

Buried Secrets

Stiff Upper Lip



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Still Upper Lip

An adventure for the role playing game Operation: Fallen Reich

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Adventure background

On July 1, 1935, at SS headquarters in Berlin, Himmler met with five racial experts and with Herman Wirth, one of Germany's most famous but also most controversial prehistorians. Together they established an organisation called the "German Ancestral Heritage-Society for the Study of the History of Primeval Ideas" (Deutsches Ahnenerbe-Studiengesellschaft für Geistesurgeschichte), called Ahnenerbe. At the meeting they designated its official goal, "to promote the science of ancient intellectual history," and appointed Himmler as its superintendent, with Wirth serving as its president. Himmler appointed Wolfram Sievers Generalsekretär (General Secretary) of Ahnenerbe.

Adventure plot - GM only

Ahnenerbe launches an expedition to Sweden. The goal for the expedition is to find the ritual used to call up the great warrior from the past. The warrior was called upon when the people was in great need, and the Germans intend to call him up and let him possess a German that will work as a sleeping agent in Sweden. The ritual is believed to still be part of the ancient rituals performed by the native people of the north, the Sami.

Below is a quick list for GM of the different scenes and obstacles that the characters will face during this adventure as a help for GM to quickly get into the adventure without having to read through everything.

Scene 1

The Ahnenerbe expedition first travels to Tanum and the rock-art site, carefully measuring pieces and making plaster and clay casts of several of them, specially the different bowl shaped carving. The expedition stops here for two weeks.

Obstacle 1

To avoid any problems, the SS commander has called in a favour of an SA commander, who has sent a group of SA soldiers on a vacation trip to Sweden. If the characters are too nosy or the SS expedition is feeling watched, they will call in the SA group on the enemies of the Reich.

Scene 2 - four weeks from start

The expedition now travels northeast, to the university town of Uppsala, where it stays and talks with the Lector in German Language, Otto Höfler. The expedition leader, Rudolf Hess, spends a whole evening talking with Otto Höfler at a restaurant. After that event, the group spend a week searching through the huge library at the Uppsala University.

Obstacle 2

If the characters tries to interfere or tries to find out what books and manuscripts the Germans are looking at, they will get an anonymous note to their hotel saying "Meet me at old Viking burial site, Uppsala mounds, at midnight, I have information for you".

This is of course a trap. It was setup by Germanicum, the Swedish - German student friendship association in Uppsala, headed by Lector Otto Höfler. As the trap is so obvious, it is a double trap. Nothing will happen at the Uppsala mounds, but when the characters arrives back at their hotel, they will need to check under the beds, as there will be bombs under two of the beds. If they do not check under their beds, a Sixth Sense 20 to feel that something is wrong or there will be probably deaths. They bombs can be traced to the organisation as the explosives are wrapped in unpainted paper from a newspaper press, but with a careful investigation, there are remains of the word Germanicum, mirrored, as the paper has been taken from a failed print run after a paper break.

Scene 3 - six weeks from start

Mid September, getting a little chilly

The expedition continues very slowly north, up above the Polar Circle. It makes several stops and goes up to the town of Boden. On the way, the expeditions stops at several Sami camps, and asks around, but leave after a few days. After Boden the expedition headed back south and west, inland, to Tärnaby, and Gausjosjöns (Lake Gausjos) Sami camp. The Sami camp was recently build for a Sami population moved here from the Northern parts of Lapland. Here, the expeditions spends over two weeks speaking with the Sami population, and spending many days in the round tipped tents, looking some like Indian teepees. After two weeks, the expedition continues west into Norway, and out to the island of Sandnessjøen. From there, the expedition takes the Norwegian coastal ship Hurtigrutten down to Oslo. From Oslo, they take a ship to Kiel, that stops at Gothenburg. In Gothenburg, four members of the expedition leave the ship at the port stop, and does not embark again. The characters might or might not witness this.

Obstacle 3

The characters will be invited by the Sami to a bear hunt in the forest. The characters will be given a path to follow, and the Sami will then make a huge bear living in the area mad by scaring him with dogs, making the bear rush in the direction of the characters, and then a second group of people, thugs hired by the Germans opens fire at the characters, making it look like a hunting accident.

Scene 4 - nine weeks from the start

Back at the rock-art site at Tanum, the four members of the expedition prepares a ritual based on what they learned from the Sami. The ritual includes lighting candles in certain of the cup carvings forming a strange pattern of candles. The members now form a small ring around the stone with the warrior, chanting strange words.

The ritual takes about ten minutes, and then the warrior from the stone carving suddenly rises from the rock itself, as a blurry figure, then he draws his sword and beheads three of the members in the expedition with one mighty cut. He then bows to the fourth one, asking to enter his body.

Obstacle 4

If the characters doesn't stop the ritual in time, arrives to late or watch it, they will have a powerful enemy to fight, who will hide in the urban areas, and speak with an ancient Scandinavian accent, sounding much like Icelandic. If they failed to be here in time, they will read in the newspaper about a gruesome murder in Tanum where three German archeologists have been beheaded.

Map of Sweden and Norway

1. Helsingborg
2. Tanum
3. Mariestad
4. Uppsala
5. Boden
6. Lake Gausjos
7. Sandnessjøen
8. Oslo
9. Gothenburg



Adventure start

The adventure starts on August 9, 1936, in London. The agents, or operatives, are summoned to a small meeting room in a flat in east London. There, a major named Charles Turner welcomes the team and starts to speak.

The operation has learned that the German Professor Herman Wirth has been visiting Sweden in February 1936, studying rock-art sites in Tanum in the south of Sweden. Now, the newly formed German organisation Ahnenerbe has been ordered to set up an expedition to Sweden. O:FR learned about this expedition from the special intelligence service, who was informed by an agent in Sweden. The expedition started on August 4 at the German island of Rügen and reached Helsingborg in Swe-

den on August 5. Your mission is to observe the expedition and prevent it from doing something that this organisation. We also want detailed information on what the expedition is looking for, what facts they are seeking. We know for sure that one of the members of the expedition is Professor Herman Wirth.

Your second objective is to identify the members of the German organisation. Photographs and notes can be sent by post to the British Embassy in Sweden, you got the address, and you will get answers in the personals and classified of the daily newspaper Dagens Nyheter, they will all be signed by a signature that changes on a daily basis, it's all here ion the codebook, and you will need this codebook do decode them as they will be written using a word exchange encoding, for example the word Major will be replaced by Romantic. The replies will arrive about a week after you sent the information. Send as much as you can, names you picked up, behaviors, anything that can be used to used to identify the German expedition members.

Stealth and disguise will be of the essence during this operation, you are not to attack the members of the German expedition, unless they do something that needs to be put to an end. We suspect that at least one high ranking Nazi is involved, and we suspect it would take more than just a handful of guns to take that one out, and we do not want any damage to the relationship with Sweden.

Now go, bring lots of clothes, and remember fall comes early in Sweden, and so does winter, and it is much colder than home, much colder, you might even see snow, lucky bastards.

About the expedition - GM information

The expedition is an archeological expedition, and on the road they sleep in a large military tent. The expeditions consists of 9 people and they travel using one Opel lorry and two standard German manufactured cars. Anyone studying the expeditions routines will notice (Observation 15, one for each observation):

(These below are for all except 1 & 3)

- They seems to call each other by last name and rank, when they think they are alone.
- They eat, walk and guard with military precision.
- They all seems a bit afraid of the expedition leader, who seems not to be Professor Herman Wirth but an anonymous gentleman, number 2.

The expedition members

1. Professor Herman Wirth

Reaction: 1	Defence: 11	Toughness: 1
Pain limit: 10	Aura: 2	Courage: 4
All Physical: 1	Pistol: 2	Rifle: 3
Melee: 1	Archeology: 15	Observation: 7
Text based: 10	Religion: 13	Myth: 16

2. Rudolf Hess

Stellvertreter des Führers, StdF, Greater Fallen

Reaction: 30	Defence: 30	Toughness: 40
Pain limit: 30	Aura: 35	Courage: -
All Physical: 10	Blades: 30	Stability: 200
Pistol: 20	Other Melee: 20	Other Percept.: 5
Dark Rituals: 30	Rituals: 20	Scare: 20
Observation: 10	Other Interact.: 10	All Logical: 8
Special powers:		

Regains 2 stability points per day. Can regain up to 10 if a ritual is held to his honour that includes human sacrifices.

Distant choke:

Rudolf Hess can if he is in viewing distance of a target, use his mental attack $1d20 + 35$ against targets Aura + $1d20$ to mentally strangle the target. Each attack costs 10 points of stability, and as long as the target is held, it will lose the difference between the attack and the defence roll from the total hit points, as blunt damage. If the damage exceed the pain limit, the target faints, and when all hitpoints are gone, the target dies.

Brain fry:

Rudolf Hess can if he is in viewing distance of a target, use his mental attack $1d20 + 25$ against targets Aura + $1d20$ to mentally fry the brain of the target. Every round damage is taken, all Logical and Text Based skills are lowered by one, permanently. The damage done by this attack is only mental to the skills. Each round costs 15 points of stability.

Teleportation:

In case of emergency, Rudolf Hess can teleport himself to a place within viewing distance that is not blocked by any barriers. The cost for the teleportation is 20 stability points.

Mental tutoring:

By spending 30 stability points, Rudolf Hess can mentally teach up to five people in the same room one of his skills to the level of 5, or his half his skill level, which is lowest. The mental tutoring takes 30 minutes and is performed as a ritual.

3. Dr Siegfried Kerner

Reaction: 1	Defence: 12	Toughness: 2
Pain limit: 11	Aura: 1	Courage: 2
All Physical: 2	Pistol: 3	Rifle: 1
Melee: 1	Archeology: 12	Observation: 9
Text based: 7	Religion: 12	Myth: 13

4. Sturmbannführer (Major)

Friedrich-Wilhelm Sommer, a Fallen

Reaction: 20	Defence: 20	Toughness: 30
Pain limit: 25	Aura: 20	Courage: -
All Physical: 10	Wrestling: 15	Rifle: 15
Pistol: 12	Other melee: 11	All perceptive: 4
Other aiming: 10	Stability: 110	Scare: 18
Tactics: 15	Tracking: 12	Rituals: 10
Special powers:		

Regains 1 stability points per day.

Dodge bullets:

This power costs 8 stability points and will effectively dodge bullet fired from one weapon during one round.

Disable weapon:

This power costs 20 stability points, and will render a weapon useless, making it fall into pieces in the hands of the user. The attack has to succeed, which is $1d20 + 25$ vs $1d20 +$ targets Aura.

5. Hauptsturmführer (Captain)

Maximilian Gerstenmeier

Reaction: 7	Defence: 15	Toughness: 7
Pain limit: 13	Aura: 3	Courage: 12
All Physical: 3	Clubs: 5	Rifles: 7
Pistol: 6	Other melee: 4	Driving: 5

6. Untersturmführer (second lieutenant)

Gerhard Hering

Reaction: 5	Defence: 12	Toughness: 5
Pain limit: 12	Aura: 2	Courage: 11
All Physical: 4	Boxing: 7	Rifles: 8
Pistol: 5	Other melee: 4	Driving: 8

7. Untersturmführer (second lieutenant)

Gottlieb Richter

Reaction: 4	Defence: 14	Toughness: 5
Pain limit: 12	Aura: 2	Courage: 14
All Physical: 4	Blades: 7	Rifles: 5
Pistol: 8	Other melee: 4	Driving: 7

8. Schutze (private) Helmut Grabner

Reaction: 2	Defence: 11	Toughness: 4
Pain limit: 12	Aura: 5	Courage: 12
All Physical: 3	Blades: 5	Rifles: 8
Pistol: 4	Other melee: 3	Driving: 6

9. Schutze (private) Hans Kuske

Reaction: 1	Defence: 11	Toughness: 2
Pain limit: 11	Aura: 2	Courage: 8
All Physical: 4	Wrestling: 4	Rifles: 6
Pistol: 6	Other melee: 2	Driving: 7

Weapons

The expedition do not show any weapons, as it would upset the Swedish government, but they do have an arsenal of Mauser K-98 hidden in the tents and in the Open lorry. The members do carry hidden Lugers all the time.

GM Note

Remember, the Sami does not speak English, they speak very little Swedish, but speak Sami, which is related to Finnish, Estonian and Hungarian. Anyone with these languages as a knowledge will be able to communicate with a *difficulty 10* using half their language skill level. Others will need to improvise and the roll has *difficulty 15*. Anyone successful will then know and doesn't have to roll again.

It is vital that the characters tries to change disguise between the scenes and even during the scenes as the Germans will recognize them if they doesn't. The Germans will call the Swedish Police if they feel harassed by the characters and recognise them again, but only if the characters are being bluntly stupid in their actions. Normally, they will just call upon the threat.

There will at most placed be lots of other people, so the characters will have a chance to blend in.

The adventure

The adventure begins when the characters arrive by ship to the port of Gothenburg, after three days of travel and preparations. The journey was quite pleasant, and the Swedish weather feels just like home, which is a bit of sunshine and plenty of rain.

The rock art site at Tanum

First, the expedition will spend two weeks studying the rock-art in Tanum. They put up their camp on a field nearby the site. They have one big military tent in which they sleep, and one tent in which they have they workshop where they mix plaster and make maps of the carvings.

They spend a lot of time measuring the different stones and carvings, and specially the small bowl like carvings that are on several of the different rocks. They also seems to carefully note the exact position of different carvings on the rocks and the positions between the rocks. One of the rocks seems to be extra interesting, the one showing a rather picture of a warrior.

The expedition have guards around the clock at the workshop tent, so sneaking in can be difficult at any time, but careful watching, bird watching, might reveal some details of the drawings and cats the Germans are making.

Information the characters will gather during endless boring stake out passes.

- They are making a very detailed map of the stone carvings in the area.
- They measure the small bowl carvings and make detailed drawings of each stone.
- They take chemical samples from the stone and the bowls, and also from the ground and make notes about the presence of various elements.

If the expedition leader for some reason feels that the characters are nosy, Friedrich-Wilhelm Sommer will call in a favour from an SA group that has been sent to Sweden for vacation and recreation, and to learn about the country. The group is staying relatively close to Tanum, at the hotel and health cold bath house in Strömstad, about 30 miles north of Tanum. The SA group will attack the characters in the evening when they are on the way to their night lodge, wether that is a hotel or a camp, attacking them with clubs and knives. No firearms will be used, as Sweden has some very tough anti firearm laws.

GM Note:

As the characters are friendly to their Swedish hosts, they will be invited to a Swedish crayfish party, which means eating crayfish and drink a lot of schnapps. On they way home from this party is a perfect opportunity for the SA men to attack the characters as it might look like just a drunken brawl after a crayfish party, a very common Swedish tradition too in the countryside.

At a crayfish party, you sing song dressed in funny hats, much like British christmas hats. A good song in the handouts.

The SA group

SA-Rottenführer Alfred Weber

Reaction: 7	Defence: 14	Toughness: 6
Pain limit: 13	Aura: 5	Courage: 8
All Physical: 3	Blades: 5	Clubs: 6
Pistol: 3	Other melee: 3	

SA-Sturmmann August Zepper

Reaction: 4	Defence: 16	Toughness: 4
Pain limit: 12	Aura: 3	Courage: 13
All Physical: 3	Blades: 4	Clubs: 7
Pistol: 4	Other melee: 2	



SA-Mann Fridolin Havik

Reaction: 2	Defence: 12	Toughness: 2
Pain limit: 11	Aura: 3	Courage: 11
All Physical: 4	Blades: 5	Clubs: 4
Pistol: 1	Other melee: 1	

SA-Mann Kurt Hermann Ritterbusch

Reaction: 2	Defence: 13	Toughness: 3
Pain limit: 11	Aura: 3	Courage: 7
All Physical: 2	Blades: 3	Clubs: 5
Pistol: 2	Other melee: 4	

Weapons

Morakniv (Swedish dagger): damage +2, sharp

Wooden night stick (Club): damage +1, blunt

The weapons are chosen as they are very common in Sweden and impossible to trace. The SA men do have their papers, showing that they are Germans. One of them do have a key to his hotel room at the hotel and health cold bath house in Strömstad.

If the characters contact the hotel, they will only learn that the men has been here for several weeks, arriving late July, and they the stay was payed and booked from Germany. They all are workers at the Deutsche Reichsbahn.

If the characters uses firearms to defend themselves, the Police will arrive within an hour investigating reports about gunfire. They are more likely to try to catch poachers, so well hidden bodies would be a good idea.

The Swedish police will not hesitate to throw British presumed agents into jail, and as German intelligence has infiltrated the Swedish high police command, the outcome of such an event might be less than favourable for the characters. They might be jailed and tried as spies, or just send back to Great Britain on the first ship. If they admit poaching (*Politics 10* or *Law 10* to figure that out), they will be fined a hefty fine but then the matter will be closed.

Going north

After the expedition's very meticulous scrutinisation of the rock-art at Tanum, the expedition packs up and starts to drive north-east, passing Uddevalla, Mariestad, Örebro, Västerås and Enköping on the way to Uppsala. They stop in Mariestad for the night, at the Stadshotellet hotel. They drive rather fast and they change drivers at least two times every day.

The characters will need a Driving 5 not to lose them, and in Mariestad there might be an opportunity to scout, but the Germans will carry several suitcases of maps and drawings with them, not leaving anything of that in the truck.

If they lose the Germans, they need to find a way to reconnect with them. If everything else fails, they will find a newspaper article about German archeologists researching in the Library of Uppsala University, hut they will arrive to Uppsala five days late, at least.

In the truck, there will be some boxes with chemicals and books, and a *Chemistry 15* will tell the characters that they Germans seems to have been looking for phosphorus, chalk and iron in the soil and on the stones.

Uppsala

In Uppsala, the expedition checks in at the Akademikerhotellet, a small hotel in Uppsala, close to the University area, which today would be called a campus. The vehicles are parked on the street outside the hotel and they do draw some eyes from people passing by. German cars were not very usual in Sweden, and specially not those built for driving on the left side of the road.

The next day, Rudolf Hess and Professor Wirth takes a short walk to the University. If the characters shadows them (*Shadow 15*), they will notice that they walk into the linguistic section of the University. I

In the evening, the two Germans leave the University in the company of a third person. The third person is the Lector in German at the University, Otto Höfler. (*Info Searching 15* to find that out, it will take 12 hours) The three of them go back to the hotel, and shortly after they arrive, Mr. Höfler and Mr Hess walks out again and takes a cab. The cab drives them around in Uppsala for a while, to try to shake any shadows, then drop the passengers off at restaurant Domtrappskällaren, just a few blocks from the hotel. (*Shadow 20* to keep the trail on them).

Restaurant Domtrappskällaren

In case the characters successfully tracks the couple to this place, they will be able to talk with the staff (*Charm 15* or *Attractiveness 15*) and get the following information:

- The name Otto Höfler at Uppsala University.

The University library

For the next week, the group will spend at the large and rich library of the Uppsala University. Otto Höfler will work together with Professor Wirth and Dr Kerner, and the other members of the expedition will be close and keeping guard and watch. The will not let anyone close to the reading room where they take the books and manuscripts they are looking through.

If the characters tries to spy on the Germans, and are detected, they will get a note to their hotel saying "Meet me at old viking burial site, Uppsala mounds, at midnight, I have information for you".

If they go there, nothing will happen, nothing at all, except they might interrupt a couple of students in an act of romance.

If they stay at their hotel, or keep it under watch, they will notice the group on young men trying to break into their rooms to place bombs under two of the beds. The bombs are set to explode at 5 a.m.

If the characters miss the bomb group, an *Observation 25* or *Sixth Sense 20* to realise something is not as it should. If they did “trap” their doors with hairs, they will notice that the doors have been disturbed.

If they ask the hotel staff, the staff members will say “*It were some young men from the University, at least they looked like students.*”

If they fail to detect the bombs, those sleeping in the beds with bombs will die instantly, and those in the same room will take 1d20+20 damage.

If they find the bombs, an *Observation 10* to see that the paper wrapped around the explosives has a word written on it, mirrored, looks like a newspaper of some sort.

If they want to find out more about Germanicum, they can use *Info Searching 10* or *Charm 10*, the task will take 3 hours.

If they do stay so they can oppose the bomb planters and decide to fight them, or decide to locate their little editorial department in the basement of one of the many buildings housing students, here they are:

**Germanicum student members:
Björn Svensson, Arne Fäldt, Sigvard von Crampe
and Thor Svärd**

Reaction: 1	Defence: 13	Toughness: 1
Pain limit: 10	Aura: 1	Courage: 6
All Physical: 1	Boxing: 2	Clubs: 2
Other melee: 1	Explosives: 2	

If the characters catch the Germanicum members and call the police, the characters will be arrested for giving false accusations and for trying to destroy the relationship between Germany and Sweden. They will spend the rest of the week locked in waiting for a hearing, and when they finally are heard, the judge will call it all an inconvenient misunderstanding, say he is sorry, and release the characters and arrest the Germanicum members, but the Germans have moved on.

In this case, the characters will need an *Orientation 15* and an *Info Searching 15* to get back on track. They will locate the Germans half the way to the town of Boden through newspaper articles and other sources.

Results of spying in the library

Spying on the Germans in the library can pay off. There are many ways to do this, like *Charm 15* or *Attractiveness 15* on the librarian working in that section. The players might come up with other smart solutions, they always do, to get some information about what the Germans are searching for.

The Germans are looking for different manuscripts, books, notes and research papers on Sami occult rituals and Sami culture.

Sami camps and northern Sweden

During the slow journey up towards the small military town of Boden, the German expedition stops at several small villages and asks around. A *Charm 10* will reveal that they are asking for directions and information about Sami villages. When they find information, they spend some time, sometimes a few days talking with the Sami, even doing voice recordings and occasional film recordings.

GM Note

During this long slowly moving across Sweden, there will be many opportunities for the characters to try to get their hands on the information that the Germans have collected. They can also talk with the Sami people and ask about what the Germans asked about, this has to be done by GM upon the characters' actions.

Whatever information the characters find, it all seems to circle around old Sami occult traditions. A *Myth 20* to understand that the Germans are trying to figure out how some ancient and long forgotten rituals were held.

Boden

When the German expedition reaches the outskirts of the small town Boden, they are stopped by Swedish military police, who inform the Germans that this area is restricted and no foreigners are allowed. There is quite a dispute but the Germans have to stand down and they turn south west, going inland.

After another couple of weeks travelling small and winding dirt roads with a mild snowfall and rain, the Expedition reaches the Lake Gausjos Sami camp. Parts of the camp are new, which can be seen as the teepee-like buildings have fresh wood and not like the other teepees, where the wood is grey and old. There are about three thousand people in and around the camp and the nearby small villages, and only about three hundred wear traditional Sami outfits.

Lake Gausjos Sami camp

The camp is large, and there seems to be Samis from different tribes here. An *Observation 15* or *Religion 15* to spot that. If the Samis are asked how come, the explanation is that the Government has moved a lot of northern Sami here as they

were in the way where they lived before, which was where the ore-train is going from the mines of Kiruna to the port in Narvik, Norway.

Here, the Germans stays for almost two weeks, asking and talking a lot with the Sami elders. The talking is done by the Professor and the Doctor, while the others handle recording equipment and act as guards.

An *Observation 15* to notice that the Germans seems to be far more interested in the northern Sami than the midland Sami who lived here before the Government moved the northern Sami here.

What can be learned here

The Germans seems to be particularly interested in the teepee where the elders from the northern Sami live. The characters might get a chance to speak with the elders, mingle among the natives as there are a lot of people here and most of them are not wearing traditional Sami dresses.

The Germans are particularly interested in the different figures and informative paintings used in old Sami craft, what the different symbols mean, and if they have multiple meanings, and what the meaning is when certain symbols are used together.

The bear hunting trip

During the stay in Lake Gausjos Sami camp, the characters are invited by the elders of the northern Sami camp to an exclusive bear hunt. They characters will understand, *Judge of Character 5*, that not participating in the hunt might damage the relationship with the Sami elder and limit the possibility for the characters to learn more information.

The Sami hunter group of five men, including the elder, take the characters a few miles into the forest, by foot. *Endurance 10* not to need to rest 30 minutes half way as the terrain is very difficult. The walk takes about an two hours complete.

During this time the characters will learn that the Sami dislikes the Germans as they seems to see Sami as second class humans, not Arri as the Sami puts it. They don't want to help the Germans, but there are some government spies from the Racial Biological Institute in Stockholm in the camp and some other suspect people, and the Sami feels that they will be threatened if they don't cooperate. They were moved here by force, what else can the government do?

When the hunting party reach the hunting grounds, the Sami lend hunting rifles to the characters, Carl Gustaf m/96, telling them where they should sit and wait for the bear, while the Sami quickly and stealthy disappear into the forest. The characters are left in the frosty forest with just a basket with bread

and a traditional Sami hot water bottle, some cups and bag tea. What a splendid time for tea!

Detecting the ambush. During the tea break, the three thugs carefully takes position about a hundred yards to the left of the characters. To notice their presence, the characters must state that they do carefully observe the surroundings looking for threats, and also roll a successful *Observation 25* or *Sixth Sense 25*. If the thugs are realises that they have been spotted, they will attack, and the gunshots will scare the bear away in a different direction.

All goes as planned

About thirty minutes later one of the Sami reappears through the woods, telling the characters from where the bear will come, and they should aim carefully as the Sami hunters will be behind it somewhere in the distance driving it forward by scaring it with sounds.

After about two minutes, they hear the sound of an approaching animal, and just at the opening between two trees that the Sami pointed out, a large brown bear appears.

Before any of the characters have been able to fire a shot, a rifle about 100 yards to the left of them open fire, and the bullet shatters the hot water bottle.

The ambush

Three hired thugs, hired by the Germans who was informed by a government spy in the elders teepee, opens fire. Their orders are simple, kill the Brits in a hunting accident.

The poacher thugs: Jarri Kuunti, Sixten Lundmark & Per-Johan Bäckström

Reaction: 1	Defence: 12	Toughness: 2
Pain limit: 11	Aura: 2	Courage: 7
All Physical: 1	Other melee: 1	Blades: 2
Rifle: 4	Observation: 7	

Rifle Carl Gustaf m/96

Cal	Mag	Range	Recoil	Dam	Enc
6.5mm	5	10	10	8	5

Aftermath

The bear will be scared off, and whatever casualties this little incident leaves behind, will be treated as hunting accidents. The bodies of the thugs can be left in the wood as wild animals will find them soon. The Sami will depending on the outcome either flee back to the camp or tie closer to the characters.

When they come back to the camp, they will learn that the Germans have begun packing up. A *Charm 10* to find out that the Germans now are heading for Norway.

A journey across the mountains

The journey over to Norway and towards the island of Sandnessjøen, is not an easy one. Between Sweden and Norway lies a high and rough mountain ridge, with very few crossings, and some of them are only open during the winter while other are only open during the summer.

There is no problem following the German expedition even at a fair distance, and the road is seldom travelled so the tracks are easily followed in the light snow on the road. It will require a Driving 10 by the characters to avoid a sudden leaping deer that jumps up on the road just ahead of the car, on the narrow, crooked and slippery road.

The journey to the island of Sandnessjøen takes about two full days, the last trip by a small car ferry out to the island. From Sandnessjøen the Germans take another small ferry out to the small island of Lauvøylandet.

At Lauvøylandet

This small island is one of many small islands along the windy Norwegian coast. At the island, the Germans hastily moves to what seems to be another rock art site, where the art is carved into a soft red rock. much softer than the granite at Tanum. They stay three days at Lauvøylandet making drawings and measuring the rock art, but not at all as meticulously as the research in Tanum.

After the short three day stop at Lauvøylandet, the Germans head back to Sandnessjøen.

There, the Germans drives to the port of the Norwegian coastal ferry, Hurtigrutten, which leaves stops here early tomorrow morning. The ferry takes both cars and passengers, but there are no place for the characters car, the Germans had booked tickets long ago though.

GM Note

The dilemma with the characters car, and trying to avoid being seen by the Germans can make an eventful and interesting evening waiting for the ferry to arrive.

Aboard Hurtigrutten

The weather is pleasant sea weather if you are a fisherman or a Norwegian, but for anyone who usually stay on the ground, the constant rocking and tossing of the ship will make most people seasick.

An *Endurance 15* is required to avoid being sea sick. The journey down to Oslo, the capital of Norway will take about 26 hours as the ship make several landfalls at many small ports. Hurtigrutten is one of the main forms of transportation in the country where no one is stupid enough to try to build a railroad.

The car area on the ship is sealed off during journey, and no one is allowed there. To pick the locks to the doors, a *Lockpicking 20* is needed.

If the characters decides to look around in the German cars for information, they will find lots and lots of notes and scribble about different kind of possible Sami rituals. A *Rituals 20* will understand that those rituals seems to be somehow connected with the rock art at Tanum.

Oslo

Finally the ship reach calm waters as it sails up the Oslo fjord. Everyone disembark here, and lots of trucks and cargo as well as passengers fill up the crowded port.

An *Observation 10* to see that the Germans seems to head off straight to another ship, a large ship flying German flag. The ship is named *Das Hamburg Weib* (The Hamburg mistress). The ship is destined for Kiel in Germany, with a stop at Gothenburg, Sweden.

The ship still have cabins left, both second class and first class. There are no third class cabins on this ship. The ship can take about 700 passengers, but there are only about 250 on board.

There is no way the characters can figure out where the Germans are booked, even if they try.

The Germans are booked in the three luxury suites in first class, with their own private dining hall. The suites are located in a sealed off part of the ship, closest to the bridge.

The cars are loaded into the cargo bay on the ship with a huge crane, and that area is completely inaccessible and also guarded by both guards from the ship, and four of the Germans, now openly wielding rifles.

Now, if the characters doesn't watch the Germans, they might miss that four other gentlemen are allowed into the suite area where the Germans are staying.

The journey down to the port of Gothenburg only take about seven hours port to port, and the ship arrives in the evening. The weather is rainy, as it seems to always be in Gothenburg this time of the year.

One of the German cars with four men, the four other men than those in the expedition, is off loading at Gothenburg port.

If the characters are busy drinking tea and having dinner, a *Sixth Sense 20* or an *Observation 25* to accidentally see the German car off loading from the cargo bay.

If the characters stay on the ship, they will end up in Kiel, go home by ship to London and a few days later read about a terrible murder in Sweden where three German archeologists have been beheaded, and the adventure ends here.

Back to Tanum

If the characters quickly disembark the ship, most probably forced to leave unnecessary luggage behind, they will due to the long process of unloading the car be able to find a suitable ride like a taxi, and be able to follow the Germans.

An *Orientation 10* to realise that the Germans seems to be heading back to the rock art site at Tanum.

The Tanum rock art site

Back at the rock art site, the Germans get very busy. The characters doesn't recognise any of them, they are new faces, but they seems to be knowing exactly what to do.

The Germans waits until the sun has set, then they start to place candles of different heights into some of the carved bowls around the rock art site. The draw some strange symbols using some kind of powder on the ground and one the rocks.

Time for action?

The characters might now have gotten the idea that the Germans are performing some kind of ritual. They can either sit and wait for the ritual to be completed, or take action, as this is what the organisation is working against.

Below follows the final steps of the ritual, and what happens if it's not aborted by the characters.

After the first steps of preparations, the Germans now make a circle around the rock with the picture of a warrior in. They then pour a powder from another bag into the carvings that makes out the warrior. They form a ring around the rock with the warrior figure, with burning torches in their hands and starts to chant in something that sounds like Sami. One of the Germans uses his torch to light the powder on warrior and it starts to burn with green flames. Suddenly the warrior figure, like a shady smoke like shape stands up from the rock. He has a huge sword in his hand, and he swings the sword, cutting the heads of three of the Germans with one single strike. He bows to the fourth German, who nods to the warrior, and then the warrior shape enters the German, who with the speed of a galloping horse rushes away into the darkness.

The German Chanters

Reaction: 2	Defence: 12	Toughness: 3
Pain limit: 11	Aura: -5	Courage: 18
All Physical: 2	All text based: 3	Blades: 5
Pistol: 2	Other melee: 2	Rituals: 14

The Germans are armed only with knives as they are not planning to fight.

If the characters let one of them be possessed by Ipmil Soahti, the characters will have a difficult enemy on their hands.

Ipmil Soahti - Gods Defender, Greater Fallen

Reaction: 30	Defence: 30	Toughness: 40
Pain limit: 30	Aura: 20	Courage: -
Stability: 150	Wrestling: 25	Blades: 25
All Physical: 15	Other melee:20	All perceptive: 10

Special powers:

Mighty cleave:

Can attack up to four enemies with one strike with a large blade, like a sword. The attack is against the most difficult target, damage is rolled once for all targets.

Rush like the wind:

This can only be done twice per hour. Moves with the speed of 100 for up to one minute

Control the minds:

This power lets Ipmil Soathti use his mental powers to take control over the minds of the lesser beings. Attack is 1d20 + 30 vs. Targets Aura + 1d20. The control duration is 24 hours and will work as long as Ipmil Soathti is within 10 miles of the target of control. To establish the control, the target needs to be withing 100 yards from Ipmil Soathti. The number of controlled lesser beings is limited to 30 at the same time.

Closing the adventure

This is where the adventure ends. If Ipmil Soathti is set loose, hunting him is not part of this adventure, but the characters might give it a go, which might just end very bad for them.

The classified and personals replies

How the characters will hear the most popular of the crayfish party drinking songs.

Hell and gore, Chung hop father Allan Allan ley
Hell and gore, Chung hop father Allan ley
Oh handsome in the hell and tar
and hell are in the half and four
Hell and gore, Chung hop father Allan ley

2. Rudolf Hess, Stellvertreter des Führers, StdF. A major player in the Nazi organisation. Rumoured to be extremely powerful. Do not try to attack as it is bound to fail and will jeopardize this whole operation.

3. Dr. Siegfried Kerner. Archeologist and expert in the field of occultism.

4. Sturmbannführer Friedrich-Wilhelm Sommer of the SS. Known to be a tough man and a brilliant tactician. Hard core Nazi and have been Loyal to Adolf Hitler since Munich 1923.

5. Hauptsturmführer Maximilian Gerstenmeier if the SS. Has been second in command to Sturmbannführer Sommer for several years. Took also part in the revolt in Munich in 1923.

6. No specific information found except most probably an SS soldier.

7. No specific information found except most probably an SS soldier.

8. No specific information found except most probably an SS soldier.

9. No specific information found except most probably an SS soldier.

The note

*Meet me at the
Uppsala mounds
at midnight.
I have information
for you*

Germanicum bomb wrap

