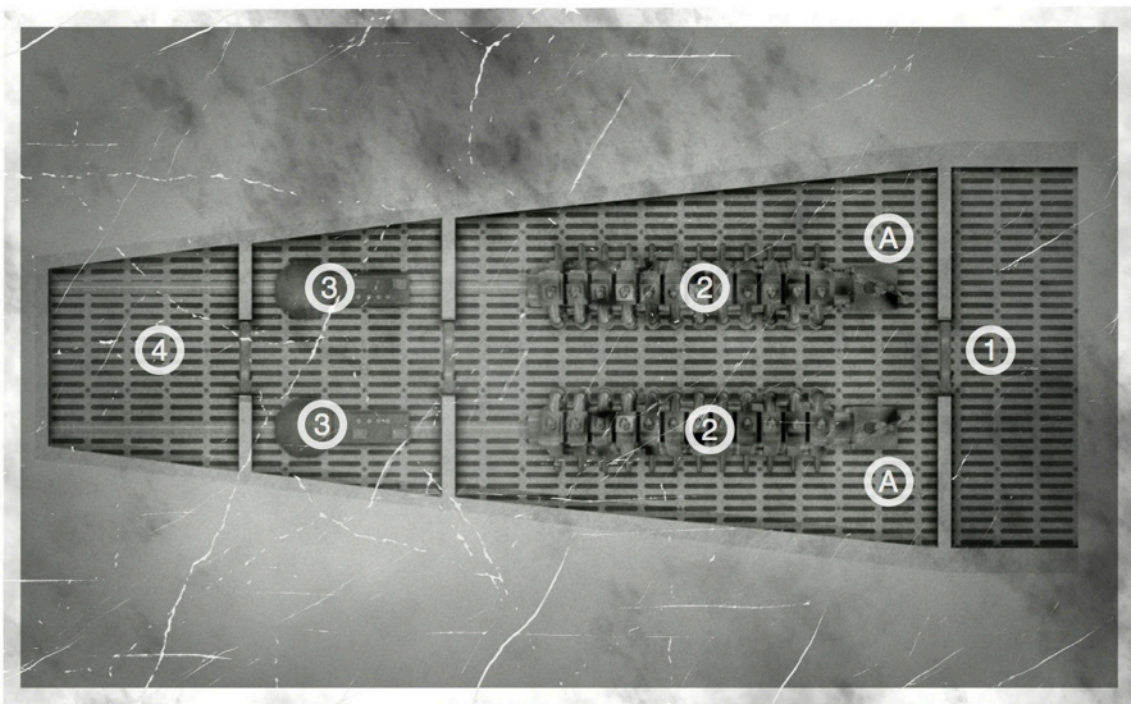
GM Note:

The revelation on how to stop the diesel engine will only be clear to any characters thinking about the problem, seeing the L 23 either leaving the docks, at the rendezvous point or aboard L 23. The Gerätgeist controlling L 23 will not realise that the characters are enemies until they disobey her orders in German, through the internal speaker system. Then she will try to harm then in any way, even going so far to try to dive opening the hatch when under water, if they have sailed to the open sea.

Each speed governor has a defence of 6 and can take 50 points of damage before breaking down.

*Anyone coming up with a clever idea that is nor **I shot it** neither **I bash it**, find a suitable skill, roll and then give appropriate damage. An example, of someone picks it an iron bar and tries to jam the speed governor, roll a blade attack. It is a hit, good, it stalls for a while, then breaks free, but takes damage, parts is falling off.*

When the speed governors are broken, one on each engine, the Gerätgeist will be exorcised, but the speed governor is a rather tough thing to break, as it is the heart of Gerätgeist, so it will fight back, shooting hot steam and oil against its opponents from the engine and surrounding pipes, slamming doors and driving controlled sailors to charge.



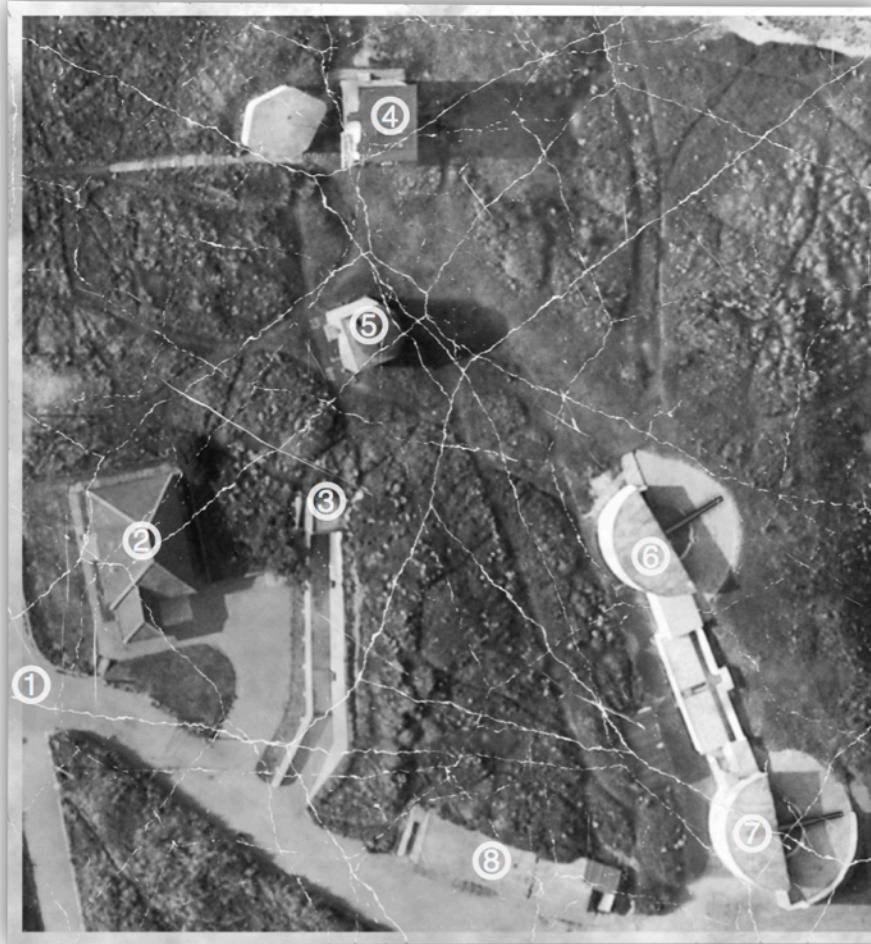
Map keys to the submarine L 23:

- (1) To the mid section of the submarine.
- (2) The diesel engines.
- (3) The electrical engines.
- (4) Mechanical workshop.
- (A) The speed governors.

The ghost the submarine L 23			
Hunter			
Stability: 3	Defence: -	Toughness: -	All other melee: 2
Pain limit: -	Aura: 2	Courage: unlimited	All Perceptive skills: 6
Hot steam: 6	Slam door: 4	Tripping: 6	All Other physical skills: -
Hot steam or oil: Range: 1, damage +2 Slam door: damage + 6 Tripping: no extra damage, target is knocked prone unless a successful Agility (+5) is rolled			
Controlled British L 23 sailors (3 or 4 totally)			
It's a long way to Tipperary			
Reaction: 1	Defence: 13	Toughness: 3	All other melee: 0
Pain limit: 11	Aura: 1	Courage: 3	All Perceptive skills: 1
Pistol: 3	Boxing: 3	Club: 2	All Other physical skills: 4

Two sailors are located in the workshop, both are under the control of the Gerätgeist. The other two will arrive to (1), from different parts of the ship, not both at the same time. There are also a handful of sailors that are not under the control of the Gerätgeist, and those will fight when they realise that the voice in the speaker system is not the captains. It is already calculated that only 3 or 4 controlled sailors will survive, equal number to the characters.

2.9 THE BLYTH FORT



Keys to the map:

- (1) The gate
- (2) The commanders villa
- (3) Entrance to the fort
- (4) Watchtower
- (5) Gun fire control
- (6) Gun placement 1
- (7) Gun placement 2
- (8) Barracks

The gate is guarded by four guard soldiers. If the characters arrive using the truck, they will be let in without any questions at all.

The fence around the area is not very hard to cut through as it was built during the great war and have been slowly rusting.

The Watchtower is always staffed, but the lookout has his binoculars watching the horizon for any signs of enemy activity. Great Britain is not at war with Germany, but we saw what they did on the continent so we better be prepared. Even though Major Hotchkiss have been acting rather peculiar lately, strange indeed, duty is still duty, and the coast has to be watched. When L 23 sails past the fort, no guns will fire as long as Major Hotchkiss is in charge.

If the characters ignore this, ignore the military parade held between (8) and (1) this day, Major Hotchkiss will realise he have been tricked, and the Garm will create an accident and leave the Major and a handful soldiers dead.

If the characters decide to go here, without any mustard gas tanks, they will be attacked by a group of guards, led by Major Hotchkiss. If they try to trick the major with false gas, he will understand it just a little too late, and the Garm will leave him, disguised as a cockroach, crawling away.

GM Note:

As this is not the designed climax of the adventure (the L 23 is), you as a GM can make this take as long or short time as you fell appropriate.

The devil in disguise

This is

Major Hotchkiss				
Hunter				
Reaction:9	Defence: 9	Toughness: 15	All other melee: 17	Stability: 30
Pain limit: 14	Aura: 5	Courage: -4	All Perceptive skills: 15	
Pistol:3	Rifle:1	Club: 15	All Other physical skills: 9	
Uses a long thick stick, that looks like an umbrella to fight with, his pain-stick, damage +2				

Military guards (7 soldiers, all wounded 50%)			
Under the majors spell			
Reaction: 1	Defence: 11	Toughness: 2	All other melee: 0
Pain limit: 12	Aura: 1	Courage: 2	All Perceptive skills: 1
Pistol: 2	Rifle: 5	Club: 5	All Other physical skills: 5

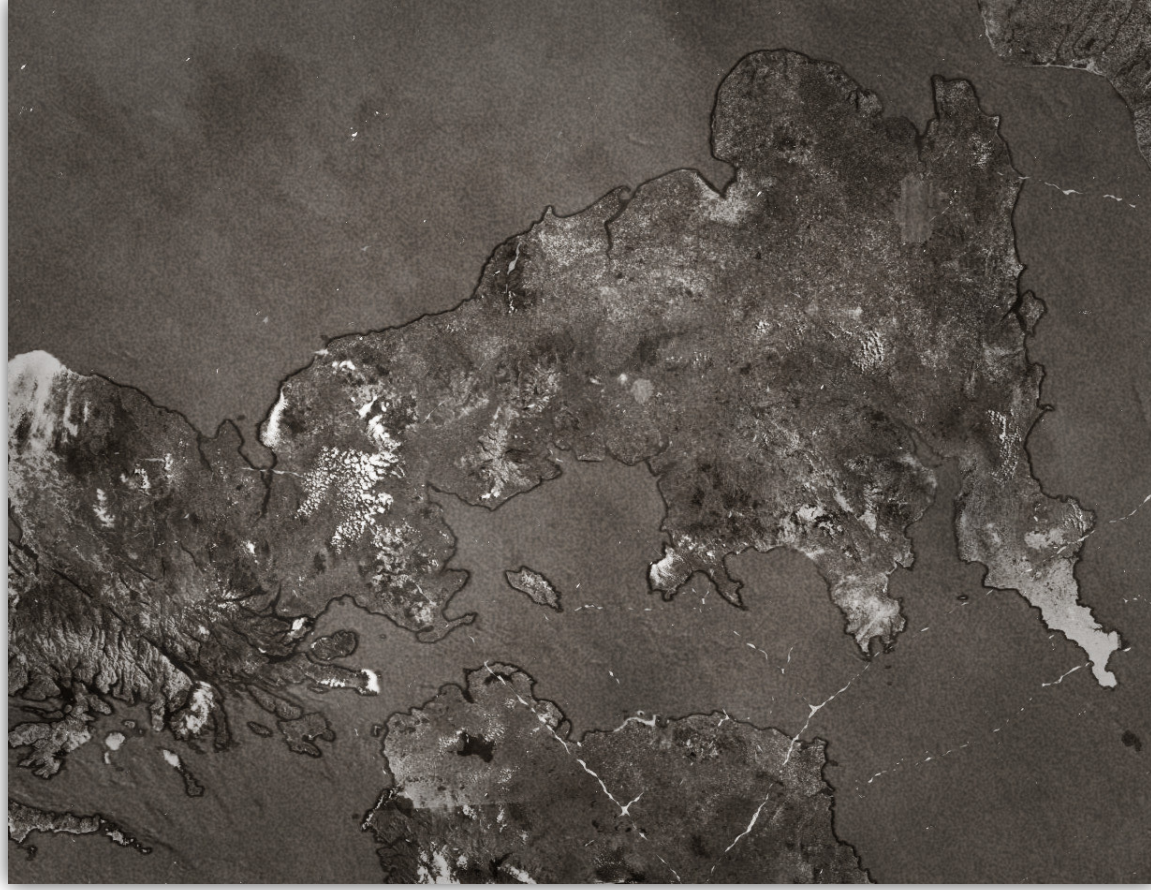
Aftermath - where do we go from here?

As you might notice, several red threads are left wide open. The glyphs in Giza, maybe Major Hotchkiss, and do not forget, Helga Wolmayer.

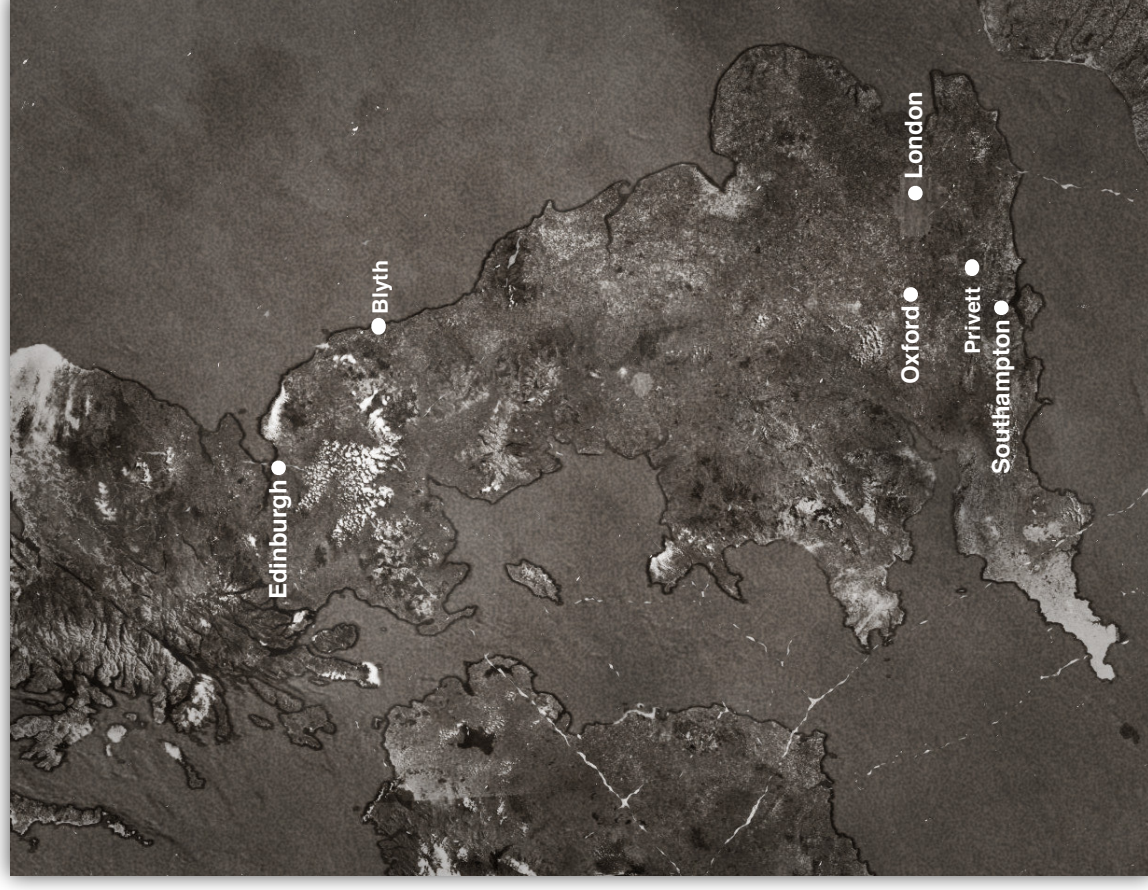
You can use them as evil returning villains, or you can wait and hope I will make another adventure.

- THE END -

Players map of Great Britain



GMs map of Great Britain



7.50 From Victoria - the coach



Note taken by lost tourist



Dr. Thatcher's briefcase

Oxford - December 19, 1936

Dear Dr. Whittaker,

I write to you in reply of your urgent letter regarding the work by my dearly missed colleague, Prof. Gaylord Alexander.

Gaylord was very close to solving the mystery, had he only had a few more weeks, he definitely would have cracked it, I am certain of that.

he was in a jolly good mood last time we met, and talked about Ra, and that everything was clear now.

I will miss him dearly, and I had a go at it last week, but I still fumble in the dark.

I have sent you some of Gaylord's work as you have requested.

Regards,

Dr. George Singleton
Archeology Faculty
Department of Egyptology
Oxford University

The Scotsman

December 13 - 1936

Murder in Edinburgh.

The police confirmed that an employee and teacher at the University of Edinburgh was found dead in his home last evening. The victim had been brutally stabbed several times in the chest with a sharp object, possibly a knife, and as left to bleed to death.

According to the chief constable of the Edinburgh police, the professor must have surprised a burglar, as his watch and several probably precious artifacts had been removed, according to his chocked housekeeper, who found the body.

The police is asking the public for help in this case. If you have made any observations, in

*What are the connections
between Cheops and Ra?*

Oxford Herald

January 2 - 1937

Brutal murder in peaceful Oxford.

Several sources have reported that a man, probably working at the university, has been brutally murdered in his sleep. The police have at the time no suspects, but they are confident that they will arrest the murderer within the next seventy two hours, and that has been the average investigation time needed for the Oxford police.

The detective in charge, Michael Cox, did not sound as optimistic as the chief of the police when our reporter met him at the pub later that evening. According to our sources, the body and the house was clean from any usable forensic evidence, and the body was stabbed several times in the chest.

Contact Dr. Whittaker
Southampton University
She might have some clues.

HF-CLS

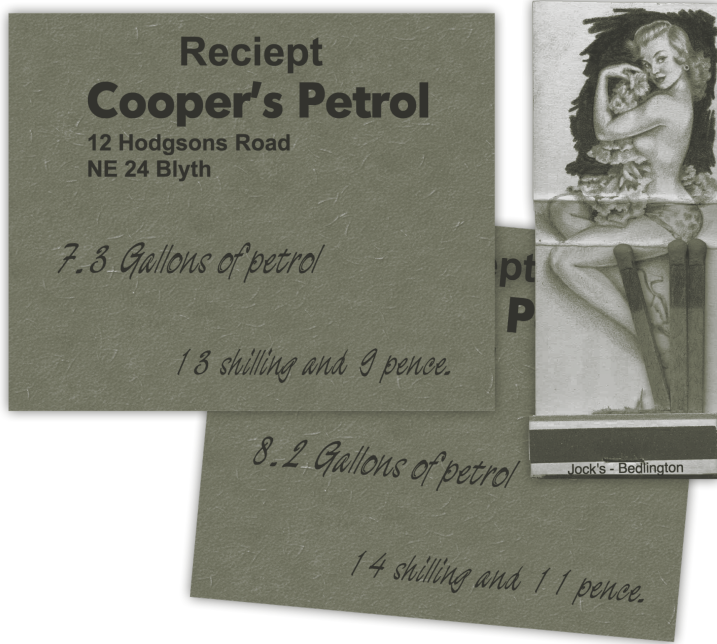
Dr. Whittaker's Office



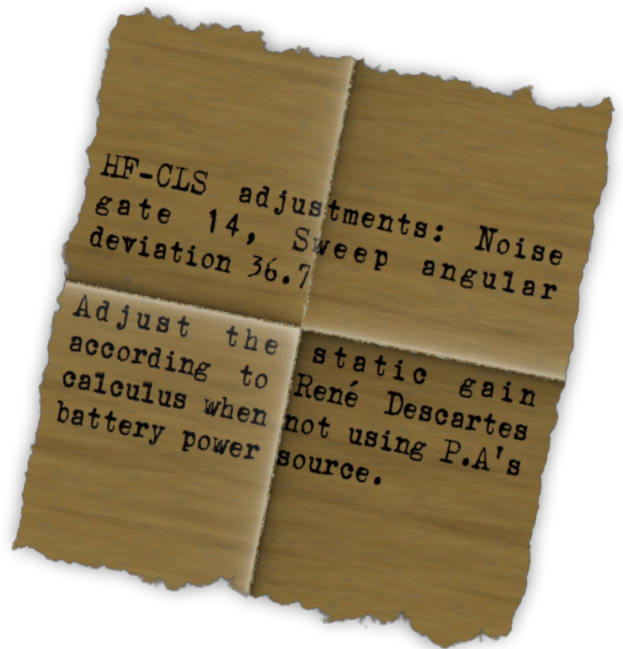
Dr. Whittaker's House



Günther Schipenhaur's wallet



Note under Dr. Whittaker's desk

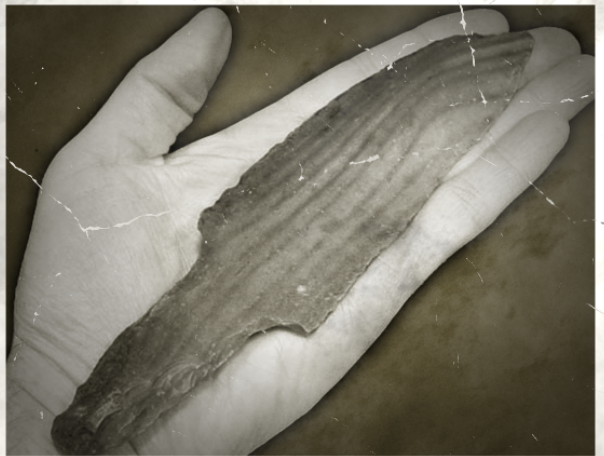


Mayan flint stone dagger Player info



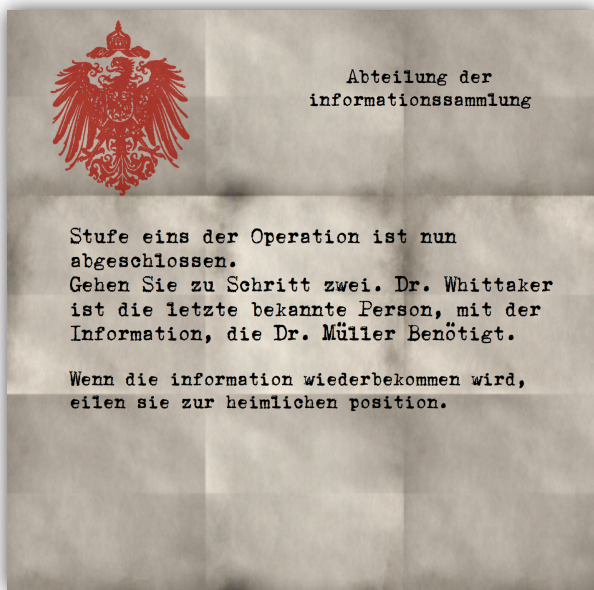
+3 Damage + Strength/5

Mayan flint stone dagger GM info

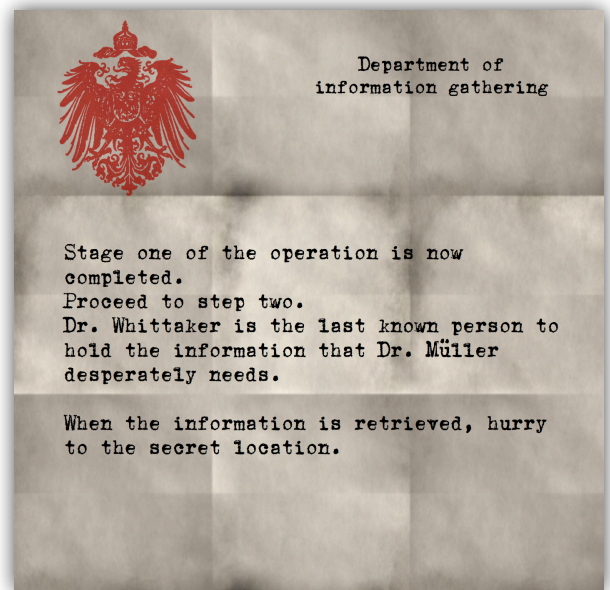


**+3 Damage + Strength/5
+7 extra damage vs. Fallens**

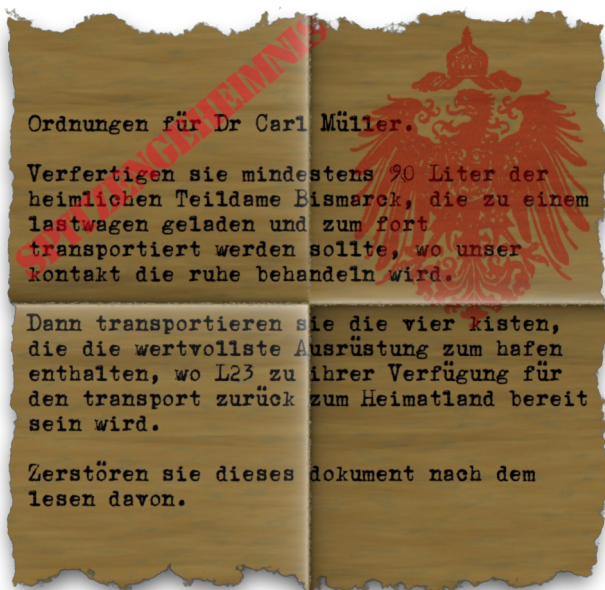
Günther Schipenhaur's Orders in German



Günther Schipenhaur's Orders in English



Dr. Carl Müller's Orders in German



Dr. Carl Müller's Orders in English



The abandoned factory



Maps from the factory, in German



Maps from the factory, in English



The engine room of L 23

