

ISSUE #4

Every Days

INTERNAL AFFAIRS

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



Every Days

Internal Affairs

This is an adventure for 3-4 players with a playing time of about five to six hours.

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Adventure Plot - GM only

One week ago, William Horace Montagu-Pollock, a British diplomat in Sweden, found one of his servants, Mr. Kinley, brutally killed. The body was found inside a locked room with locked windows, in the well guarded British embassy villa. The murder has been kept a secret from the Swedes, except from Mr Montagu-Pollock's good friend; forensics expert Harry Söderman, who said that this murder was impossible, something out of this world must have done this. The reason Mr. Kinley was murdered is that as an old friend, he started to notice the strange behavior of Mr. Montagu-Pollock, and he had planned to write a letter to the Foreign Secretary in the matters. The letter, or remains of it, can be found at the crime scene.

But that is not all. Two months ago, Sir Robin Beresford, the British cultural attaché's right hand and M.I.6 undercover agent, was murdered while meeting a contact in the peaceful town of Sigtuna, north of Stockholm. The Swedish police treated it as a driving accident as he was found dead inside his car that was pulled up from the lake. When the body was sent to Britain for burial, it was autopsied. The result from the autopsy was somewhat disturbing.

First, he had a high dose of strychnine in his blood, and in his stomach was a small chewed note, written on the embassies official paper. The text on the note was unreadable, but it held a very high concentration of strychnine.

The heart of the problem is William Horace Montagu-Pollock's bulldog Caesar, who is possessed by a powerful Fallen. The dog was possessed three months ago when he escaped from his owner during a walk in the park at Djurgården.

Caesar is trying to take control over William Horace Montagu-Pollock, but Mr. Montagu-Pollock has a strong mind and sometimes it works, sometimes it doesn't, which gives Mr. Montagu-Pollock what looks like severe mood swings.

Caesar has also been taking possession over Miss Greta Svensson, a young Swedish woman working at the embassy as a secretary. Greta will complain about severe migraine attacks from time to time. Caesar is planning to make the British and Soviet agents destroy each other, leaving Stockholm wide open for German agents to recover the drinking horn of Odin, which is believed to be

secretly stored in a vault under the Royal Castle. This adventure is set sometime between November 1938 and February 1939. Remember that in Sweden it is winter, snow and freezing cold during winters.

GM note on what happened with Mr. Kinley

Mr. Montagu-Pollock's bulldog Caesar possessed Mr. Montagu-Pollock and drugged Mr. Kinley with curare. Mr. Montagu-Pollock performed the ritual without his own knowledge and then Caesar locked the door from the inside, using his teleport ability to move through the locked door. The kukri-knife used is hidden in Mr. Montagu-Pollock's bedroom, together with the bloody pajamas, under a loose plank in the floor under his bed.

Sir Peter Nelson-Gale



Adventure start

The operatives are all summoned to an apartment located in central London. They will be called upon by a telegram telling them to pack clothes for a short trip, a week at the most. Clothes for the current weather. They will be picked up by cars belonging to the Foreign Ministry.

In the small but well furnished room, tea and biscuits are served. With the operational leader Sir Major Holland there is one other person, unknown to the characters. After a quick cup of tea, Sir Major Holland runs them through the briefing.

William Horace Montagu-Pollock, a British diplomat at the Embassy in Stockholm, Sweden, has a very intriguing problem, quite out of the ordinary according to one of his good friends and a Swedish forensics specialist. A problem so delicate that the organization was called in on a direct order from the Foreign Secretary, Sir Edward Frederick Lindley Wood, 1st Earl of Halifax.

You will travel to Stockholm as soon as possible. Sir Peter Nelson-Gale will be traveling with you, as an accountant for the Foreign Ministry. He will take care of all expenses as this is a mission directed by the Foreign Ministry. So, I leave the rest of the briefing to Sir Nelson-Gale.

Sir Nelson-Gale stands up and says:

– *“Sirs/Ladies, I have booked us on a ship from London to Gothenburg. She will sail from Tilbury port at noon tomorrow. We take the 9:15 Train from Upminster station to Tilbury. We will be in Gothenburg in the morning, three days from today. In Gothenburg we will then take the train to Stockholm and arrive at Stockholm Grand Central Station late in the evening.*

In Stockholm we have made reservations at the Hotel Shappen, located in the Folkungagatan street on the south side. It might not be a luxury hotel but will fit our needs. Now, if you need to acquire supplies, I will be at your disposal. Tonight you will be staying here in this apartment. I have also arranged for each of you to have the equivalent of 12 shilling exchanged for Swedish currency, as they do not recognize the pound. Only personal sidearms and small blades allowed on this operation.”



A trusted friend

About the British embassy in Sweden.

The British embassy in Stockholm, Sweden, is located in a city area that is called the diplomatic town, in a large villa constructed by the Scottish architect Sir Richard Allison and built in 1914-1915. The Foreign Secretary has already stated that the villa is not sufficient for the growing number of diplomats and inquiries are already made to Sweden to find a more suitable estate to house the actual embassy, keeping the villa as ambassador residence only.

Stocking up on supplies

Someone might need warmer clothes, as Stockholm is usually colder than London. Sir Peter Nelson-Gale will happily oblige all needs for supplies, but will refuse to pay for anything more expensive than the cheapest item available, saying: -*“we need to be careful how we spend the tax-payers hard earned money!”*.

This can be an interesting conflict but he will not refuse any character to pay for his or her own purchases, but will note those expenses as private so they won't show up on a bill later on.

Traveling to Sweden

To get to the Tilbury port, there is a train from the Upminster railroad station that leaves at 9:15. The large M/S Suecia, just recently converted from a steam engine to an oil engine, is docked at Tilbury port.

The characters and Sir Peter Nelson-Gale are all booked into one large cabin at the lowest level, right above the engine room. It reeks heavily of oil and dust, and the sounds from the engine room are quite loud.

The dining down here in the second class is soup in a can and dry bread with a dry slice of cheese, and occasionally access to tea.

GM Note

There are really no cabins available, except the royal suite, which costs 7 pounds and 4 shillings. The royal suite is not for hire unless you have pre booked it. It will require **Charm 20** or **Attractive 20** to be able to convince the staff to accept it, plus payment. If the characters successfully get access to the royal suite, they also get access to the first class dining room. The first class dining room serves breakfast, lunch and dinner, full meals with all food and drinks included. The royal suite has one master bedroom and two servant bedrooms, plus a small dining section.

Sir Peter Nelson-Gale will refuse to be upgraded and will state that he will write a report about this shameful waste of money, personal funds or not, this is outrageous.

There will be no other planned events for the journey, but there are always interesting persons of the opposite sex on board, especially for people who are traveling in the royal suite.

Other interesting ideas

Other ideas to make the journey a little more adventurous if the characters do travel in the Royal Suite is to have one of the characters getting pick pocketed by a professional Italian pickpocket heading to Sweden to avoid the British police. The thief stole both a wallet and one of the keys to the Royal Suite. He is traveling under the identity of Signore Alfredo Ramazotti from Rome, but his real name is Roberto Fasio, from Napoli. Anyone with Italian 10 or higher will when speaking to him recognize the Napoli accent when he says he is from Rome. Roberto Fasio will also try to sneak into the suite during dinner time. Smart characters will realize that and set an ambush, or they will find themselves even poorer. If Roberto Fasio is caught, he will be put into the ships' lockup until the ship returns to London. All things stolen will be returned.

Arriving in Gothenburg

The Gothenburg port is located close to the town center, much like the London docks are. Passengers traveling in the Royal Suite will exit through a special gang-way and will be treated with very high respect by the Swedish police and passport control. Otherwise, the passport control is very slow, and the Swedish police will ask questions about the purpose of the trip to Sweden, in what city they will stay and for how long they will stay.

When they finally have passed through the terminal buildings and are on the other side of the fence, in Sweden, they will have to get to the train. There will be no time for tea, and there is a thirty minute walk to the Train station. Taking a cab is out of the question if they ask Sir Peter Nelson-Gale: - *"Not a chance I will waste tax payers money just because you are a lazy lot."*

The characters can of course holler a cab and get to the station in five minutes, leaving 25 minutes for tea and biscuits. Now the characters will realize that in Sweden most people drink coffee, and tea is something exotic, expensive and rarely made with the love and care it needs. The cookies on the other hand are quite delicious. Cookie and tea is 1 shilling per person.

The train to Stockholm

The characters are booked in the second class, where seats are not as common as the passengers booked on the train, which means sitting comes on a first come first served basis. As the characters are probably late, sitting on luggage in walkway is the only option. The first class do have lots of free seats, but there is really no way to buy a first class ticket on the train. It will require a Charm 15 to be able to buy an upgrade from second class, and of course Swedish money. The ticket will cost 6 shilling per person.

If the characters do miss the train for some reason, the next train will leave in the evening and will be a night train, but all sleeping coaches are sold out, only seats left, in second class. That will be a horrible journey to remember.

Arriving at Stockholm Grand Central Station

The train arrives, 52 minutes late. From the Central Station to the Hotel there are two ways, taxi or a combination of trams and busses.

Hotel Shappen

To call this a hotel is far beyond an overstatement, it's a rundown two-story wooden building with four large rooms. The characters and Mr. Peter Nelson-Gale are all booked in one room. The sheets haven't been washed for a long time and the room stinks of filth. Rats and cockroaches roam freely. No breakfast will be served, and there is no tea as far as the eye can see, and no biscuits either.

Mr. Peter Nelson-Gale refuses to change location, he insists to the fullest that they should stay here, if not for any other reason than to blend in. They do blend in, about as much as a lion blends in, in a gaggle of geese.

If the characters decide to move to another hotel, Grand Hotel or Strand Hotel are two good hotels that will serve a decent English breakfast with tea.

Meeting William Horace Montagu-Pollock for the first time

Mr. Peter Nelson-Gale has a meeting booked with Mr. William Horace Montagu-Pollock at one o'clock at the British embassy. Until then, the characters can enjoy the not so enjoyable Swedish capital city. If they decide to stroll around, an Sixth-Sense 25 will reveal that someone is shadowing them. The shadow is clever enough not to be caught or lured into a trap. He is a white male, mid thirties, wearing nondescript basic clothes, pants, a long dark woollen coat and a hat.

The first time the characters meet Mr. Montagu-Pollock, he will be his normal self. He will invite the characters to his small office for a briefing, serving them perfectly made tea and real British cookies. Caesar is not here, he is on a walk in the park at Djurgården, with the embassy gardener. Mr. Peter Nelson-Gale is of course with the characters at the embassy.

Mr. Montagu-Pollock begins to speak:

– “My friends, this is a very delicate problem. I will try to make this short. A little over a week ago, my servant and trusted friend since my time in India, Mr. Kinley, was found dead in his room. He did not answer when we knocked on his door so we had to break the door down. Inside, god help me, was the worst thing I’ve ever seen, and I served in the Great War in Africa! Stretched out on his bed was Mr. Kinley, hands and feet tied to a bed pole each. It was blood everywhere, and on his chest was a weird symbol cut into his very flesh. I have a photograph here, taken by my very dear Swedish friend, police and criminologist, Harry Söderman. I called for him and it was he who suggested that this was not a normal murder as all exits were locked, from the inside. I then contacted The Foreign Office in London and that brought you here.”

Mr. Montagu-Pollock takes a sip from his cup of hot tea and continues:

– “Mr. Söderman asked me if we had experienced any other strange things lately. I then remembered that one staff member, Sir Robin Beresford, the cultural attaché’s right hand, had been killed in what seemed to be a driving accident about two months ago in Sigtuna, a small picturesque town north of Stockholm. He was found in his car in the water, drowned. When the body was examined back in London before burial, the coroner found that he had a small chewed piece of paper in his stomach. The unreadable note was written on the official embassy paper, and it contained strychnine, which most probably had killed him as he had large quantities of it in his blood.”

GM Note

If someone says that the ice would be thick enough to handle the weight of a car as it is winter, just point out that running water and sewers can make the ice very dangerous even in the midst of a cold winter.

– “As you see, strange things are afoot here, and we do need your expertise in this field. I was told by the Foreign Secretary that the purpose of your stay here has to remain secret, but I trust Mr. Söderman enough to let you meet him, as he is one of the world’s greatest experts in the field of forensics. I have arranged a meeting with him this afternoon. A table has been booked at the café Ulla Winbladh out at Djurgården, a very nice place, all expenses on my account of course.”

When Mr. Peter Nelson-Gale hears this, he just can’t sit silent any more, he stands up and says:

– “Mr. Montagu-Pollock, I cannot just sit here, seeing how you throw money like that into the ocean! I will not, cannot accept this! I will report this directly to the Foreign Secretary, how the servants of the ministry waste good money for no reason at all!”

Mr. Montagu-Pollock, chocked by the sudden outburst from Mr. Nelson-Gale replies:

– “Mr. Nelson-Gale, you may be a ruttish tardy-gaited hedge-born foot-licking spur-galled vassal of the Foreign Secretary, but you do not have any idea how to run a legation in a foreign country. You have done your part, go back to your hotel and stay there until told otherwise or I will have you arrested. Remember, that I am your boss here. Now, leave us professionals to discuss the matters at hand, the door is there, you can find your way out.”

Mr. Nelson-Gale leaves, but the look in his eyes tells everyone that this will not be the last they hear from him.

Mr. Montagu-Pollock continues:

– “Sorry, but what a yeasty rump-fed maggot-pie he is. As Shakespeare would have put it; **What is past is prologue**. Now, the meeting with Mr. Söderman is scheduled for three o’clock, a perfect time for tea. I really hope you can find who or what is doing this. The table is booked in my name and the bill will be sent to the embassy. Now, I have other things to attend to. Please keep me informed, and I am truly sorry that you got Mr. Nelson-Gale accounting this operation, I hope he will keep himself out of the way long enough.”

GM Note

If the characters asks to see the room, Mr. Montagu-Pollock will tell them:

– “In time, in time, after you have met Mr. Söderman. As Shakespeare would have said: Wisely, and slow. They stumble that run fast.”

Afternoon tea with Harry Söderman

The best way to get to Ulla Winbladh’s is to either take the tram or a cab, or taxi as they say in Sweden. The table is booked in the name Montagu-Pollock. It’s a table in the inner corner of the café. The café smells lovely of coffee and tea, and the table showing the cakes and biscuits is very inviting. It really looks good. Mr. Söderman arrives two minutes past three and heads directly to the table and introduces himself. He speaks very good English for a Swede, with a slight American accent. He orders a large cup of black coffee and a Bellman cake and urge the characters to try it. After he has sipped on his coffee, he starts to talk. First he explains what forensics in general as a sci-

ence is, and how it can be applied to any kind of criminal investigation. He hints the characters that he knows that they are neither common police investigators, nor embassy workers, but stays off the matter without being nosy at all. Then he starts to describe the murder and what he did find out from what he saw.

After this rather full list of information, Mr. Söderman starts to talk more about forensics and his method of comparing bullets to find out if a bullet was fired from a certain gun, and his Hastoscope that he has constructed for that purpose.

Harry Söderman's notes

- The door was both locked and bolted from the inside, a task impossible to perform from the outside.
- All windows were bolted and shut from the inside, could not be performed from the outside.
- The chimney pipe has a diameter of 10 cm, about 4 inches, which makes it impossible for anyone to exit that way.
- The body was tied to the bed, with rough hemp rope, commonly used in Sweden.
- The body had been left to slowly bleed out.
- No one had heard anything, and there were no sign of struggle.
- There was a strange symbol drawn with a sharp object on his chest.
- The body has been secretly transported to the SKA, where it has been frozen. He will arrange a proper postmortem in time. The coroner will start to work tomorrow, and he has documents showing that Mr. Kinley is a John Doe found on the south side.
- He hasn't performed any search of the room, he left it as is. He will happily assist the characters if they think they might find any clues there.

He then, about an hour after they met, asks if they now are ready for some traditional detective work at the murder scene?

Mr. Kinley's room

The room is ghastly silent, and everything is intact, even the sheets with dried blood and the now dry dark pool of blood on the antique persian rug in the room. There are some leads to be found here, if and when the characters search at the right spot.

The drawing of the symbol found on the body (**Myths 10, Religion 15 or History 15**)

The symbol carved into the chest of the poor Mr. Kinley is the Odal rune, the letter O in the norske alphabet and also the symbol for the Norse God of Gods, Odin.

The fireplace (**Searching 15**)

In the fireplace are small remains of a letter torn into pieces and burnt. Only a few words here and there can be recovered. It will need to be recovered by forensic specialists.

In the bedside table (**Searching 5**)

*Mr. Kinley's private calendar. Browsing the calendar (**Info searching 10**) Several pages have been torn out two weeks back and two weeks ahead of the date of his death, but you can see that he has had an appointment several times, at a restaurant named Den Gyldene Freden, located in the old town. It was always at 19:00 pm.*

On his desk (**Searching 5**)

*Some notes and assorted papers. **Administration 10** to analyze the structure of the order and find what is important. The important notes tell that several employees of the embassy have reported being followed by what they believe are Soviet agents as they are a little less careful than the Germans or the Swedes. He has a note saying that the Soviet activity has recently escalated, what can be the reason for that?*

In the pocket of a coat in the wardrobe (**Searching 25**)

In the pocket of one of the coats is a small crumpled piece of paper, where someone has written: "High German activity operation götterbecher".

Now Mr. Söderman says that they did a good job, and there are several clues here that needs following up, but that he will leave to the characters. He will leave them his card and tell them that he will send them the autopsy report as soon as it is done.

GM Note

Now, this adventure will enter the second phase, where it's all driven by what the characters do and don't do, and the upcoming events. The timetable will set off certain events, unless they have been triggered or prevented by previous actions by the characters.



If all else fail

TIMETABLE

Day	Event
1	Meeting with William Horace Montagu-Pollock and Harry Söderman
3	The autopsy report of Mr. Kinley arrives.
4	The letter from Greta Svensson
5	Mr. Montagu-Pollock commits suicide
6	Restaurant Shootout
7	The Germans stage the burglary at the Royal Castle to take the Götterbecher, Odin's drinking horn

Following the clues

On day two or three, the characters can start to follow up some of the leads and clues they may have got. All clues are listed below, and so are the events.

CLUE: Restaurant Den Gyldene Freden

If the characters goes here to try to find out who Mr. Finley has been seeing, it will require a **Charm 15** or a **Attractiveness 15** to get to look at the reservations book, and also speak with the waiter that served at the table the last time they were here, about two weeks ago.

The person he has been seeing is a young Swedish woman. Her name is Agnes Björk and judging by her clothes and manners, she is from a rather wealthy family, probably living downtown. She is blond with blue eyes, about five foot five. She has been here a few times asking for Mr. Kinley. If the characters wish, the restaurant might leave her a note next time she shows up that the characters have been looking for her, and she can be asked to leave contact information or maybe leave a message at their hotel.

If they one way or another arrange a meeting with Miss Björk, she will be very careful as her father works for the Swedish counterintelligence, Allmänna säkerhetstjänsten (STJ). She will arrange the meeting at a public place, like a park or a square, and be sure that her fathers men are watching her. The characters will also be shadowed wherever they go by Soviet agents. They will need a **Shadowing 15** to sneak away from their shadows.

What Miss Björk will tell them if they meet is the following:

- "What have happened with dear Mr. Kinley? He is so nice, a real gentleman. We have had dinner a couple of times, and I know he works for the British embassy. When my father found that out, he send me a note that I put in Mr. Kinley's coat pocket, the brown tweed coat. My fa-

ther hoped he would find the note. I don't know anything about it, he doesn't like me being involved. My father is a Captain in the military, I don't really know what he does, and he never tells, something secret I think, and probably dangerous. I told him I would meet you here today, so he sent some of his men to keep an eye on me, so don't try anything stupid. He told me the last time we met that he was worried about his boss, Mr. Montagu-Pollock. He had been behaving weird from time to time, and he was about to write a letter to the Foreign Secretary about it.

Please don't tell me something bad has happened? Was it that note? Was it the letter he was writing? I have never met Mr. Montagu-Pollock, but Mr. Finlay has told me so much about him. How they became friends in India and worked there for many years and how Mr. Montagu-Pollock always quoted Shakespeare or used his way of insulting people, and lately he has stopped doing that. I must go now, be careful, Stockholm has become a dangerous town."

CLUE: The Odal Rune & rituals

It requires access to a library of some dignity and takes a full day to accomplish and will require a successful **Info Searching 10** and a **Myth 10**. The result of the research will be the following information:

According to some stories, probably originating from the 12th or 13th century, the Odal Rune used in certain rituals would give the caster the power to obtain information that is hidden to the mere mortals and get answers to questions with no answers. The main requirement for this ritual is a mortal enemy.



Odal rune

CLUE: The burnt letter

The letter, when recovered using forensic science methods, will say "m rrie tagu-P ave cent i unj".

It is the remains of Mr. Kinley's letter to the Foreign Secretary to warn him about Mr. Montagu-Pollock's strange behavior, but it is just too hard to solve, although the tagu-P might give a hint about Montagu-Pollock.

CLUE: The autopsy report

The full autopsy report will be sent to the characters by Mr. Söderman. It states that Mr. Kinley was severely drugged, probably curare, then tied to the bed. He had several deep cuts that made him bleed out in about thirty minutes. The strange cut on his chest was the interesting part, in contained quite substantial amounts of a mixture of salt, chalk and ash.

CLUE: Operation Götterbecher

Götterbecher, meaning “The cup of God” in German, is a clue. An **Info Searching 15** at a library of an academic institution of history or the occult will take 12 hours per attempt. If the attempt is successful, this is the information found.

In the German version of the Norse mythology, the Götterbecher is the magic drinking horn from which Odin himself was drinking, and that horn would bestow godlike powers to anyone drinking mead from it. The mead has to be brewed using the old traditional brewing methods of the Vikings.

Mead recipe:

- A 25-30 litre fermenter
- 17 litres of pure clean water
- Spring honey from Scandinavian bees
- Wild fermented yeast culture created directly from honey and water. 1 part honey, 5 parts of water
- Extract of toadstool, little enough to have effect, but not enough to kill you.

The horn, or later a goblet forged from the gold of the drinking horn, has protected many Swedish Kings. Gustav Wasa who was poked with Danish spears during his escape, survived only because he had been drinking out of the Goblet of the Gods. Later, King Gustavus Adolphus the second was killed in the battle of Lützen in 1632 as the Goblet of the Gods was mistakenly misplaced during his breakfast and he had to drink from another cup. The same happened to King Karl the XII, who was killed in 1718 in Fredrikshald in Norway. Myths says that he hurried away in the morning skipping his breakfast.

The cup is now stored in the royal treasury together with many other possessions and relics and has been forgotten for over two hundred years.

EVENT: The letter from Greta Svensson

The characters are sent a letter from the British Embassy with instructions to meet Mr. William Horace Montagu-Pollock at a small café in the small town of Södertelje, about 35 km southwest of Stockholm, at 3 pm. You go there easiest by train, it will take about an hour or so. Outside the railroad station Södertelje Södra is a very nice little café where they serve the famous Södertelje kringlor, bagels. Sit down at table 9, it is reserved. William Horace Montagu-Pollock suspects the embassy has been compromised.

If the characters decide to go and meet Mr. William Horace Montagu-Pollock at the café, table nine is reserved for them. When they are enjoying kringlor and tea, three

men enters the café. An **Observation 10** will reveal that they seem to be armed with shoulder holstered guns, and they look very unBritish in style. The three men walk up to the table next to the characters table, and order coffee and a kringla. If the characters do not react to this at all, they will be surprised when the three Soviet agents suddenly stand up, draw their Tokarevs and begin to shoot. The characters will hopefully win this fight, and they will when searching the Soviet agents, find a small note, written in Russian but on the paper used by the British embassy, and with the same typewriter as the letter written to the characters, telling them to take out German spies at the café.

Soviet agents (3)		
Yuri Antov, Dimitry Samedov & Andrey Bystrov		
Reaction: 6	Defence: 13	Toughness: 7
Pain limit: 13	Aura: 1	Courage: 7
Dodge: 3	Scare: 5	Perceptive: 4
Pistols: 6	Orientation: 5	Shadowing: 8
All Physical skills: 7		
All Melee skills: 7		

The agents are all armed with a Tula Tokarev TT-33.

Cal.	Mag	Range	Recoil	Dam
7.62mm	8	2	7	6

An **Observation 10** or **Forensics 10** to see that the letter in the pocket of the Soviet agent was typed on the same typewriter as the letter the characters got from Greta Svensson.

EVENT: The suicide

Mr. Montagu-Pollock commits suicide. In the morning, the characters are woken up by Mr. Harry Söderman, who has some very bad news and at the same time really need their expertise in the strange and unknown. Mr. Montagu-Pollock is dead, and by the look of it, he has committed suicide. He was found this morning in his office by the cleaning staff. Harry Söderman wants the characters to come to the embassy at once.

At the embassy, they are met by Greta Svensson and the Ambassador, Sir George Winterbottom the third. The Ambassador is deeply concerned and he says that the characters really need to prove that they are specialists, so far they have been nothing but trouble. Sir Nelson-Gale also shows up, and he is red in his face of anger yelling that if the characters were at least half as good as he was told they were, this would never have happened.

9 Harry Söderman speaks when they all are inside, except

Sir Peter Nelson-Gale, who is left outside. First, he asks to see the office of Mr. Montagu-Pollock, where he committed suicide, then he wants access to his private quarters.

CLUE: The Office

When the characters and Mr. Söderman enter the office, Mr. Montagu-Pollock is laying dead, sitting in his chair, his body fallen forward over his desk, with his trusty Webley still in his right hand, and blood all over the desk. It looks like he has shot himself through the temple. In a small dog basket in the room lies a fat bulldog, Mr. Montagu-Pollock's dog Caesar, cheerfully chewing a bone. An **Animal Training 15** to realise that this is a very unlikely reaction for a dog. Any normal dog would grief beside his dead master, not happily chewing a bone in his basket. He is silent unless someone comes within two yards of him, then he starts to growl and show his teeth, both looking and sounding rather angry.

Mr. Söderman quickly looks for an exit wound, then estimates where the bullet would have gone, and he finds the bullet in the wooden wall panelling, which proves that Mr. Montagu-Pollock was shot where he now sits, or at least proves that a gun with the same caliber was shot there. He carefully loosens Mr. Montagu-Pollock's grip of the Webley, holds it in a hanky and fires it at close range into the sofa. He picks up the newly fired bullet, and opens his large trunk and brings out a strange instrument, his Hasstoscope, and starts to compare the two bullets.

After five minutes Mr. Söderman says that the bullet in the wall was fired from Mr. Montagu-Pollock's Webley. An **Observation 15** to see what looks like a smile of the face of the ugly bulldog Caesar.

EVENT: Confronting Caesar

If someone even mentions Caesar as a possible threat and Greta Svensson is in hearing distance, she will pull down an old Indian sword (damage +3) from the wall of the office and attack the person mentioning it, screaming that Caesar is the nicest dog in the whole world and no one should ever say anything bad about him.

If the characters decide to confront Caesar, or even talk about it within hearing distance from him, and dogs have a very good hearing, he will quickly try to possess the weakest character (lowest Aura) and then move up until he succeeds. It will be done in seconds while he lies in his bed chewing a bone. The possessed character will be commanded to attack anyone suggesting the dog is somewhat involved. If the battle goes awry, Caesar will use his whole arsenal of tricks to avoid getting caught, to be able to show up on the big day of the operation Götterbecher.

CLUE: Searching the quarters

Searching the quarters of Mr. Montagu-Pollock (**Searching 20**) will reveal that the khukri-knife used to kill Mr. Kinley is hidden in Mr. Montagu-Pollock's bedroom, together with the bloody pyjamas, under a loose plank in the floor under his bed. If specifically searching under the bed, add +5 to the roll.



CLUE: Searching home of Greta Svensson

If the characters decide to search the apartment of Greta Svensson with a successful **Searching 10**, they will find an old typewriter under her bed, together with several official papers from the British embassy.

EVENT: Restaurant Shootout

On the radio and from Mr. Söderman, the characters will learn about another shootout. The Swedes are very upset and the newspapers are calling Stockholm "Little Chicago". The shootout took place near the old Olympic Stadium, built for the Olympic Summer Games of 1912. Four unidentified bodies were found, and according to the Police they were all foreigners. Two were probably from the Soviet Union and two were from Western Europe, Germany, Britain or similar countries.

CLUE: Checking with the ambassador

If the characters contact Ambassador Winterbottom, he will say that he has no knowledge of anything like that, that was Mr. Montagu-Pollock's responsibility. But he knows that the British intelligence has been up to something and that both the Soviet's and the German's have been very active the past months.



CLUE: Contacting the Soviets

To even get to speak with someone at the Soviet embassy, the characters needs to catch one the the shadows they have that they assume is a Soviet agent. A **Charm 25**, **Scare 25** or an **Interrogation 20** is required, to make the agent speak and if successful, they can convince him that the Soviets and the British are being setup by the Germans. The agent will arrange a meeting with Comrade Major Vladimir Byzkin, Trade commissioner at the Soviet embassy. The meeting will be held in the King's Garden park, fully visible and with a lot of people, to prevent both sides from dodgy behaviour.

EVENT: Meeting with Comrade Major Byzkin

Major Byzkin shows up at the King's Garden together with the agent the characters spoke to. He is short on words, but polite, and says that He has gotten instructions the usual way, with encrypted messages in letters about the Brits being hostile. When told that he has been conned by the German intelligence service, his eyes goes black. He asks about the Brits and why they have been acting so strange and been so active and asks about the strange disappearance of two British embassy employees, Mr. Kinley and Mr. Montagu-Pollock. Both have been rather invisible lately. He looks at the characters waiting for a reply.

GM Note

If the characters reveal enough information for Major Byzkin to realise he wasn't the only one being set up, he will look at the characters and say that this will change the game, now the Germans will be the target, at least for the rest of the week.

If the characters spill information about the German operation or the Göterbecher, the Soviets will wait for the characters when they stop the Germans, and they will try to take the cup from the characters or whoever has it, including the Swedish counter intelligence.

EVENT: The German burglary

On the night between day six and day seven, at 2 am, the German agents together with two hired professional cat burglars begin their move on the Swedish Royal Castles treasure vault. The vault is located in the basement of the castle, and the Germans have found that rain water drain tunnel that ends in the salt water, where they will enter. They will use explosive charges to blow a hole in the tunnel wall to get access to the vaults walkway. From there they will blow the lock of the main vault door and access it. The whole operation is estimated to be under 10 minutes. They will access the tunnel opening by boat, the water here is never frozen due to the current. They will leave the same way they came, and then take the boat to the docks across the bay.

Germans under the command (if he is still alive) Caesar the bulldog.

German agents (2) Hans Wießer & Rudolf Klause		
Reaction: 7	Defence: 14	Toughness: 6
Pain limit: 13	Aura: 1	Courage: 7
Dodge: 4	Scare: 6	Perceptive: 4
Pistols:6	Orientation: 4	Shadowning: 6
All Physical skills: 6		
All Melee skills: 6		

The agents are all armed with a Walter PP + Silencer.

Cal.	Mag	Range	Recoil	Dam
9mm short	7	2	3	3

German cat burglar (2) Fritz Heiss & Carl Jungmann		
Reaction: 2	Defence: 18	Toughness: 2
Pain limit: 11	Aura: 1	Courage: 2
Dodge: 8	Agility: 10	Stealth: 10
Pistols:1	Orientation: 1	Climbing: 10
All other Physical skills: 3		
All Melee skills: 1		

The cat burglars are armed with a daggers, damage +2 sharp.

Map explanation:

- (1) Tunnel entrance
- (2) Blown wall
- (3) Treasure chamber



TT-33

THE END GAME

The ending can be quite a fight, or a silent operation, depending on the characters playing style.

If the Soviets have information about the Götterbecher and the German operation, they will have three agents in place, trying to get their hand on the precious artefact.

If the Swedes have been informed, the Royal Castle will have triple guards and military police all around, but they won't be able to stop the cat burglary anyway.

If the characters do get their hands on the Götterbecher and take it back with them to London, there might be a small diplomatic crisis if the Swedes find out who really took it.

Returning home

The journey home will be even more painful than the journey to Sweden, as Sir Peter Nelson-Gale will be in an extremely bad mood. The man seems to have two moods, bad or even worse.



THE GÖTTERBECHER

If someone drinks from it in the morning, and it doesn't really matter what the beverage is, that person, and only one person, will get one die reroll that day. The die roll has to be crucial to the character's survival, either the player rolls, or GMs roll against the character. The roll has to be rerolled, and the roll most favourable to the character will be the roll used.

MAIN NON PLAYING CHARACTERS

Greta Svensson		
Reaction: 0	Defence: 10	Toughness: 2
Pain limit: 11	Aura: -3	All Physical: 1
Courage: 2 (12 when Caesar is threatened)		
Charm: 8	Attractiveness: 10	Read/Write: 10
English: 8	Administration: 5	German: 8
Italian: 7	Dodge: 0	
Greta is under total control by Caesar, and she will only be released if Caesar is killed.		

Caesar the possessed bulldog		
Reaction: 10	Defence: 18	Toughness: 30
Pain limit: 25	Aura: 15	All Physical: 10
Courage: Inf.	Dodge: 8	Speed: 20
Charm: 8	Bite: 10 (Dam +3)	Read/Write: 10
English: 10	Russian: 10	German: 10
French: 10	Stability: 112 (gain 3 / day)	
Possessing/Mind-control: Caesar can control several human minds at the same time, the weaker minds the more control he gets. The initial control is done in a second, and it's done by 20 vs. the targets Aura + 1d20, if the target stands clear of the mind-control attempt, the target will feel a dizziness for a second or two. For each attempt, one is subtracted from the die rolled, but the attempts will cost 5 stability points and only three can be attempted against the same target in a row, then Caesar has to wait 24 hours before he tries again on that target.		
Teleportation: Caesar can teleport himself instantly, also as a response to a hostile action. He will need to get 15 on a 1d20 + 10 for the teleport to succeed, and he can only make one teleport per minute. Each teleport costs 10 stability points. He cannot teleport while in physical contact with another being.		
Dog breath: While in close combat, Caesar can emit a strong, terribly fungent odour from his mouth, causing anyone within ten feet to have to roll a Courage 15, or just run away vomiting. This can only be done once per thirty minutes and costs 10 stability points.		



William Horace Montagu-Pollock

Reaction: 0	Defence: 10	Toughness: 2
Pain limit: 11	Aura: 9	Courage: 6
Dodge: 0	Politics: 12	Law: 9
Punjabi: 7	French: 8	Read/Write: 9
Zulu: 5	Swedish: 8	German: 8
All Physical skills: -6		Italian: 7
All Perceptive skills: 1		Pistol: 3
All Interactive skills: 7		Administration: 12

A man in his mid fifties who has been eating a few too many good dinners, which for some reason has relocated themselves around his waist. He has grey thin hair and wears round glasses. He is well dressed and well educated. His language shows class, and he is a huge fan of William Shakespeare and often quotes his work. When he is angry or upset, he will use insults that are very Shakespearian.

As Mr. Montagu-Pollock is under influence, but not full control by his dog, a bulldog named Caesar, every time the characters meet him, except the first time, GM rolls a die to check in what state of mind he is.

DIE ROLL	STATE OF MIND
1-4	Possessed.
5-8	Semi possessed.
9-20	His normal self.

Possessed:

Mr. Montagu-Pollock will be short on words, sound angry and forced. He will try to feed false clues to the characters, pointing in various directions like the Soviet Embassy, Soviet Agents, or even at different persons in the embassy staff. He will speak somewhat incoherent and use a rather rough language, and use absolutely no references to Shakespeare at all.

Semi possessed:

This is the situation where his confused state of mind might be discovered. He will sometimes be his clear self, using quotes from Shakespeare and his colourful language, helping the characters, and then switch back to a short worded controlled self, trying to deceive them. Hard for the GM to play, but who said GM-ing would be easy.

His normal self:

Lot's of Shakespeare references and colourful language and a noticeable dedication to solving the mystery. The intelligence, education and the years in the diplomatic trade are all clearly visible.

Shakespeare quotes:

- We know what we are, but know not what we may be.
- It is not in the stars to hold our destiny but in ourselves.
- Good night, good night! Parting is such sweet sorrow, that I shall say good night till it be morrow.
- If you prick us do we not bleed? If you tickle us do we not laugh? If you poison us do we not die? And if you wrong us shall we not seek revenge?
- No legacy is so rich as honesty.
- One touch of nature makes the whole world kin.
- Some are born great, some achieve greatness, and some have greatness thrust upon them.
- God has given you one face, and you make yourself another.
- Hell is empty and all the devils are here.
- Love all, trust a few, do wrong to none.
- When we are born we cry that we are come to this great stage of fools.
- In a false quarrel there is no true valour.
- Words without thoughts never to heaven go.
- Life is as tedious as twice-told tale, vexing the dull ear of a drowsy man.

Shakespearian insults:

Thou artless bat-fowling baggage
 Thou clouted crook-pated malt-worm
 Thou goatish fly-bitten codpiece
 Thou spongy plume-plucked clot-pole
 Thou tottering unchin-snouted pumpion
 Thou dankish dismal-dreaming boar-pig
 Thou frothy onion-eyed maggot-pie
 Thou paunchy reeling-ripe whey-face
 Thou umuzzled sheepbiting ratsbane
 Thou frothy Flap-mouthed Codpiece

Harry, Revolver-Harry, Söderman

Reaction: 4	Defence: 14	Toughness: 4
Pain limit: 12	Aura: 6	Courage: 12
Dodge: 4	Pistol: 9	Rifle: 6
Law: 10	Bicycle: 12	Read/Write: 7
Politics: 7	English: 10	German: 10
All Physical skills: 2		Charm: 10
All Perceptive skills: 5		Blades: 3
All Interactive skills: 7		Administration: 8
Wrestling: 3	Chemistry: 11	

Harry Söderman is thirty-six years old, and very successful in his field for his age. He was born in 1902 and graduated from the chemical college in Malmö in 1920, studied chemistry in Altenburg in Germany, and graduated as forestry engineer in 1924. In the mid-1920s he made a long journey on bicycle, first from Sweden to Istanbul, and further to India, Burma and China. He had signed a contract with a police magazine, to which he delivered traveling letters, and during the journey he made detailed studies on how the local police solved their tasks. From 1926 he studied forensic science with Edmond Locard, and graduated from the University of Lyon in 1928 with a doctoral thesis on the identification of gun bullets. It was about analysis and identification of bullets. He was the first who made a scientific study of the individual marks caused by the bullets fired through the barrel rifling and on the cartridge case by the firing pin. In order to quickly investigate gun bullets, he invented a device he called Hastoscope. It was a comparison microscope where the bullets to investigation could be turned and rotated, both together or separately. It was his work with guns that in Sweden had given him his nick name Revolver-Harry.

In 1930 he was appointed lecturer in forensic sciences at the Stockholms Höghskola. From 1934 he contributed with the organisation of the police laboratories in New York City. In 1937 he returned to Sweden and in 1938 he was appointed Secretary General of the International Academy of Forensic Sciences. He is currently working to establish the first National Laboratory of Forensic Science in Sweden, Statens Kriminaltekniska Anstalt (SKA).

He has employed a secretary, a Miss Astrid Lindgren, who will take calls and write the many letters he has to write. A man in his position has a lot of correspondence to handle.

Ending the adventure

The characters will after this adventure gain 1 skill point Forensic Science.

Forensic Science

Forensic science is the scientific method of gathering and examining information about the past which is then used in a court of law. It includes taking finger prints, recover burned notes and tracing bullets among other things.

The default difficulty is 10. Without proper field equipment the difficulty is raised by 5. Under difficult situations such as fire, bad weather or a disturbed crime scene, the difficulty is also increased by 5.

It will require a Hastoscope to compare bullet marks, and access to a chemistry lab to perform some analysis, which also requires a successful Chemistry roll.

The Telegram



The autopsy report

NAME	AGE	
Namn: Unknown	Ålder: 35 - 45	Obduktion: 157-3
PHYSICIAN	DONE	HOURS
Obducent: DR. JOHAN BERGENSKÖLD	Utförd —	timmar post mortem

PROVISIONAL ANATOMIC DIAGNOSES

Cause of death: Cardiac arrest due to massive blood loss through several severed arteries in knees, wrists and punctures to liver.

The victim had been drugged before the cuts that caused the death were applied. Tests from liver and kidneys suggests Curare or similar paralyzing drug.

The large strange cut on the victims chest was not lethal, but contained large quantities of salt, chalk and ash.

DR. JOHAN BERGENSKÖLD

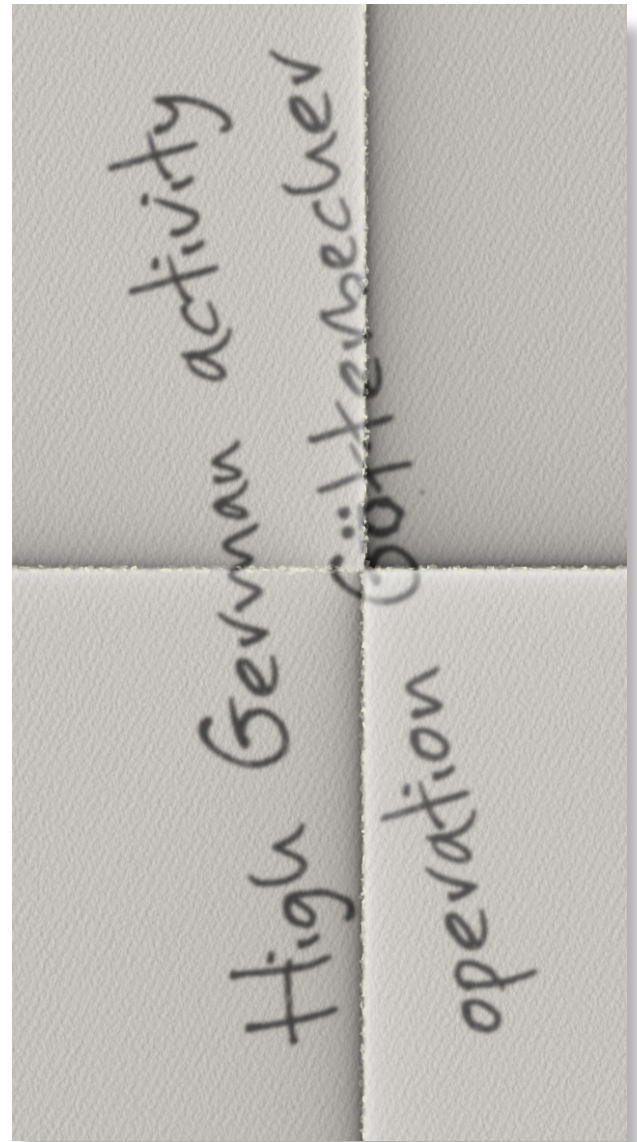
Cut, contained chalk, ash and salt

Cuts

The burnt letter



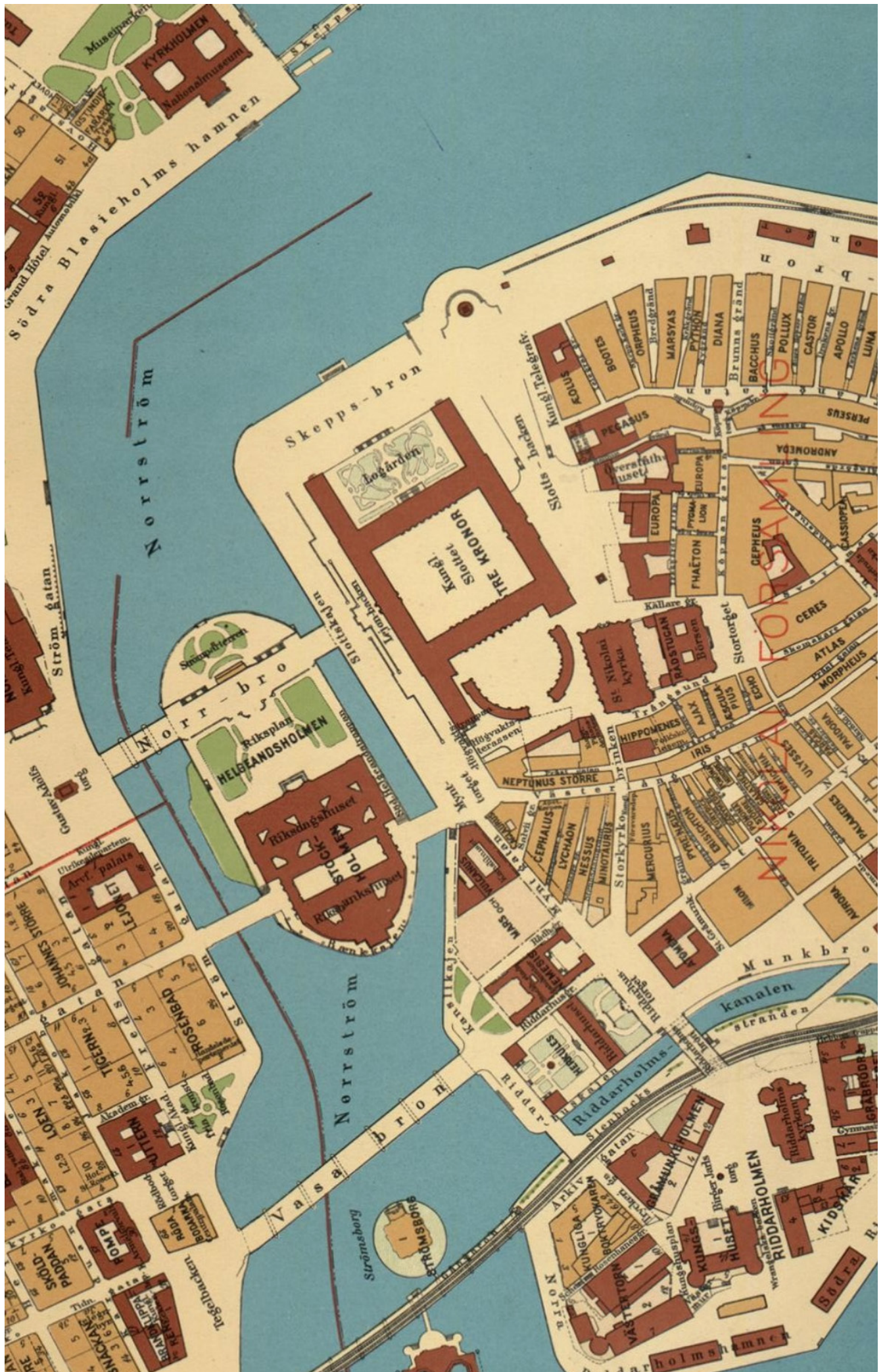
The Götterbecher note



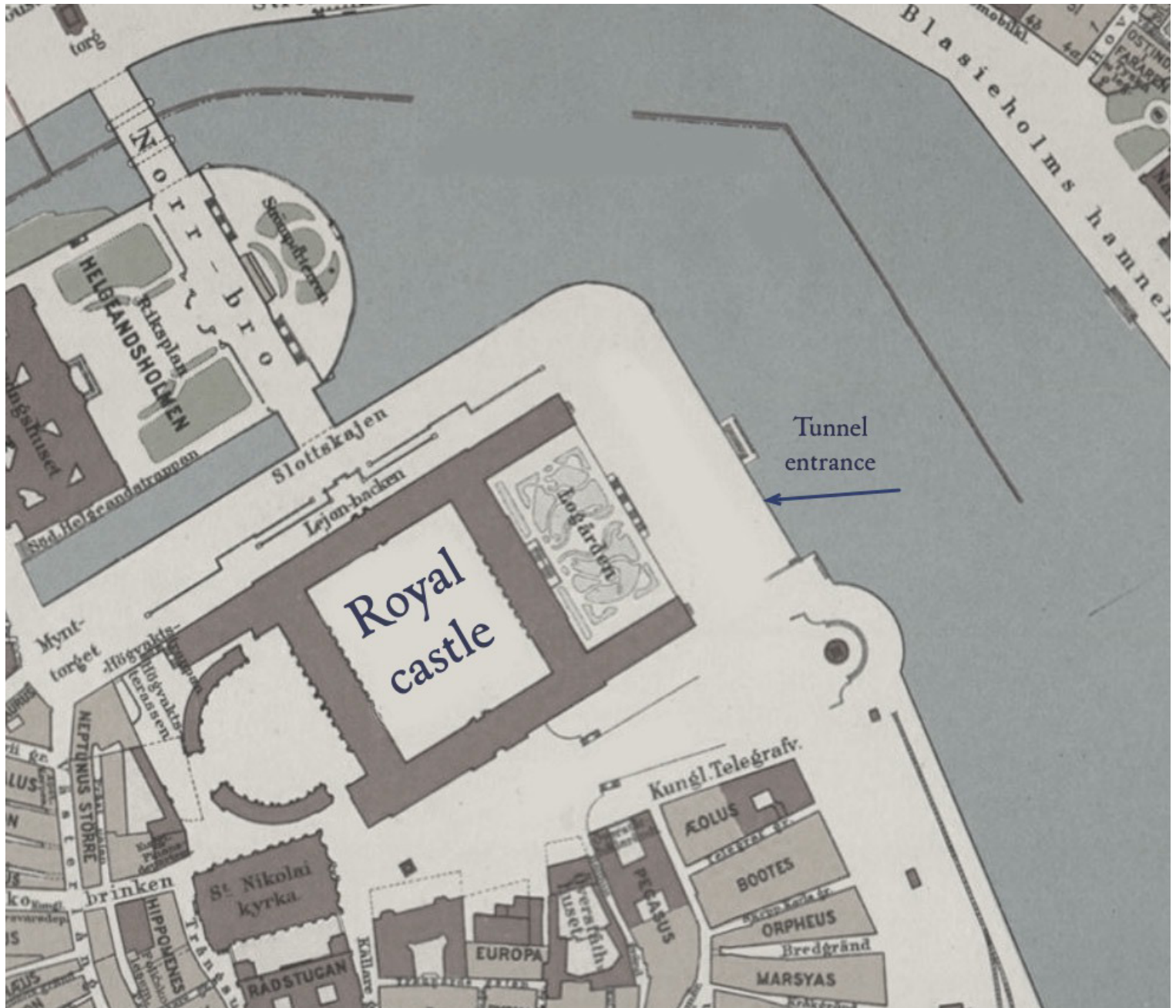
Note on Soviet agents

The German agents responsible for the death of Comrade Major Yuri Protchenkov in Gothenburg will be at the café at Södertelje Södra station at 3 pm.

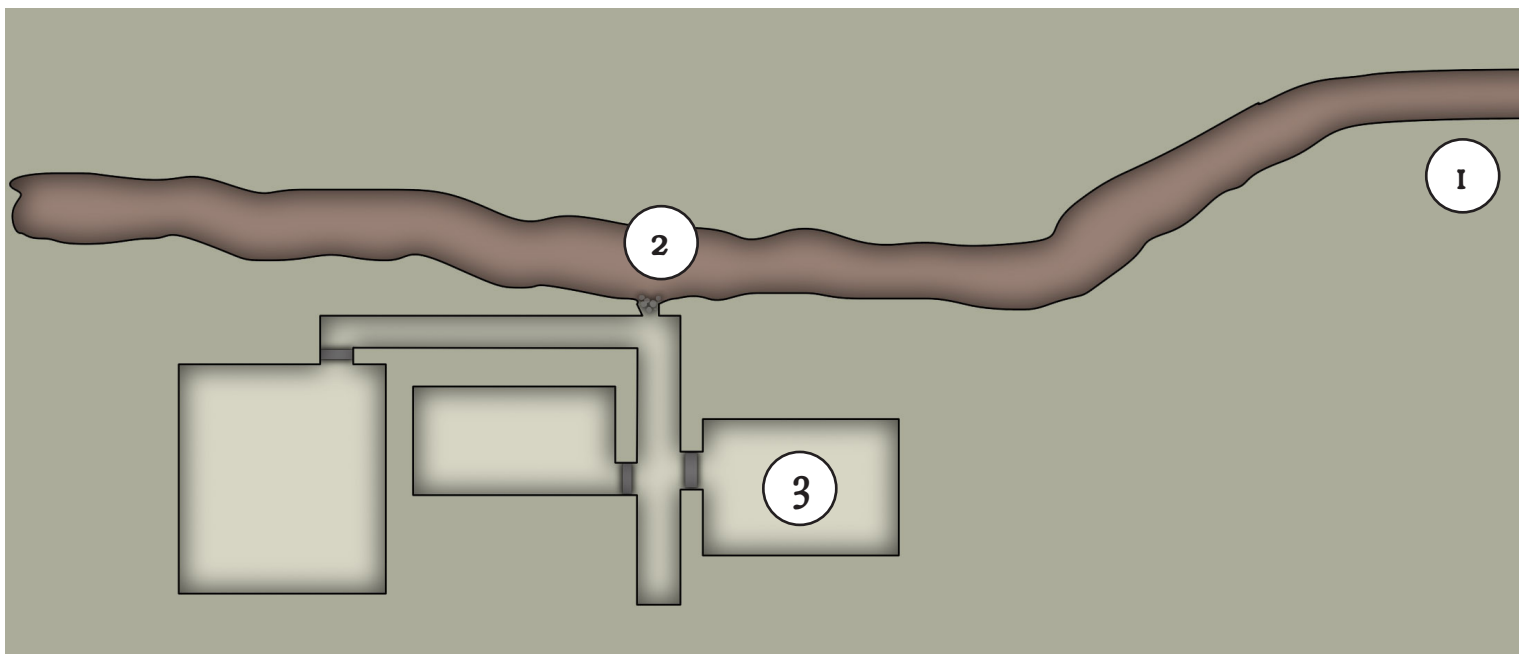
Map over the old town and the Royal Castle



Castle map for GM



The sewer for GM



Letter from Greta Svensson

Sirs,

Mr. W H Montagu-Pollock needs to urgently meet you at the café outside the railway station Södertelje Södra in Södertelje at 3 pm for afternoon tea.

Take train 174 from Stockholm Central Station. The train leaves at 14:07 from track 11. Tickets are included.

Greta Svensson, secretary,
British embassy,
Stockholm.

Götterbecher pictures from the book



Odin's Drinking horn



The Royal Goblet