

# Every Days

## HIDE AND SEEK

An adventure for four players for the role playing game Operation: Fallen Reich



# Eery Days

## Hide and seek

An adventure Module for the role playing game Operation: Fallen Reich suitable for 4 player.  
This is the second adventure in the Eery Days series.

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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## Adventure background for GM

During their searches across the globe for powerful artefacts from passed times, the Nazis found out that the Celts could fight the Roman armies and win, even though they were outnumbered 10 to one.

## Inspirational credits

One of the sources of inspiration for this adventure was a short clip on the national Swedish radio, where someone said that Hide and seek is an ok game when played by kids, but not so ok when played by adults. The hiding police officer and the Optician in Shepard's Drift and the whole idea with the hide and seek comes from that short clip.

## Adventure start

It's Tuesday, and the team is called out to talk to a person, count Ludwig Von Holstein, who owns a manor outside the small town Tomtits Bottom, south of Cheltenham in Gloucestershire. He has contacted the local police regarding a conversation he overheard at the local pub. It took the police quite some time to take it seriously and to send the information to the Gloucestershire chief of police and it took a week before it reached the O:FR headquarters.

## Information on Count Ludwig Von Holstein

(Info Searching 10 or History 10) Checking the library before going on the mission.

Ludwig Von Holstein served as a Colonel in the Prussian army during the great war. He was injured during the second Battle of Bullecourt (3-17 May 1917) by a shell hitting his trench commander outpost, and when the Germans left the lines he ordered his troops to leave him as he was to take his own life.

He failed to shoot himself with his luger, he finally fainted from the pain in his wounded leg and the bullet that went through his chin. When the British troops from the 2nd Division overtook the trenches they found Colonel Von Holstein and brought him out, and he was taken to a military hospital. At the hospital he fell in love with the army nurse Louise Beresford-Peirse. As his recovery was very slow, he was not fully recovered until the war was over. Six months after the war he sold his family estate outside Königsberg in East

Prussia and moved to England to marry the love of his life, Louise Beresford-Peirse. At first, the people disliked the fact that a kraut were living among them, but soon they realised that he was not as bad as they thought, he was an honest man and he built a hospital in Cheltenham for his wife to run, and bought an old manor in the town of Tomtit's Bottom. The years went by, and love faded as the difference in age took its toll in the relationship, as Count Von Holstein was almost thirty years older than his wife. Louise Beresford-Peirse moved to Bristol with the three children, who now are all teens, two sons and a daughter and started a new life after ten years. Count Von Holstein stayed in his manor, heartbroken, but he knew he was not getting younger, and moving back to Germany was out of the question as he disliked everything that the Nazi party stood for, they broke every code Prussian honour that he held dear, which he had said on several occasions in interviews in the local press.

## The Holstein Estate

When the characters arrive they find Count Von Holstein nailed to the inside of the front door with six daggers, he is dying but uses his last strength to say: - *"Thomas Merriot, Shepard's Drift"*

The daggers all have skulls on the handle and inscriptions in German, *Blood & Honour*.

*Geography 10 or Orientation 10*, Shepard's Drift is about 20 miles northwest, on the other side of Cheltenham.

There is another body on the premises as well. On the floor in the grand ballroom lies a person that can be identified as Count Von Holstein's butler, Charles Pearson. The body has a dagger driven through the heart, but an *Autopsy 10* will reveal the following facts.

*As you see, there is no blood, so he must have been dead at least two hours before the dagger was stuck into his heart. There are no other wounds to the body and as he shows no typical symptoms of poisoning, cramped body, foam around the mouth or bluish skin and lips, he must have died from something else, but not poison or physical violence.*

### Information about Charles Pearson

(*Charm 10 or Info Searching 10*) asking around in Tomtits Bottom.

Charles Pearson, former steward in the British army in India, retired from the Army in 1923. Single, lives in a room in the right wing in the castle. Fond of playing chess and backgammon and have been playing a lot with the Count over the years.

### GM Note

The actual cause of death of Charles Pearson. A fallen took a possessive grip around the butler's neck while he was cleaning the ballroom. The butler tried to hold on the the chair, fighting off the attacker, but when the fallen demon spirit entered his body to chase out the butler's soul, then quickly return to his own body, the body fell lifeless to the ground. The dagger was then placed there to cover up the real method of murder, several hours later.

### Shepard's Drift

A small town build on both sides of the River Seven, just a few miles west of Tewkesbury. When the characters arrive they will come right in the middle of the yearly North vs. South hide and seek competition, which they will not know anything about or have ever heard of.

### About Shepard's Drift

The towns has two major employers, both located a little bit out from the town centre. Located on the northern side of the town is Jackson Manufacturing Ltd, a mechanical factory, sub contractor to many companies, like Rover, Vauxhall and Vickers. The other one, located south of the town is Henry Tailor's Ltd., a wool spinning factory which makes wool cloth. Most women works at Henry Tailor's while most men works at Jackson Manufacturing.

### GM Note on the yearly North vs. South pea hide and seek game

This will drive the players crazy, I promise. All people in Shepard's Drift are playing hide and seek, kids aside the elderly. It is the North side of the River Seven versus the South side of the River Seven. The losing side will be responsible for keeping the roads clean from leaves during the fall,

and eventual snow during the winter for the next year, so the all take it bloody seriously. The game goes on from 6 a.m. today and until 6 a.m. the next day, for 24 hours. During the game, the two sides all hide, and then they try to sneak around, spying, looking and as the rules states that you have to dress for a normal day, everyone is wearing their work clothes. Another important rule is that you cannot speak, if you speak and someone hears you you will be out and the other team will get one point. Communication has to be done by writing or sign language. The idea to the game came when the town grew fast and was first a way to make everyone in the town, specially north versus south side to know each other.

### The rules of pea hide and seek

There are three main roles. Everyone are hiding but one person in easy time is the hunter, who tries to spot a person fro the other team, the run to one of the two bridges (15) or (26), and touch the bridge while shouting the name if the person spotted, that person then walk home and hides indoors. The hunter continues to hunt. The only person to stop a hunter is the shooters. There are two shooters in each team, they carry a small blow pile in wood and a bag of peas. if they shoot the hunter from the other team before he arrives to the bridge, the hunter is dead and walk home and lock himself in and a new hunter has to be chosen. If a shooter is spotted and the hunter calls his or her name out, the shooter is out, goes home and locks the door, but after turning over the shooters tools to someone else.

If the characters tries too ask about Mr. Thomas Merriot, the person will depending where the encounter takes place, point in the direction if building number (19). They might also draw a small map, very hard to understand, on a piece of paper. GM will have to do this artistic action.

### Arriving to Shepard's Drift

The characters can either come by bus, which stops at the great war memorial monument (2). If they come by car, there are some parking lots around the grey war memorial monument (2), outside the pub The Shepard's Delight, (6) or across the street from the stores (10) & (11).

The first thing the characters will notice is that there is no people visible in the whole town, it looks like a ghost town. Shops are closed, the pub is closed, everything looks close down. It's in the middle of the week, and not a living soul to be seen. With some observation rolls, described in each section, they might spot an occasion person, hiding, crawling or sneaking around,

Below follows the description of all places of interest in the town. Remember that most of it is valid only during the game, otherwise everything works as normal.

#### 1. The policeman

There is a policeman hiding behind a tree (*Observation 15* to spot him). If the characters speaks to him he will just hush them with his finger crossing his mouth, trying to hide even more. If they come closer he will wave his arms trying to tell them to go away. The policeman is Constable Clement Keighley.

#### 2. The great war memorial monument

On what seems to be the town square, although not in the centre of the town is a large monument from the great war, naming all those 67 men from Shepard's Drift who lost their lives in the great war. This square seems that it could be a crowded place, but is now absolutely desolated. *Observation 20* to see that there is a person, an elderly woman, crouching and hiding inside the monument. She will wave to the characters as saying "go away!" if they seems to have noticed her.

The war monument was raised in 1921 to honour the men and women who served Great Britain in the Great war. Many were those who served from Shepard's Drift and gave their lives. Sixty seven totally, where the majority served in the Gloucestershire Regiment which raised 25 battalions during the war. Others served in the navy or in the flying corps.

#### 3. The Post office and the Pharmacy

In this building are the village Pharmacy and the village Post office on the lower floor, and apartments on the second floor. Both are closed. An *Observation 20* will reveal someone ducking on the roof of the building, a little boy. He really don't want to be seen, and crawls away. The young boy is Lionel Keighley, son to Constable Clement Keighley.

The Post office is open daily and has both mail and telegraph services, and telephone services. It is staffed by Mrs. Tara Adkins. The Pharmacy is small but well sorted and is run by Mr. Percy Seeley.

#### 4. Mrs Doris Seeley's fashion shop

In this building is a woman's fashion shop on the lower floor, and apartments on the second floor. The fashion doesn't seem that fashionable, but do have some different dresses in the store window. The store is closed, and the sign on the door says just so. Mrs Seeley is not to be seen anywhere near.

#### 5. Gordon's Bleu

A fine classy restaurant is located in this building. It looks expensive by just looking at the white table linen and the silver tableware. The restaurant is closed, and there is no one around. An *observation 20* will reveal someone who looks like a chef, dressed in a chef's clothing with the white hat and a meat cleaver in his hand, trying hard not to be seen. If approached, he will put a finger to cross his mouth, then if the characters don't take the message, point at his meat cleaver. The chef is Gordon Reilly.

Gordon's Blue is a fine restaurant measured by British standards. The cooking and the dishes are all excellent and very British, but would make a Frenchman or an Italian sick.

#### 6. The pub The Shepard's Delight and the pub square

This is one of the village's pubs, and the largest one. It is located on pub square, or so the signs says. The pub is closed, and there is none around. An *Observation 20* will reveal a little girl. about six years old, she's hiding behind a pile of tables and benches. If the characters come closer, she will try to hide even more. If they corner her, she will try to dash (1d20+6 to beat 10) to skilfully run past the characters and quickly disappear behind one of the

other buildings. She is Sophie Seeley. If she is caught, she won't answer any questions, she will remain silent.

The pub is large and has a large bar and several smaller room sections, often rented for private parties or groups, like the Shepard's Drift knitting society or the local Cricket club. This is the northerners pub though, southerners seldom visits it.

### 7. Barristers Plum & Hinton

This building has very nice flowers in front of it. A sign saying closed is hanging in the door. An *Observation 20* to spot a short, rather stout built gentleman with three piece suit, derby hat and monocle hiding behind a large pot with flowers. If the characters comes closer, he will back off making signs telling the characters it will cost them dearly if they don't back off. If they still don't get it he will take up a piece of paper from his coat pocket and write "I WILL SUE YOU!" on it then point to the characters to leave. This is Mr. Plum.

### 8 Administrative Town council building

This is the administrative council building where the day to day business of Shepard's Drift is handled. The building is closed, locked and no one seems to be around.

### 9. Town hall

This is the Shepard's Drift town hall. The building is closed as all the other buildings, and no people are anywhere to be seen.

### 10. The grocery store, Steven's Store

This grocery store, Steven's Store, is closed, even though the sign says open Monday - Friday 10 a.m. to 5 p.m. No one seems be here.

The store is run by Mr. Steven Haseltine, a rather big man in his mid 50s, nice but scary enough to prevent kids from even thinking about shop lifting.

### 11. The butchers shop

The shop located on the ground floor is closed, but very tasty smoked lamb sausages are hanging in the window. There are apartments on the second floor. An *Observation 20* to spot an man wearing black pants and a blue shirt, stained with blood. He is sneaking around the corner and disappears.out of sight as soon as the characters spot him.

### 12. Tailor's house

No one seems to be home, but an *Observation 20* to see a well dressed man in his mid forties hiding behind a rose hedge. He he looks at the characters and puts a finger over his mouth, showing that he really wants the characters to leave.

This is where Henry Tailor and his family lives. The irony is that they live on the north side but the factory is on the south side town. When they arrive here they see someone entering the building, a girl in a dark dress, then the door is locked. No one will answer the door if knocked.

### 13. Dr. Harold Whitley

The building is closed, locked and you can see a sign on the door saying Dr Whitley. An *Observation 20* to see three dried peas on the ground, behind a small tree.

### 14. Pea shooter ambush

Behind the house is as rather thick hedge, and you can clearly see an old man, at least 60 years old dressed on a three piece suite and a derby hat, crouching behind the hedge with a long, thin tube or pipe of wood in his mouth. An *Observation 10* to see that it is a wooden blow pipe of some kind. The man is looking firmly at the bridge that crosses there River Seven. He will not talk to the characters, and will just wave to them go away. This is Mr. Hinton.

### 15. Shepard'd Bridge

When the characters arrive, they see a young woman coming rushing towards the bridge from the other side. From west, she has panic in her eyes. There is a man coming rushing at the same time from the other side, but from the east, he also looks scared and the woman seems to be a little ahead of him. You hear strange sounds and some kind of projectiles are flying in the air from (either 23 or 14, GM's choice, depending on which side the characters are walking on). When she reaches the bridge she yells "Toby Marsh, you're out!". The man stops, then rushes away towards a house and disappears. The woman rushes back again out of sight.

One this was the only bridge over the River Seven in miles that can take a horse cart over the river. In those days the bridge was a toll bridge, you had to pay a small tribute to the church who owned the bridge. Today there are several bridges in many different towns and horse carts are a little less frequent. The bridge can even take cars and smaller bus, but not a large truck or an army tank transport.

### 16. The church

The church is closed, not even the wicker seems to be around. An *Observation 20* to see a man in his mid forties dressed in a vicar's attire, hiding behind a large tomb stone. When he sees the characters he puts his finger across his mouth asking them to be silent, and slowly moves away to a better hiding place.

The church is quite large for a town of this size, but was built during the late 15th century by Lord Warwick, to celebrate the victory over the Lancastrians at this place in 1471 in the war of the roses. The parish is headed by Vicar James Wetherall.

### 17 The Vicarage

As every other building in the town, this one looks empty and is closed and locked. An *Observation 20* to spot the recent tracks around the building and then through a hedge on the back side. *Tracking 15* to follow the tracks and find a small piece of paper with a note saying: "We must take out Mr. Plum soon".

This is the vicarage, and has been seen 1806 when the old vicarage was accidentally destroyed in a fire after the lightning struck the building. Rumours say that Vicar Thomas Hardham, who was killed in the fire was a mean Vicar with an appetite for young girls, and the lightning bolt that struck his house and killed him was God's way of saying you crossed the line.

### 18 The home of Mrs June Pollock

Empty and locked down. An *Observation 10* will reveal an old bent woman wearing gypsy fortune teller dress, standing and hiding behind a large tree. When she sees the characters she puts her finger across her mouth and shakes her head, then tries to hide even more. Behind her against the wall is a Morgan Three-wheeler motorcycle, which makes the picture even more strange.

She is one of the persons who might have seen what has happened around Thomas Merriot's house (19).

### 19. Thomas Merriot's house

This house seems to be empty as well and the door is closed and locked.

For a complete decryption of this house see the section of Death in the house.

Finding the dead bodies and calling the police, he is at (1), will call off the game.

### 20. Trent family house

The house is closed, and no one seems to be around, but a successful *Observation 15* to see a young boy with a blowpipe sitting and hiding behind the hedge. If spotted he quickly turns and shoots a pea in the direction of the characters. The boy is Peter Trent, 11 years old. If asked when the game is over, he did see three men enter Thomas Merriot's house early this morning, and they left very quick. He did notice that they had a car, a shiny new black car, they came and left via the south road. He doesn't know what made the car was.

### 21. Oak three grove

This is a large grove with oaks and aspens. There are also several dense shrubberies here and there, An *Observation 20* to see a figure sneaking around here, slowly moving very carefully, looking around him. If the characters holler or try to contact him, he will make the sign for shut up (finger crossing the mouth), the the sign for or I kill you, sliding a finger across the throat, the he moves away again.

The person is Mayor Harold Crichton, who is the hunter for the northern side. He did not see anything around the Merriot's house as he was not here before. He was at first hunting close to the Wolves and Sheep (24).

### 22. Amanda Riversdale's house

The building is closed, but an *Observation 15* to see an old lady in a fine dress fumbling around among the trees on the back side, trying to hide. She is mumbling to herself "Where did I put my glasses?" The old woman is Amanda Riversdale.

### 23. Fisher's grove

A grove of ashes close to the river. An *observation 10* to see that there are several trails here, as this place is used for fishing, perfectly downstream from the bridge. An *Observation 20* to see a woman in her mid 20s, sitting and hiding among the trees. She's holding a small wooden pipe in her hand. if she sees the characters or the try to contact her, she tried to hide even more. This is Cynthia Wetherall, daughter to the Vicar.

### 24. Wolves and Sheep Pub

This is a pub, Wolves and Sheep, and it is closed and locked. An *Observation 15* will spot a man trying to hide on the roof, but having quite a difficult time staying low and staying on the roof. The man is the Pub's owner, Neil Beemer, an rather large man. He tries to make the characters go away by signalling with his hands.

The pub is smaller than the Shepard's delight, but this is the pub where the southerners go. A nice place run by the Beemer family.

### 25. Southern lane.

All the houses are closed. A *Observation 20* to see an old man with a blow pile, sitting and hiding between two large wooden power pots made out of two old barrels. When he sees the characters to stares at them with an angry face, the makes the gesture for go away,

### 26. The walk and bike bridge

This bridge is a small wooden bridge, not made to handle anything heavier than a few people walking or a bike or two. It looks rather frigate and it calls for a *Courage 10* to dare to cross it.

### 27. The optician's house

A sign on the wall says 'Four eyes sees better than two', but on the door hangs a sign saying closed. An *Observation 15* to see a little round man in a suit with a pair of glasses in his hands, singing to himself "Now she can't find me, I took her glasses". The Optician is Mr. Toby Sartorius, and he and his family lives on the building.

### 28. Town building

A closed house. If the characters listens carefully, *Observation 20* to hear someone talking inside the building, saying something about cheating.

### 29. The little school house

This is the town school, but the place seems to be closed, no school today. An *Observation 15* will reveal a woman in her mid 30s, with a long braided hair, glasses and a long grey dress, sitting in an apple tree outside the school building. This is Miss Margret Riddell-Webster, the school teacher. If she is spotted she will point a banning finger towards the characters, the try to hide even more.

### 30. The apple grove

One a large apple orchard, these tree are all they remains, the in the late summer, a heaven for for school kids. An *Observation 15* to see a little old man, bend and with some difficulties to move using a cane, sneaking around among the apple trees. if spotted he will point the cane at the characters, waving it in the air, as if he is angry. This is Mr. Cornelyus Buckley, Town secretary.

## Death in the house

If the characters decide to break into the house of Thomas Merriot, they will find him dead on the floor in his library. An *Observation 10* will reveal that someone has been searching through his vast piles of papers.

An *Archeology, History* or *Info Searching 5* will reveal that the late Thomas Merriot was a professor in History, specialising in the Celtic history at Cambridge University.

Checking with the University (*Charm* or *Info Searching 10*) will reveal that his reason for not living closer to Cambridge is that he was writing books most of his time and wanted peace and quiet around him, something the University Campus just could not provide to that degree. He was also originally from Shepard's Drift and the town provided him with creative energy.

His library is full of books on the subject, his own and from many other authors as well. The paper pile on his desk will reveal (*Info Searching 10*) that he was working on a new book about the Roman Celtic battles. A *History 5* to know that there is almost no information at all available on the subject.

If someone spends two hours to read through the pile of handwritten notes, typewriter typed pages and looking through many different drawings, the following information will be retrieved:

- There is a painting somewhere in his house (a *Search 10* to find it on a wall in his bedroom) picturing a battle between Celts and Romans somewhere in England. It shows a druid using some kind of magic staff with a magic force or power. The painting was made during the 15th century with an original Celtic painting and a Celtic poem as model. The original painting was destroyed in the fire of London, 1666.
- There is a document with a sketch of the druid and the staff, artist unknown, with comments by Professor Thomas Merriot.

- The reasons there is so almost nothing documented about the battles are that the Celts didn't document, and the Romans did not like to document defeats, specially when a few dozen Celts wiped out a Roman camp with several hundred men.

- There seems to be some missing pages, specially those with maps that describe possible locations where battles might have been fought. The pages are referenced on other pages, but are either missing or not written yet.

## Tracking down leads

While the characters track down the leads to Section P, they will be attacked by two men, preferably in a location like a Library, at a restaurant or on the streets, where they least expect an attack.

## The attack by the Slayer Fallen

Suddenly, a stranger presses his palm against one of the characters' chest. The character needs to roll *Aura 10*, if this fails, he will feel how a foreign spirit is entering him, chasing out his true self. The next round he will have to make the same roll, if it fails, his soul has been chased away, forever lost among millions of other souls in hell.

The attacking spirit now jumps back into the body of the attacker, and the character is dead, gone, pushing daisies. If someone else is nearby and seems this (*Observation 10*), and acts by pushing the attacking man away from the victim, the soul chaser fails but the spirit of the fallen jumps back in the host he used to have, and the attacker tries to run away. The first character will now need to make roll *Aura 10* to not faint. The second fallen will now step in attacking from behind any person who seems to participate in the hunt of the first fallen, using his Luger.

## German fallen agents

Slayer Fallen		
For the reich!		
Reaction: 15	Defence: 12	Toughness: 20
Pain limit: 20	Aura: 10	Courage: 5
Melee skills:5	Stealth: 15	Stability: 20
Physical skills: 5	Perceptive skills: 5	
Sixth Sense: 10	Max Damage: 80	
Description: The slayer fallens are not the fighting type, they slay silent as described above, but flee if they are threatened as they are rather vulnerable, almost as weak as humans.		
Weapons: His spirit attack, once per day.		

Agent Fallen		
Protect the slayer		
Reaction: 10	Defence: 15	Toughness: 25
Pain limit: 25	Aura: 10	Courage: -
Melee skills: 10	Pistol: 10	Stability: 50
Physical skills: 10	Perceptive skills: 10	
Intimidate: 15	Max Damage: 150	
Weapons: Luger with 2 magazines.		

## P08 LUGER

Cal.	Mag	Range	Recoil	Dam
9mm	8	3	4	5

(-1 difficulty on all shots)

Saved "Oh Dears" are malfunctions, one round to fix.

## Aftermath

If the Fallens are stopped and searched, the first fallen will have a note in his pocket:

*"Die Briten haben die Spur aufgenommen, haltet sie auf, wir haben keine Zeit zu verlieren"*

which translates to

*"The British are picking up the trail, stop them, no time to lose"*

## Section P

A *Politics* 20, a *Info Searching* 20 or contacting O:FR HQ using a any *Social skill* 15 will give the following information about Section P.

This is about the Secret Service Bureau, now known as Secret Intelligence Service, department 6, or M.I.6. Section P, P as in Paranormal, was very secret group within the Secret Service Bureau during the Great War.

The group was headed by Captain Archibald MacDonald and worked with various projects involving parapsychological and occult phenomenas and rituals. Many strange, dangerous and sometimes rather silly operations were conducted by this group. Thomas Merriot was recruited to the P section in 1918.

## Secret Service Bureau - Captain Archibald MacDonald

Phone calls, and a lot of social work ( *Charm* 15, *Politics* 15 or *Law* 15) to finally track down Captain Archibald MacDonald. Captain MacDonald is now retired and lives in Bishop's Cleeve, about 20 miles southwest of Shepard's Drift. This operation will take a full working day, about 10 hours.

## Bishop's Cleeve

The town was first mentioned in 1086, when about one hundred people lived here, but it is much older and has many remains from the Roman times. One of the reasons Captain MacDonald was recruited to the Secret Service Bureau, P section, was his knowledge and interest in the Roman and Celtic history from growing up in Bishop's Cleeve. Captain MacDonald, 73 years old, lives in a small home for retired military personnel called St James, just outside Bishop's Cleeve.

### Meeting Captain MacDonald

Captain MacDonald is an old but still very sharp man, but his hearing and eyes are not what they used to be. He can only eat soup as all his teeth are long gone, but he enjoys whiskey and beer. When the characters approach Captain MacDonald, he is rather wry and does not particularly enjoy getting his bridge game interrupted by silly talk.

A *Judge of Character 10* or *Psychology 10* will reveal his weakness for whiskey, and asking him to join them at the local pub will soon turn the wry old man to a jolly fellow with a broad smile. The character will have to prove to Captain MacDonald one way or another that they are eligible to ask questions about Section P, a *Politics 15* or a *Law 15* will be sufficient, +5 if they have any kind of written proof or makes a telephone call and let Captain MacDonald speak with someone with enough authority.

If asked about Thomas Merriot, Captain MacDonald will remember that they had a little chat about a year ago about potential Roman-Celtic battle fields and potential artefacts. He does remember him as a fine chap for Section P, even though he were there very briefly before the war ended.

He will tell the characters that Section P did search for old Celtic artefacts that could help Great Britain during the Great War, but did not find many. He knows about a possible location that they did find but before they got a go to dig it out, the war ended.

*You should go to the small town of Alderton, just about five miles north of here, and climb up the clock tower. There you will, if the weather permits, see two hills. At eight o'clock, The Woolstone Hill and at one o'clock the Alderton hill, this is to get your bearings right. Now, at ten o'clock, about a mile off there is a small grove of Elm trees. There is an old burial mound there, and it hadn't been dug out last time I visited it. The grove is said to be haunted, the villagers around shun the place.*

### Alderton

Alderton is a small town, famous for its high clock tower. The foundation was originally built in the year 1104, but has been rebuilt and restored many times since.

When the characters arrive to Alderton, the famous British fog has engulfed the area. It is even hard to see even to top of the clock tower, but who is sad about that? Alderton has a very nice pub, located across the town square from the clock tower. The fog will stay until about half past seven, just after dinner, when the sun is about to set.

### GM Note

The characters will not be able to locate the grove unless they perform a real search that will take about three days and there is not really any maps available over true area with good enough detail. Even though the area is shunned, it is a 700 yards long and 120 yards wide grove filled with small hills.

When they finally climb the clock tower, they will find their bearings and see a small grove of trees far away at ten o'clock, but there are many other around so they need an *Orientation 15* to successfully find the right one. Let this roll be secret, and if they fail, they will need to climb the tower again the next day to get it right.

### A legacy from the past

When they walk down again from the clock tower, they meet a group of farmers, and with them they have a young woman. Just when the characters arrive the group meets a well dressed man, probably the local lord, and one of the men says to the lord:

*Lord Burke, we found a witch, can we burn her?*

Lord Burke looks at the group of people, then replies :

*Malcolm Ford, how many times have I told you that we buried the dark ages in the history books for a reason. You can not go around and accusing women of being witches just because they do not fancy you.*

The farmer then speaks again:

*Sir, I know she is a witch, I saw her, she even carries a Celtic necklace with magic symbols on. I bet it was she who made us lose the last cricket game. I know you fancy her mother and it might cloud your judgement my Lord, but I see things clearly.*

### The situation and people - for GM

Witch hunters from right to left, Malcolm Ford, Ben Williams, Theodor Norrie and Christoffer Smallwood. They are just silly farmers, and Mr Ford was told several stories about witches by his grandmother when he was a child. They are not the brightest among people. Sir Jonathan Burke, Lord over the Burkes house in Alderton is a rather clever man. He owns most of the lands around Alderton and is known to be a hard but fair person. Audrey Stewart, daughter of Judy Stewart, is a young woman, just twenty-three years old. She has always been interested in the old cultures and her father, who died on the western front in 1917, taught her mother some stories. She has a gift that she hasn't told anyone about, not even her mother. She can "see things", and those visions becomes clearer when she made herself a Celtic style necklace. The visions are vague and she has never really understood them. Her mother Judy runs owns the bakery in the village and that is where Audrey works.

The witch hunters, thoughts rather dimmed by a long evening at the pub, with start to argue with Lord Burke, threatening to kill the girl and accusing him of being traitor and a demon. The Lord will try to stay calm. Audrey Stewart is standing scared stiff.

*Judge of Character 10 or Psychology 10*

Malcolm Ford: He is angry for some reason, and might be dangerous with that gun.

Ben Williams: Seems to be uncomfortable with the situation.

Theodor Norrie: To drunk to really understand what's going on.

Christoffer Smallwood: Seems to admire Mr Ford, could be dangerous too.

Lord Burke: Feels threatened but tries to show calm., scared.

Audrey Steward: Terrified.

If the characters try to intervene, Mr. Ford will just glare at them and say "Stay out of this outsiders, this is none of your business", and he will mark with his gun that he is serious. The Lord will give the characters a "look", *Observation 5* to notice it, it says "*please help me*".

If the characters hesitates, Malcolm will point his gun at the Lord, then at Miss Stewart and the back again saying "*I can't decide who should I kill first*".

Ben Williams will say "*Please Malcolm, this has gone out of hands. Come on, let's just go home*".

Malcolm the points the gun at Ben Williams saying "*Are you a coward Ben? Remember what Jesus said, follow your believes and I believe she is a witch, and the Lord is a demon*".

Now, if the characters don't act, he will point his gun towards Miss Stewart and pull the trigger.  $d20+1$ , needing 7 to hit. The gun has a recoil of 7 and damage 7, roll for damage. Ben Williams will defend Miss Stewart and the Lord, Theodor Norrie will attack anyone nearby and Christoffer Smallwood will join Malcolm in the fight.

Malcolm Ford		
She is a witch, Jesus told me!		
Reaction: 2	Defence: 12	Toughness: 4
Pain limit: 12	Aura: -5	Courage: 8
Melee skills: 3	Pistol: 1	Max Damage: 60
Physical skills: 2	Perceptive skills: 1	
Weapons: Webley with six shots.		

Christoffer Smallwood		
I do what Malcolm does, he's cool.		
Reaction: 1	Defence: 13	Toughness: 5
Pain limit: 12	Aura: -5	Courage: 9
Melee skills: 2	Clubs: 4	Max Damage: 60
Physical skills: 2	Perceptive skills: 1	
Weapons: Woodaxe (Club) damage 1d20+3		

Theodor Norrie		
Ohh, I need to pee!		
Reaction: -5	Defence: 5	Toughness: 2
Pain limit: 11	Aura: -5	Courage: 2
Melee skills: -5		Max Damage: 55
Physical skills: -5	Perceptive skills: 1	
Weapons: Torch (club) 1d120+1 and 20% chance that the targets hair catches fire if the hit is high.		

Ben Williams		
Malcolm is wrong, save the girl.		
Reaction: 2	Defence: 13	Toughness: 3
Pain limit: 11	Aura: 3	Courage: 9
Melee skills: 2	Pitchfork: 3	Max Damage: 55
Physical skills: 2	Perceptive skills: 3	
Weapons: Pitch fork (Spear) damage 1d20+3		

### Aftermath

After 30 minutes the police will arrive. The police will take statements, and the Lords words will overrule what anyone else says.

If Miss Stewart is alive and not mortally wounded, she can be of help, see below and the characters might even recruit her to the OF:R

If the Lord is alive and not mortally wounded, he will invite the characters to his house, and miss Stewart too if she is alive and not mortally wounded.

### Burke's House

Lord Burke, being the twenty-fourth Lord of Burke's house, knows a bit of the history. he knows about the mound in the forest but admits he has never gone there as it is rumoured of being cursed. He will offer his guests a late dinner and rooms for the night. A *Judge of Character 10* will state thatches intentions are truly honest.

If Thomas Merriot is mentioned to Lord Burke, he will smile and say:

*Yes, I do remember him, about a year ago, very interested in the ancient Celtic cultures. I had to tell him some bollocks to keep him from being too*

*nosy. I don't want any archeologists stealing my family collection.*

In Burke's library, with an *Info Searching 15*, the characters will find a document describing various findings made by farmers in the area, dating all the way back to 1534, when the first note was taken. A farmer, James Miles, found a piece of a roman helmet while plowing his fields. The piece, many other archeological artefacts are nicely shown in a huge display cabinet in the great room in the Burke's House. The cabinet is usually behind a think green curtain to avoid the eyes of visitors. This is the Burke's private museum, not shown to anyone who is not trusted.

*Archeology 10 or History 10:* The document shows that the field between the grave mound in the elm grove and Alderton town seems to have been the location for a great battle. Counting the findings, it seems for every dead Celts soldier there must have been twenty or more Romans.

*Myth 10 or Archeology 10:* One of the items in the cabinet is a small necklace that looks similar to the necklace carried by Audrey Stewart. *Observation 10* on the neckless, there is a missing bead. That bead is on Miss Stewards necklace.

If miss Stewart is alive and reasonable well, she will say that it looks just like the one her father made for her. Her father worked as a young boy at Burke's house and saw it there, and he had found a bead in a field when he was acid but never understood its power. The necklace when worn will help the characters to open the door to the mound, and it will give the wearer *Aura +5*, but at the same time cause weird dreams during the night causing the sleep to be disturbed, which will lower all *Text Based* skills by two the following day.

If miss Stewart is dead, the characters might remember that she had a necklace just like that. If the missing bead is added to the necklace, the dreams will not be exhausting and no loss of Text Based skill capabilities will happen, and the dreams will be more seldom and be very real.

If the necklace is given to miss Stewart, she can be very helpful, a *Sixth Sense* 10 to get that gut feeling.

If miss Stewart is alive and well, a *Judge of character* 15, *Psychology* 15, *Sixth Sense* 10 or *Parapsychology* 10 will reveal that she is hiding something, something she is very afraid of, but it is nothing evil.

When this has been discovered, a *Charm* 15 or *Attractiveness* 15 will make her understand that she can trust the characters and she will tell the following story to them and the Lord, and her mother who has been picked up by the lords butler and now arrives to Burke's house.

*It began when I was a little child, and father told me about the Celts, and he draw a picture of a neckless he had seen here at the Lords house. before he went to the war to never return, he carved me these beads and also put in a bead he had found as a child (she shows her neckless) and told me it will protect me as long as I wear them, and I never take them off. I think it has, protected me I mean. It made you show up right on time to prevent those monsters from killing me and the Lord.*

*But it has made me dream things. One night I saw my farther die by machine gun fire, a week before my mother read his name in the paper. It really scared me, but that's not all. I've seen things before they have happened, good things and bad things, mostly bad things, but bad things seems to be happening more often than good things.*

*I know I've been out in the night sometimes, as I have dirt or paint on my hands when I wake up, and I have memories of different things, dances, painting or decorating that all has been parts of ancient rituals from the old religions.*

*I haven't told anyone about this, not even mother, sorry mother, I just couldn't tell you until now. The reason I was fiddling with my necklace today was that I had a dream last night. I dreamt that Lord Burke married mother, it was such a happy dream, I just wished it would come true.*

Everyone in the room looks at each other, then Lord Burke raises from his chair, walks over to Judy Stewart, kneels and says: "I hope your daughters dream was real, will you marry me Judy?"

Both Judy and her daughter Audrey looks very startled at each other, then Judy almost shouts "Yes! Yes! Yes I will".

To persuade Lord Burke that they will need the necklace and it is a matter of state will take a *Charm* 15, *Politics* 15 or *Attractiveness* 10 (from a female character or miss Stewart).

To persuade miss Stewart to help join the characters in opening the mounds, a *Charm* 10, *Myths* 5 or *Archeology* 5 is sufficient.

Now late dinner is served, and after that tea and biscuits in the green library, the Lord and Mrs Stewart seems to be very happy and just can't their eyes from each other.

### The burial mound

If the characters tries to open the burial mounds using explosives, they will either just scratch the surface of the door, or if they load more, collapse the tunnel and forever bury the secrets in there. This will end the adventure here and now, and for experience points, what experience points?

An *Observation* 10 to notice that there are markings and different kind of old religion symbols on the stones. A *Myth* 15, *Archeology* 20 or *Religion* 20 to identify those as symbols of death and power, and they are all looking pretty new.

### GM Note

#### Opening the door with help of Audrey Stewart

She will tell the characters that she had a dream last night, now she opened the mound. It looked very different though in the dreams, there were hundred of dead soldiers with strange old armours, like those in the cabinet.

If let, she will just walk towards the mound, the she closes her eyes, the opens them briefly to press on a stone, then one more, then one more until the massive stone door suddenly lowers itself into the ground.

### Opening the door without help of Audrey Stewart

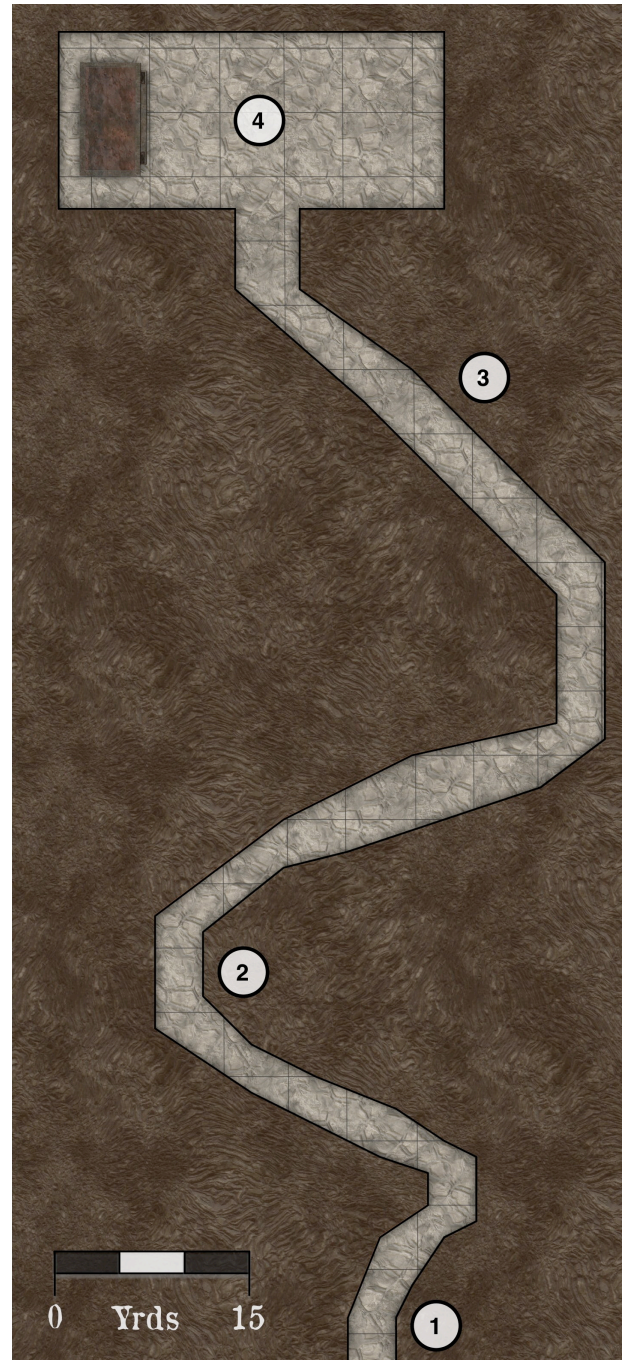
The character will understand, *Sixth Sense 10*, that he or she needs to wear that necklace and perform some kind of ceremony, that will come to the character as a waking dream. The character needs a successful *Aura 10* (including the +5 from the necklace) to be able to embrace the magic and perform the moves, which involves touching some stone in a certain order. After about 15 minutes of strange Celtic dancing, the massive stone door suddenly lowers itself into the ground.

Inside the door is a massive darkness, and a foul smell of mould and rot hit the characters noses. They do need torches, electrical or others to see anything in here. They soon seen that this is not the average mound, but inside there is a long tunnel going steeply downwards, zigzagging on the way down. The floor is covered with stone slates, roughly cut.

### Into the unknown

- (1) Entrance, a foul smell make everyone roll a *Toughness 10* or spend a few minutes in dizziness until it has worn off.
- (2) An *Observation 20* to spot the slightly differently coloured slate, or a *Search 15* if actively searching for traps, which if stepped on, will trigger an axe swinging from the left wall. A *Reaction 15* to avoid the axe completely. The axe attacks with a  $1d20+4$  against targets defence, causing  $1d20+3$  if damage if it hits.
- (3) A *Search 15* to find the trap here if searching, or an *Observation 20* if just rambling on. The floor in the centre of the corridor is just a leaf thing slate and it will break if someone steps on it. Below is a 20 feet deep hole, filled with the remains of pointy stakes, which luckily has rot away, or anyone falling would be very dead indeed. A *Reaction 20* to avoid falling down if the trap is triggered. Falling down will cause  $1d20$  damage.

- (4) A rather large shrine, decorated with Celtic symbols on the walls, and there are remains of three Celtic armours on the floor. See below.



A large stone altar stands at the end and on it lies a glowing crystal ball, about 6 inches in diameter. Anyone not wearing the necklace, or holding hands with the person wearing the necklace, will feel an impulse of sheer terror, and a *Courage 20* is required to not just lie down on the floor, screaming on horror.

A *Sixth Sense 10* by anyone not subject of fear will understand that it is the sight of the sphere that is causing the fear. Covering it or placing it in a bag will cause the fear to stop.

## An unpleasant surprise

When the characters are going back and have exited the mound, the daylight is blinding, and they will hear a voice from the wood saying:

– *Gentleman, I am surprised by your stubbornness and stupidity, so very British indeed. Now hand over the precious artefact, it will make the Führer very happy, and don't try anything stupid, my men will shoot you very dead.*

From behind the trees the characters will see contours of several men carrying rifles, shotguns and pistols. It is hard to estimate how many they are, between five and ten.

### GM Note

The characters might decide to use the Glowing Crystal to attack the Germans, in that case six of the eight controlled farmers will fail and fall down in fear, leaving the Fallen and two farmers.

Remember that characters not protected by the necklace also are subjects to the fear.

If the characters took cover inside the mound and it takes more than 30 seconds to come out, they german will shout again:

– *You little British rabbits, hiding on your hole. I think I have to do it the British way, call in a fox. Soldier, throw a stick of dynamite into the hole.*

The soldier, or possessed farmer will throw a stick of dynamite into the hole. He will need 15 on a d20 to hit the opening. The fuse will burn for another 15 seconds (*Observation 20* or *Explosives 15* to see that). In that case the characters can throw the dynamite out again, or even aim at the Fallen.

As the most likely scenario is that the characters will use the Celtic orb as a weapon, when the Fallen dies, he will shoot one last shot, hitting the orb that will shatter into thousands of fragments. The person holding it will take 1d20 -5 sharp damage, and when the fallen dies, any possessed farmers will fall asleep.

Possessed farmers (8)		
He is our leader		
Reaction: 1	Defence: 13	Toughness: 10
Pain limit: 15	Aura: -5	Courage: 7
Melee skills: 3	Pistol: 3	Rifle: 3
Throwing: 2	Max Damage: 60	
Physical skills: 2	Perceptive skills: 1	
Weapons: Shotgun or hunting rifle		

Fallen		
Bring it to the Führer		
Reaction: 10	Defence: 15	Toughness: 25
Pain limit: 25	Aura: 10	Courage: -
Melee skills: 10	Pistol: 10	Stability: 50
Physical skills: 10	Perceptive skills: 10	
Intimidate: 15	Max Damage: 150	
Weapons: Luger with 3 magazines.		

### P08 LUGER

Cal.	Mag	Range	Recoil	Dam
9mm	8	3	4	5

(-1 difficulty on all shots)

Saved "Oh Dears" are malfunctions, one round to fix.

### .22 HUNTING RIFLE

Cal.	Mag	Range	Recoil	Dam
.22	5	8	6	3

### DOUBLE BARREL SHOTGUN

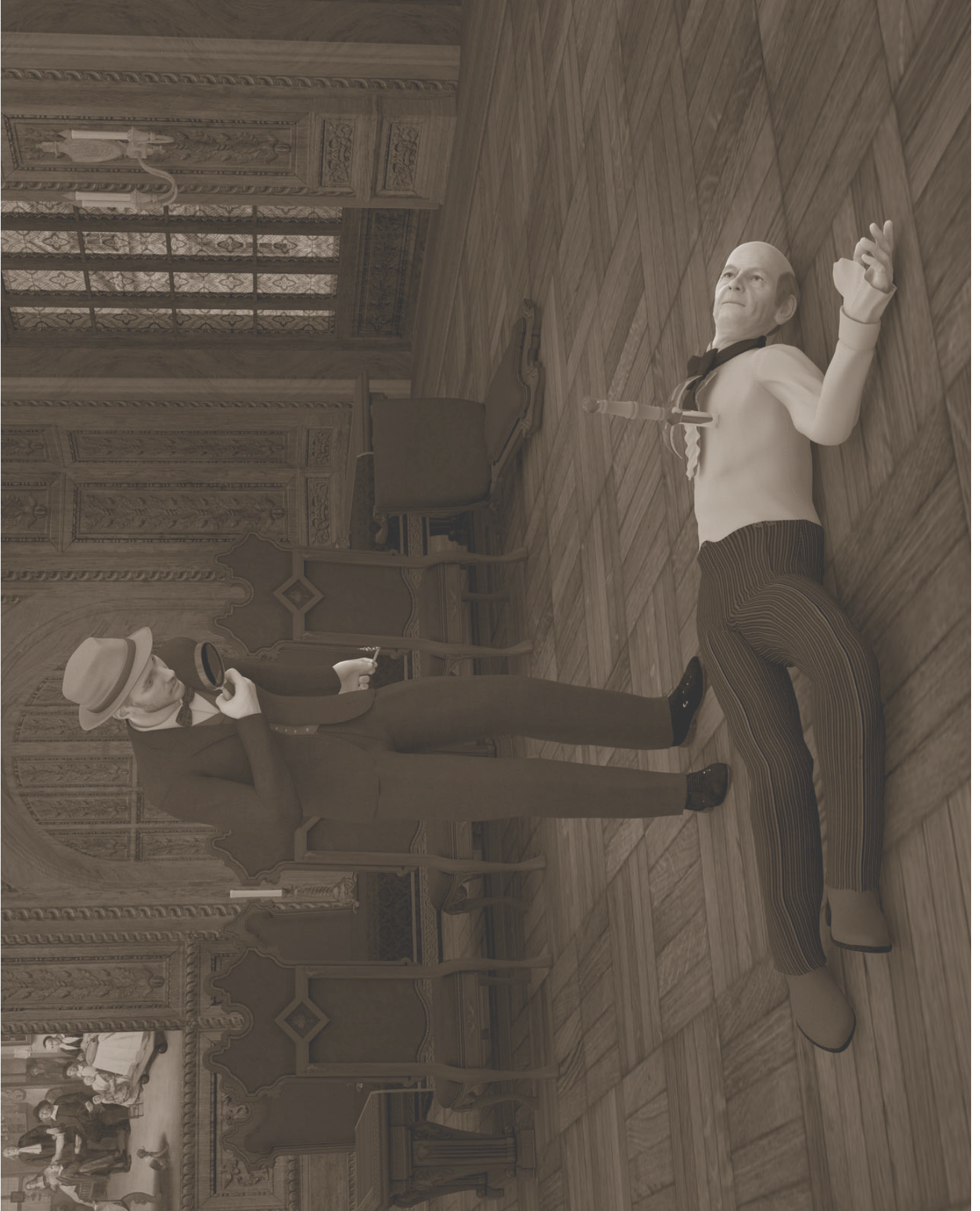
Cal.	Barrels	Range	Recoil	Dam
12 ga	2	5	5	10

## THE END

## Count Ludwig Von Holstein



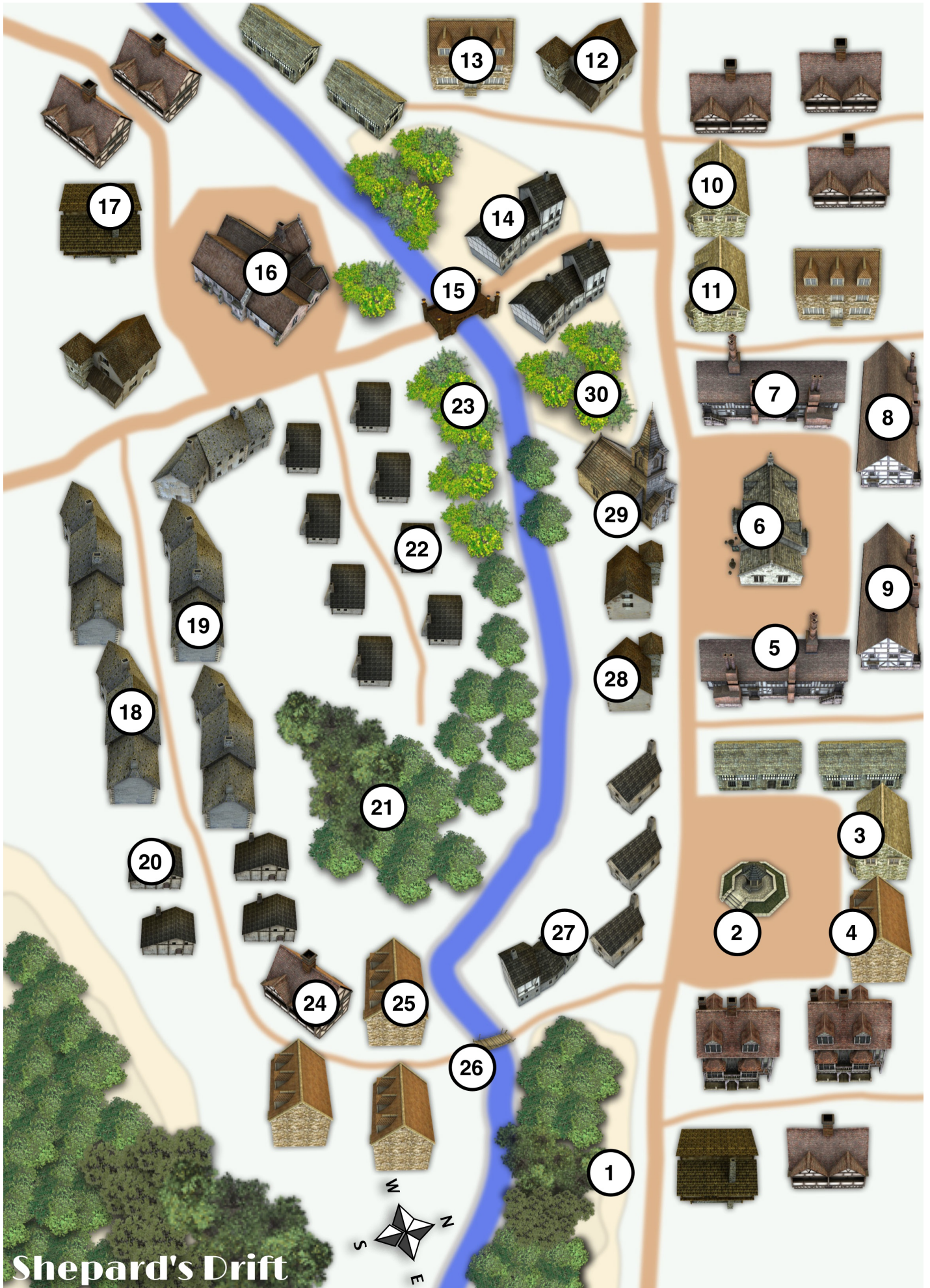
## Charles Pearson



# Players map



# GMs map



## Mrs June Pollock



## Thomas Merriot dead



Old painting



## Notes and drawing

*Celtic druids were  
very often female.*

*We have to find the crystal. It can  
prove valuable in times of war.*



*Section P  
might have some ideas.*

*The staff must have been  
made of wood. The crystal  
seems to be the real source  
of power.*

Note at #17 in  
Shepard's Drift

We must take  
out Mr. Plum  
soon!


Captain MacDonald




## The clock tower in Alderton



## Note on Fallen



Die Briten haben die  
Spur aufgenommen,  
haltet sie auf, wir  
haben keine Zeit zu  
verlieren.



The British are  
picking up the trail,  
stop them, no time to  
lose.

## Peasants and witch



## The mound

