BURIED SECRETS

HOLIDAY SEASON

A cold and unfriendly adventure for Operation: Fallen Reich

4Eyes!

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Holiday Season

This is an adventure for the roleplaying game Operation: Fallen Reich.

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Adventure Background

History

In November 1915, a devious German plan to disrupt the British war efforts during the great war was formed. A powerful Fallen as put into a led padded iron coffin, to be transported to Orkney. The plan was to activate the old Celtic portal, known as The Ring of Brogan on the night of the winter solstice. At that night, the veil between the living and the dead is the thinnest, and the power needed to open the portal is the least.

The ship is sunk in a violent storm, and the heavy chest with the Fallen is lost at the bottom of the sea.

Present times

Duncan McManis, a 57 years old fisherman from Quinnimuckle, Orkney, has one big moment every year. He has been the Kirkwall city Santa Claus for the last ten years. The kids love him, even if he sometimes smells of cheap whisky. Mr McManis has been a widower since his wife died in the Spanish flu in 1919, and he had lost both his sons who were sailors when the cargo ship Oldfield Grange was torpedoed and sunk in the Atlantic Ocean in October 1916.

He has lived alone ever since. One early morning in late August, 1937, when he was out fishing, he caught something odd in one of his nets. It was something strange, a large and very heavy iron crate. His curiosity got him, and he salvaged the crate as it might contain something valuable. He took the heavy crate home on a cart and opened it, which took him all day.

When he opened it, he saw the remains of a rotten corpse, and he felt a chilly gust, and something happened to him. A Fallen, who had been trapped in the chest while being transported the a ship that was sunk, took over his body, but the Fallen was very weak, from being in that led plated chest for 22 years. That in combination with Mr McManis' slightly alcohol infused brain, makes this combination not the best.

The Fallen, is determined to continue the mission he was once sent out to do, that day in November 1915, to form a pentagram on midnight of the winter solstice at the Ring of Brodgar, on the eastern shore of Loch of Stenness.

A pentagram, in that particular day will wake what is an ancient portal at the Ring of Brodgar. The portal can be only opened during the winter solstice, the shortest day of the year. The day is called Meán Geimhridh in Celtic. During that day, the veil that keeps the darkness from the earth very thin and easy to penetrate.

To accomplish this, he will need to possess and control more people that during the winter solstice midnight, willingly will perform animal sacrifices at the Ring of Brodgar. To perform the ritual, he will need live animals, sheep or pigs.

He starts to take control over some people, but soon realises that the mind of the Orkney Islanders are sturdy, and the combination of being trapped in the body of a person that only thinks about the upcoming highlight of the year, being the Kirkwall city Santa Claus, causes strange things to happen, strange enough to wake the interest of a local newspaper reporter at the Orkney Herald, Ciaran Craig.

Mr Craig, a reporter at the Orkney Herald, age 43, writes a series of articles from September to early December about a series of mysterious events happening on Orkney.

As a result of pure luck, the articles by C. Craig in the Orkney Herald ended up on the desk of an O:FR information analyst.

The organisation decides to send a group of investigators to Orkney to find out more about these incidents and to talk with the reporter C Craig.

Calendar Dec 1937

December 1937						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
	2	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Full moons: Sep 20, Oct 19, Nov 18 & Dec 17

Adventure Synopsis for GM

The Fallen controlling Mr Duncan McManis has figured out that the reporter Cirian Craig of the Orkney Herald is onto something. He writes him an anonymous letter, in badly spelled English, asking to meet him as he has information regarding the strange things happening on the Orkney. The meeting is set to take place in the evening of December 14, at Skara Brae, an old pre historic settlement in the West coast of Orkney.

When Mr Craig arrives in his car, he is greeted by Duncan McManis, who embraces Mr Craig, and the Fallen then take possession of this much younger and fit body. Mr Craig tries to resist but the Fallen spirit wins. The lifeless body of Mr McManis is then put into the car and the car is then pushed into a ditch making it look like an accident. The car has not yet been found.

When the characters asks to see Mr C. Craig, they will be informed that he hasn't been seen since the 14th, but they can get his home address.

He live alone and no one opens. No footprints in the snow and the snow on the door handle says that no one has used the door in at least 24 hours, maybe more.

In his house they will find the letter from the Fallen luring Mr Craig to Skara Brae.

At Skara Brae, they will find Mr Craigs car with the frozen body of the missing mr McManis.

An autopsy will show no obvious cause of death, no trauma, his organs seems to be in good shape, except the liver, but nothing mortal really.

Searching Mr McManis house, they will find evidence that sheep has been kept in the living room until quite recently, but they are now gone.

They will also find the lead padded, very heavy and very rusty iron box. Now it is frosty, but it shows evidence of have being in water for a very long time.

Explaining the incidents/articles

The first incident, the sheep, is simply that sheep are needed for the sacrifices at the winter solstice.

The sudden rage and randomly speaking German is due to the fact that the possession is not fully working as the Fallen is still weak, and the mind of Mr McManis is not really stable, but still strong.

The dead deer hunters is a tragic incident, where the Fallen in the body of McManis tried his mind controlling powers and discovered that the minds of islanders are much more stubborn, and the mind control triggered some grudges, so the hunters attacked each other with their weapons, mortally wounding each other. The Fallen used their tools to remove any evidence of gun shot wounds, and then foxes and other animals did the rest.

The disappearance of Mr McManis is because the Fallen decided he needed a better body, and at the same time needed to silence the reporter Mr Craig. The Fallen also successfully mind controlled the elderly woman Arya Buchan who lives with her mentally weak son Reece who is also under control by the Fallen, in a small farm south west of Ring of Brodgar. The Fallen moved there with the sheep to be closer to the Ring of Brodgar, where the ritual will take place.

GM Note in "Any Interactive"

That means any Interactive skill that fits the situation, and where the player can motivate the use of that skill.

Adventure Start

It is early in the morning, Wednesday, December 15th, 1937. it is cold and snowy, very cold and snowy for being the British isles anyway. The newspapers and the radio all still talk about the horrible train crash four days ago, when two trains collided on the Edinburg - Glasgow line in the blizzard and many passengers lost their lives. The worst train accident ever in the history of British railway history to date.

The characters have been each send a telegram, telling them to pack for winter weather, and as soon as possible, under no circumstances later than 1 p.m., be at RAF Northolt airfield Northwest of London. Closest underground station is Ruislip Garden.

At the airfield, they are met by one of O:FR operations executives, Major Rampton. He greets the characters and tells them that this mission is important, and the the organisation do not have much to go by, as it is all based on a hunch by one of the information analysts at the HQ. They are given the articles plus a police report as background materials, and then Major Rampton says: - "*Your first task will be to ask the reporter Cirian Craig of the Orkney Herald about more details, and then you can take it from there.*

You have been booked at the Orkney Hotel in Kirkwall, on Victoria Street 40. The RAF has promised that a driver that will take you to the hotel. Your rooms are booked for three days, if you need to stay longer, you have to arrange that with the hotel yourself."

At 3.15 p.m, the characters are finally boarding an RAF Avro Anson aircraft, for a flight to Kirkwall, Orkney, to the airfield of Grimsetter, which is located about a mile east of Kirkwall. The delay was due to bad weather, and the flight was almost cancelled not once, but twice, due to the dangers of flying in bad weather conditions.

The flight is rather bumpy and they pilot warns them even before takeoff that there will be rough weather as there is an incoming storm from the Atlantic, probably with snow.

The bumpy flight

All characters needs to roll a *Courage 10* to not become effected by the bumpy ride, and if they fail, an *Endurance 10* not to become airsick.

The flight time is estimated to about two and a half hour, but due to the severe weather conditions, it takes over three hours to reach the destination.

Kirkwall, Orkney - Grimsetter Airfield

When the characters finally arrive at the Grimsetter airfield, at a half past six, the darkness, the snowy ground and the cold and windy weather does not feel at all welcoming.

There is an RAF Austin 10 staff car parked on the air field at the end of the landing strip. The driver, Private Drummond, helps the characters with their luggage, banning the weather in every sentence. It is cold, and the blizzard from last weekend still is fresh in peoples mind. The temperature is about 17f (-8C), and strong winds makes it feel much colder.

The driver has some problems with snow drifts on the road, but after ten minutes the car safely arrives at the Orkney Hotel. The building is an old 17th century building and has been a hotel since the early 18th century. The hotel has been owned by the Richan family ever since.

The landlord, James Richan, greets the characters upon arrival, and his son, John Richan carries their luggage to their rooms. The rooms have a good standard, clean and smells good, and it's not as cold indoors as it would have been in London in the same weather.

GM Note - Air sickness

Now, when he characters are at the hotel, those who suffered from air sickness will act with a -5 penalty on all rolls for the rest of the day, until they have slept a night and calmed down their stomachs. They will not be able to have any dinner this evening either, and certainly not any alcohol. Any alcoholics will suffer an extra -5 withdrawal penalty until they can drink again.

GM Note - The real adventure starts

From here on, the real adventure takes place. The characters have some different line of inquiries to follow. If they stray off target too much, GM will need to improvise. Remember that the weather is harsh, and in the night between the 16th and the 17th, a severe blizzard will hit the islands from the West.

he blizzard will cause every road to close, preventing any air traffic from taking off or landing and the phone lines will randomly break down. Electricity will go off randomly too. This is a real blizzard, that will drop about 3 feet of snow over Orkney during the 48 hours the blizzard is raging, and the aftermath is causing closed roads and airfields for several days.

The police will try to lend trucks from the Naval base at Scapa or the RAF at Grimsetter to try to keep the roads clear, and the farmers with tractors will help too. Even horse drawn plows will be seen. Skis are very poplar means of transportation during the winter.

Weather effects

While outdoors, the characters needs to roll a successful *Endurance 10* for every hour they are outdoors to see if they can stand against the harsh weather, to if they need to get inside and rest and warm up their frozen bodies.

During the blizzard from the early hours of Friday the 17th to Saturday the 19th, the roll has to be made every half hour.

A failed *Endurance* roll will cause the character to take 1 points of blunt trauma for every fifteen minutes they are still outdoors, healing is at the normal blunt trauma rate of recovering 1 damage points fifteen minutes. To stop the damage the character must heal at least one point of cold trauma before a new *Endurance* roll can be made.

Every 6 hours, at 00:00, 06:00, 12:00 and 18:00, GM rolls 1d20 for telephone and one for electricity for the location the characters currently are at. If the roll is four or lower (eight or lower during the blizzard), the service will be out of order for 1d6 hours.

Transportation on the Orkney

To get around the island, the most common mean of transportation are feet, bicycles or horse carts. Cars do exist but they are rare, expensive and difficult to drive in snow as they lack any form of winter tyres or snow chains. The police have one winter equipped car , so does the newspaper and the cab company. Taxi is probably the best way for the characters to get around.

Locations of interest

Below follows a list of the different most probable locations the characters will visit.

The Orkney Herald

The newspaper is a weekly newspaper covering local news from Orkney and the Shetlands. The Orkney Herald printing works, newspaper and stationery shop is located on 29 Albert Street, just a five minute walk from the Orkney Hotel. Victoria street changes name to Albert Street about half way, so it's basically the same street.

The newspaper is run by the production manager George Leonard and editorial chief, James Twatt.

The office is only open office hours, weekdays 9 a.m. to 5 p.m. The newspaper is printed on Saturdays to be available for purchase from Saturday evening and on Sunday.

When the characters arrive during office hours, and they ask for C. Craig, the receptionist, Eve McArthur, will call for Mr James Twatt, who will tell the characters that Cirian Craig hasn't been to the office since Tuesday afternoon, when he needed to borrow the newspaper's car to drive off somewhere for an interview. A successful *Interactive Skill 10* will give the characters Cirian Craig's home address. Otherwise they could spend 2 hours for an *Info search to* locate the home address of Cirian Craig.

The Kirkwall Police Station

The police station is located on Watergate, which is just a four minute walk from Orkney Hotel. The Police station and Sheriff court is manned all hours, but during non office hours, there is only a duty officer and two policemen in the building, and they are not at all interested to talk to strangers

To get to speak to someone, except reporting a crime on non office hours requires, a *Law 25* or an *Any Interactive 25* is required.

During office hours, they can get to talk to either D.S. Harry McLaren or P.C. Edward Cowan, who were those involved in all the three cases mentioned in the articles and also filing the Police report. The hunters were found in the woods west of Kirbister. To access the autopsy reports, it requires a *Law 15* or *Any Interactive 20*, as the Police are not keen of letting those fall into the wrong hands.

Neither of them have much information to share as they know very little, and after the blizzard has struck open the night between the 16th and the 17th, they will all be very busy trying to bring order on the snow chaos.

Kirkwall town

If the characters takes some time to ask around about the outburst on September the 23rd by Mr McManis, any two successful different *Interactive skills 10*, they will learn that the words overheard were:

Arschgeige *(meaning assviolin),* ***Nacktschnecke*** *(meaning naked snail) and* ***Flachwichser*** *(meaning flat wanker).*

A *German 5* to know the translation and that all those are heavy insults.

The home of Mr Craig

Mr C. Craig lives alone in a small row house in the South part of Kirkwall, in Quoybanks, not far from the hospital.

When the characters approach the house, am *Meteorology 5* or *Observation 10* to notice that there is untouched snow on the small walkway from the street to the porch, and even on the door handle, and it hasn't been snowing in the past 24 hours at least.

Checking with the neighbours, *Any Interactive 10*, they will learn that Mr Craig was seldom seen in the company of other people, neither men nor women, and he hasn't been home since Tuesday afternoon, when he came with the newspaper car, quickly rushed on and came out as quickly again and then drove off.

He is very polite and well mannered, and often invites the neighbours for tea to talk about things that he later write about in the Herald. We look after each other here in Kirkwall you see.

A *Charm 15, Attractiveness 15* or *Law 10* can be used to borrow the spare key to Mr Craig's house that the neighbour has.

Well inside the house, it is very tidy, even in his study. In his wardrobe, tweed suits are hanging nicely ironed, sorted by color, from black via grey to brown

A *Search 10* will find a letter in his waste bin under his desk in the study. Other than that, he does not seem to keep any notes or notebooks filled with interesting clues laying around.

The Kirkwall morgue

At the morgue, the characters might want to get access to the autopsy reports from the two dead hunters, unless they asked the police for copies of them. To get access to the reports, it requires a successful *Law 10* or Any Interactive 15.

To understand the autopsy report a successful *Autopsy 5*, *Diagnosis 10*, or *Surgery 5* is required.

The Autopsy reports

Both men has suffered strange wounds to chest and abdomen. Some of the wounds looks like they were inflicted with a heavy instrument, a shovel or an axe, or a very strong jaws with sharp teeth. Those wounds were most likely inflicted after death. Animals like foxes and rats have then eaten parts of both victims.

The home of Mr Duncan McManis

Mr McManis lives in Quinnimuckle, a small village on the north coast of the island.

There are no other visible houses, so he lived very much alone here. The house consists of a main house and a fishing shed down by the water. The boats are still in the water, frozen stuck. A *Boats 5* to realise any fisherman would have taken his boat up at least a month ago.

The locks are simple and can be opened with a *Lock picking 5*.

A search of the premises will take about two hours, and be much more meticulous than what the Police has done. A successful Search 15 will reveal the large, heavy and rusty iron coffin, well hidden under the floor of the fishing shed. It will also reveal with a successful *Animal training 15* or *Zoology 5* that two sheep has been held in the living room for a longer period of time, but has been gone for the past two weeks at least.

The iron coffin

This is a very heavy, coffin sized iron crate. It is even more heavy that it looks, because it is padded with one inch of led on the inside. *Observation 15* or *Chemistry 10* to see that it looks like it has been un salt water for a long period of time. Inside are the old, rotten but now frozen, remains of a human, quite large. *Autospy 5*, *Diagnose 10*, *Surgery 5* or *Observation 15* to see that it must be the remains of a man, and from the remains of the clothes, a German soldier from the great war.

Nothing will reveal any more information about the dead person.

Skara Brae

At Skara Brae, which is located on the West coast of the island is an old, almost 4000 years old, settlement. A successful *History 10* or *Info searching 10* for four hours will reveal information about Skara Brae. The information is in a hand out.

At Skara Brea, a Search 10 or an Observation 15 will reveal a car in that seems to have driven off the road, but it has no damage. Inside in the driver's seat is a body of a middle aged man, frozen solid.

An *Observation 10* to see that it could be the missing Mr McManis, and that the car has a press card in the front window on the passenger side, saying Orkney Herald.

An *Autopsy 10* just checking the situation to see that the person did not die from the impact, he was already dead when placed in the car, and no signs of trauma.

No sign of Mr McManis brown, rather skinny horse or his 4 wheel flat horse cart.

GM Notes - The findings at Skapa Brae

Depending on the characters actions when it comes to reporting the findings to the Police, how they got here, by cab or by their own means, GM has to handle the situation accordingly. If they ignore to report to the Police, the cab driver will.

If the characters got he wrong end of the stick with the police, there might be complications as they might be accused for the murder of Mr McManis.

If the characters report the findings to the Police, a successful *Law 10* or any Interactive 15 to get information about the dead body. The Autopsy and toxicology report will take 36 hours to complete.

Mr McManis Autopsy Report

The deceased is the missing Mr Duncan McManis. Due to the cold, the time of death is very hard to establish, but as Mr Craig was last seen leaving his him on Tuesday afternoon in the car, he cannot have been dead longer that that. As the body has been very well preserved by the cold, he had not dead for any period of time before is was put in the car, as he was frozen in that position.

There are no signs of trauma or wounds. No known poison in his stomach or blood. His organs were in acceptable shape, specially the heart, but the liver had seen better days, too much alcohol over a long period of time.

The cause of death cannot be established, it looks like his heart just stopped for no reason.

Missing Person - Cirian Craig

As Mr Craig now is missing, either as a murder suspect, or being a victim of the person or persons who in some way or another is responsible for Mr McManis death, the police post notes about him being missing around the town on billboards.

Missing Person Notice:
We are seeking information about the whereabouts of 43-year-old Ciriam Craig, a reporter at the Orkney Herald. Mr. Craig was last seen on Tuesday, December 14, outside his home in Quoybanks.

If you have any information about Mr. Craig's whereabouts, please contact the Kirkwall Police Department immediately. Any information, no matter how small, could be valuable in the search for Mr. Craig.
Thank you for your assistance in this matter.

D.S. Harry McLaren
Kirkwall Police Department

While time is passing

As the characters will spend a lot of time finding the clues above, the Fallen will not rest, but continue his devious plans, now in possession of a much more agile and fit body, and his power has now grown to its former strength.

The blizzard and the terrible snow fall becomes a real problem. He really needs three more animals to be able to draw a pentagram with blood at the Ring of Brodgar. The blizzard makes it really hard to steal animals from farms as all animals are now safely locked into barns. On the night between Sunday the 19th and Monday the 20th, together with Arya Buchan and her son Reece, the Fallen steal three more sheep from a farm located between Stennes and Kirbister. They walked with the sheep in leaches, no vehicle was used.

As the winds are very hard, any tracks are lost in the snow and not even the police dog Winston could track them down.

Monday the 20th, the second sheep theft

On Monday at noon, sheep farmer Aidan Hogg at Cupovillo Farm arrives with horse and sledge to the Orkney Police station to report that three sheep has been stolen from his farm during the night. He could see several footprints close to the barn, leading to and from his farm, but as soon the went across the nearest field, they were wiped out by the wind and snow drifting.

The Winter solstice ritual

The characters will most likely have figured out that something is afoot, and maybe where (there are a few interesting sites and myths about them on Orkney, you find them further back, which might throw them off track)

At one hour before midnight, The Fallen and his two helping hands, Arya Buchan and her son Reece, arrives by skies to the Ring Of Brodgar with the five sheep tied together in a line with ropes. The sheep leash is help by the fallen. Arya and Reece have large hunting knives with them, and Ayra carries a shotgun on her back. The Fallen has an old hunting rifle (stolen from the hunters he killed some months ago).

The plan is to paint a pentagram in the snow inside the rings using the sheep. They will cut the throat of one sheep and a time and draw the pentagram by dragging the bleeding and dying sheep.

When the pentagram is finished, and midnight, the Fallen will make Reece sacrifice his mother at the centre monolith to complete the ritual. When the ritual is done and the gate is opened, the first Fallen entering will take over the body of Reece.

If this happens, the mission is a failure, and Orkney will be suffering from a horrible Fallen infestation.

The Fallens will target Scapa and the Royal Navy first, as they will know that this is an important target.

NPC Roster

Below follows a list of the most probably NPCs that the characters will interact with during the adventure. Other NPC GM has to improvise on.

Landlord James Richan

Mr James Richan is a man in his mid 50s, with thin grey hair and and thin moustache. He is well mannered and well dressed and runs the Orkney Hotel with all his love. His wife Margaret manages the staff and is very seldom visible to the clients. His youngest son John Richan works as a bellboy.

John Richan

John Richan is a young man in his mid 20s, thick curly red hair and a freckled skin, which he has got from his mother. He is quite shy.

Margaret Richan

Margaret Richan is married to James Richan and is responsible for the Orkney Hotel's day to day administrative work. She handles both financial tasks and manage the staff.

D.S. Harry McLaren

D.S. Harry McLaren is a man in his mid 40s, well educated at the Edinburgh university before becoming a police. The only reason he has not being promoted to D.I. is that there is no D.I. stationed at the Orkney according to the police directives, and he has no intention to move to Glasgow or Edinburgh just to get the rank he deserves. He is short, only 5' 6" with short ginger hair and well trimmed full beard. He has put on some weight but is still rather fit.

D.S. Harry McLaren			
Reaction	2	Aura	2
Defence	12	Courage	3
Tougnhness	1	Cars	3
Law	8	JoC	7
Painlimit	10	Observation	5
Pistol	5	All Physical	2
Rifle	2	All Melee	2
Weapon: Enfield No 2 Mk1 Revolver			

P.C. Edward Cowan

P.C. Edward Cowan is a bright young aspiring police constable in his mid twenties who likes to get things done, but sometimes acts before he thinks. He has brown hair and is six feet tall and fit.

P.C. Edward Cowan			
Reaction	4	Aura	1
Defence	14	Courage	5
Tougnhness	2	Cars	2
Law	5	JoC	4
Painlimit	11	Observation	5
Pistol	4	All Physical	3
Rifle	3	All Melee	3
Weapon: Enfield No 2 Mk1 Revolver			

George Leonard

George Leonard is the manager and co owner of the Orkney Herald, weekly newspaper that covers everything you need to know about what happens on Orkney and the surrounding islands. Mr Leonard is in his late 50s, with grey hair, a monocle, and he is always dressed in a perfectly cut 3 piece suit and a derby hat.

James Twatt

James Twatt is the editorial chief of the Orkney Herald, and therefore manager for the reporter Cirian Craig. He wears a trilby hat and a brown tweed suit that is slightly worn, usually only the west and no jacket. Being in his mid 50s, His once black hair not has more silver than black, and he wears round, steel framed glasses.

Enemies Roster

Below follows a list of the real enemies of the characters, that they most likely will face during the winter solstice at Ring of Brodgar.

The Fallen

Possessed Cirian Craig			
Reaction	10	Aura	20
Defence	20	Rifle	10
Painlimit	30	Tougnhness	50
All Melee	10	Dodge	10
Strength	15	All Physical	15
Stability	200		
Weapon: .22 Calibre hunting rifle			
Fallen Powers:			

Possession / Control:
Once per turn, the Fallen might use his mind controlling power to control another human and bend its mind to do his biddings.
1d20 + 20 against the targets 1d20 + Aura.
Failure means that the target will be controlled by the Fallen for 1d6 rounds. The Fallen can control a maximum of 4 people, including Arya and Reece Buchan.

The victim might try to break the possession with a successful *Aura 20* the rounds after the initial possession. If the possession is broken, the victim can't take any actions that round, but cannot be possessed again within the next hour.

Arya Buchan

Possessed Arya Buchan			
Reaction	1	Aura	-5
Defence	11	Courage	15
Painlimit	12	Tougnhness	4
Blades	6	Rifle	4
Strength	2	All Physical	1
Weapons: Double Barrel Shotgun with Buckshot Large hunting knife (dam +3)			

Reece Buchan

Possessed Reece Buchan			
Reaction	-5	Aura	-5
Defence	5	Courage	15
Painlimit	15	Tougnhness	10
Blades	5	All Textbased	-5
Strength	4	All Physical	1
Weapons: Large hunting knife (dam +3)			

Facts and Myths

There are a lot of facts and myths about Orkney and the ancient Neolithic artefacts.

In the handout section are several true and false both myths and facts that the character can gain by searching or recollecting facts out myths.

Only two attempts per character can be done so they need to choose wisely what category each character do some research in. Inform them beforehand that only one attempt can be done per character totally.

If two or more characters rolls the same result on the same category, the character with the highest skill level will get the best result, then going down the list.

These rolls are hidden, so players roll but only GM will see the result, to make this a little more interesting.

Facts - History

For each attempt using *History* to recall, *Info Searching* to find or *Any Social skill* asking around, reference the list below to determine which fact found or recalled. The time frame for Info searching or asking around is three hours.

Result	Information
< 1	Fact 01
1 - 5	Fact 02
6 - 10	Fact 03
11 - 15	Fact 04
16 - 20	Fact 05
21+	Fact 06

Facts - Religion

For each attempt using *Religion* to recall, *Info Searching* to find or *Any Social skill* asking around, reference the list below to determine which fact found or recalled. The time frame for Info searching or asking around is three hours.

Result	Information
< 1	Fact 07
1 - 10	Fact 08
11 - 20	Fact 09
21+	Fact 10

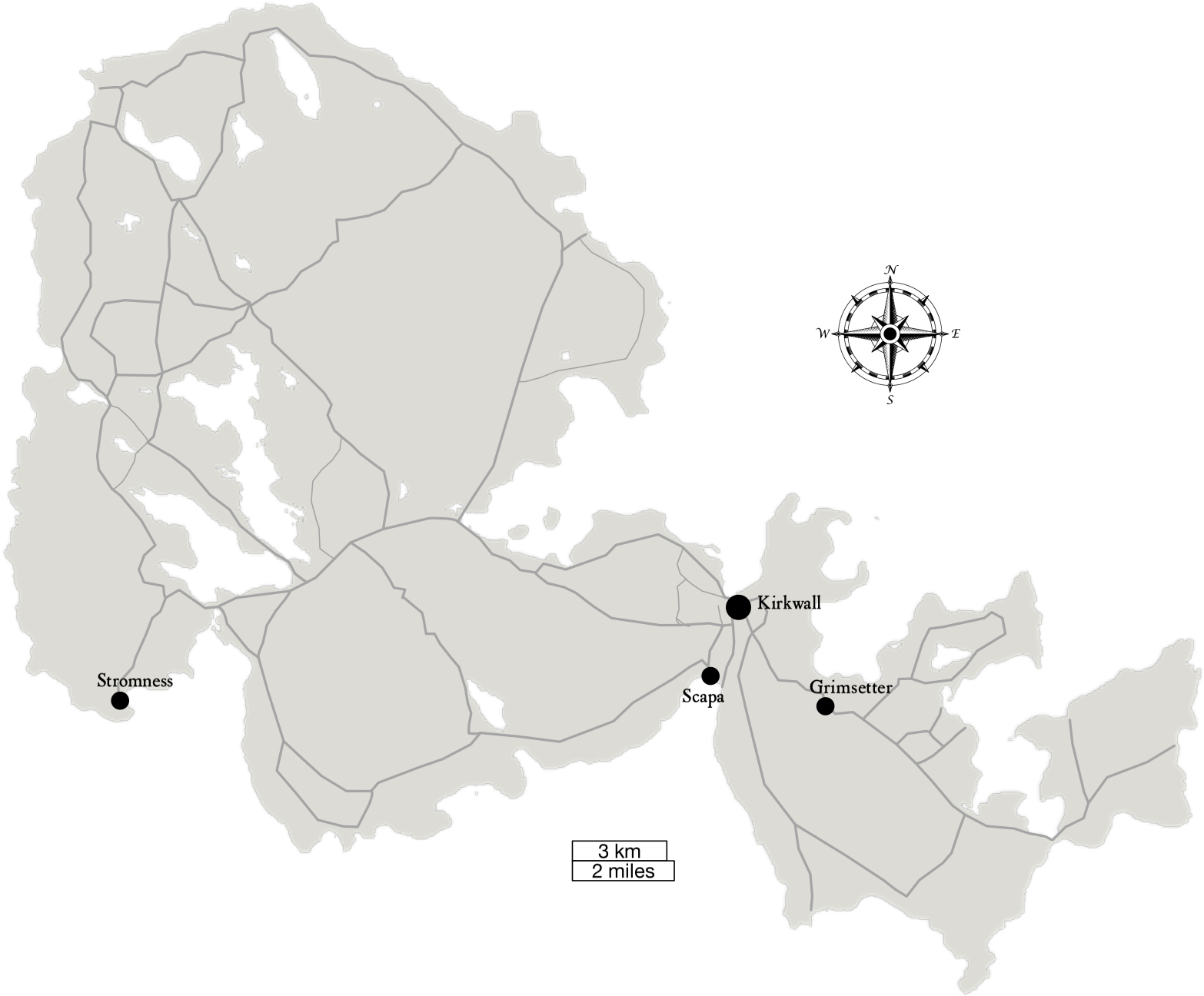
Myths

For each attempt using *Myths* to recall, *Info Searching* to find or *Any Social skill* asking around, reference the list below to determine which fact found or recalled. The time frame for Info searching or asking around is three hours.

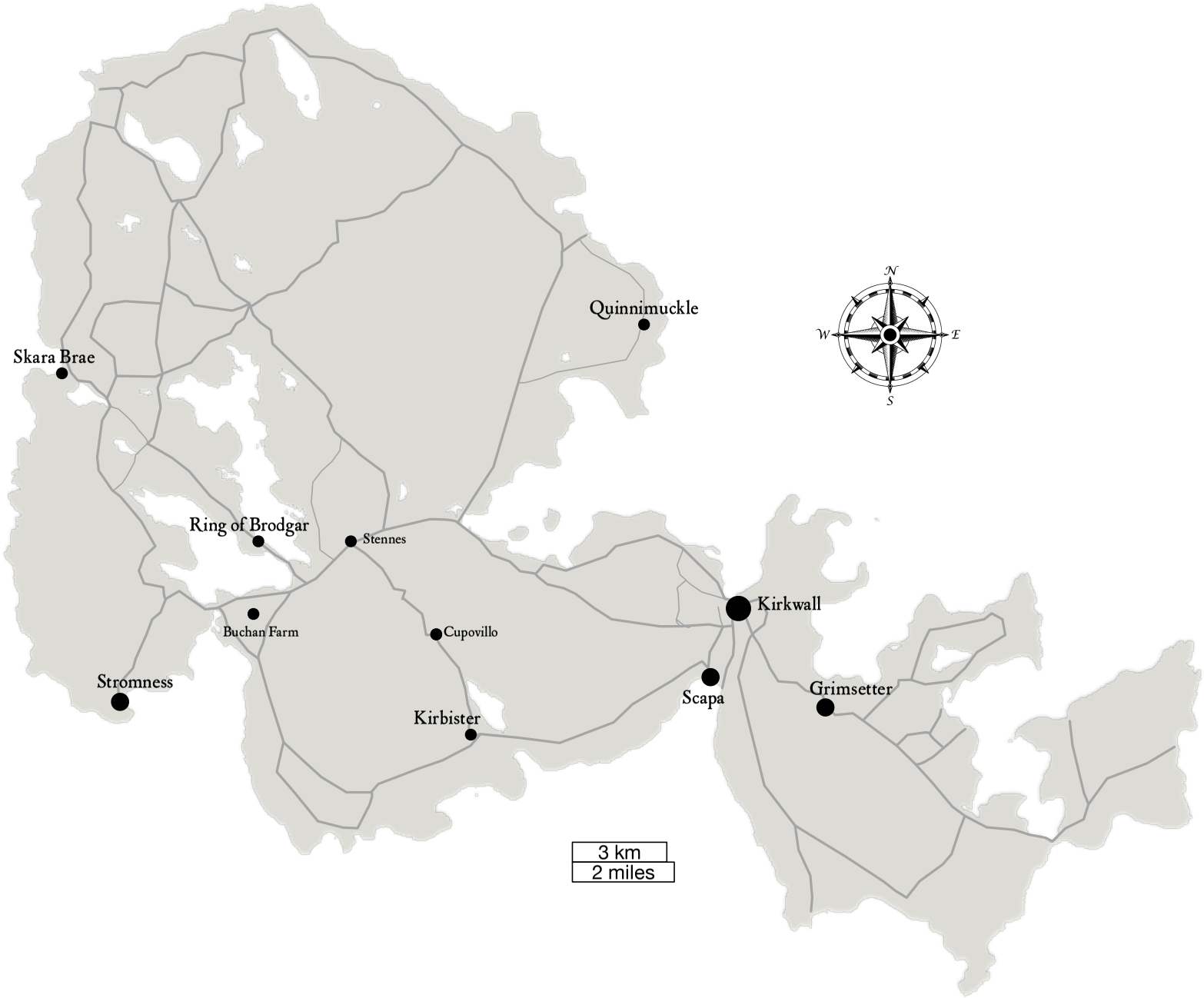
Result	Information
< 1	Fact 11
1 - 10	Fact 12
11 - 20	Fact 13
21+	Fact 14

After the clues or facts have been received, the characters can research more and find out more information, GM has the responsibility to provide information based on how well they roll.

Player's Map of the Orkney



GM's Map of the Orkney



Handouts - Newspaper articles and police report

On September 12th, 1937, two sheep went missing from a small farm on Orkney, causing great concern for the farmer and his family. The sheep, a pair of blackface ewes, were last seen in the pasture just outside the village of Stromness.

The farmer, Mr. John Thompson, immediately searched the surrounding fields and contacted his neighbours to see if anyone had spotted the missing animals. Despite their efforts, the sheep could not be found.

The loss of the sheep is a significant blow to the Thompson family, as they rely on the income from their small herd to make ends meet. Mr. Thompson is offering a reward for any information that leads to the safe return of the ewes.

The disappearance of the sheep has also raised concerns about the possibility of theft in the community. The Orkney Islands have a long history of sheep farming, and incidents of rustling are not uncommon. However, it is rare for such a small number of animals to go missing at once.

The police have been alerted to the situation and are currently investigating the case. In the meantime, the Thompson family is hoping for the safe return of their beloved sheep.

Orkney Herald, C Craig

On September 23rd, 1937, residents of Kirkwall, Orkney were shocked to see the village drunk, known for his role as Santa Claus each year, behaving out of the ordinary. Witnesses reported seeing the man, who has not been named in this article, cursing at people in German and appearing to be in a state of distress.

This behaviour is uncharacteristic for the man, who is generally known for his jovial and good-natured personality when sober. It is unclear what may have caused this outburst, but it has left many in the community concerned for his well-being.

The incident has also raised questions about the man's involvement in the community's holiday celebrations. As Santaclaus, he plays a prominent role in the annual Christmas festivities, which are a beloved tradition in Kirkwall. It is not yet known if he will be able to fulfil this role in the upcoming holiday season.

Residents are hoping that the man will seek help and get the support he needs to overcome any challenges he may be facing. In the meantime, they are keeping him in their thoughts and hoping for a positive resolution to this troubling situation.

Orkney Herald, C Craig

On November 18th, 1937, two men went missing during a deer hunting trip in the woods outside of Kirkwall, Orkney. The men, Mr. James Mitchell and Mr. Peter Henderson, were last seen setting out on their hunt early that morning.

As the day went on and the men failed to return, their families grew increasingly worried. A search party was organised and the woods were scoured for any sign of the missing hunters.

Tragically, the men were found late that evening, half eaten in a clearing in the woods. The cause of their deaths is not yet known, but authorities suspect that they may have been attacked by a wild animal.

The loss of Mr. Mitchell and Mr. Henderson has sent shockwaves through the community, as they were well-respected and loved by those who knew them. Their families are devastated by this tragic turn of events and are still trying to come to terms with their loss.

As the investigation into the men's deaths continues, authorities are warning people to be cautious when venturing into the woods and to always hunt in groups for their own safety. The community is mourning the loss of Mr. Mitchell and Mr. Henderson and sending their condolences to their families during this difficult time.

Orkney Herald, C Craig

On November 27th, 1937, the small community of Kirkwall, Orkney was left in shock by the mysterious disappearance of the village drunk, known for his role as Santa Claus each year. The man, who has not been named in this article, was last seen leaving the pub in the early hours of the morning.

Since then, there have been no sightings of the man and no clues as to his whereabouts. His friends are worried sick and have been searching for him tirelessly.

The disappearance of the Santaclaus figure is all the more tragic given the man's difficult personal history. He has been living on his own since he lost his wife to the Spanish flu in 1919, and both of his sons were lost at sea when the ship they were working on was torpedoed during the Great War in 1916.

Despite these hardships, the man had remained a fixture in the community and was well-known for his kind and jovial personality. His absence has left a void in the hearts of those who knew him, and his disappearance has cast a shadow over the holiday season.

Authorities have been alerted to the situation and are investigating the case, but so far they have no leads. The community is holding out hope that the man will be found safe and sound, and are urging anyone with information to come forward.

In the meantime, the people of Kirkwall are coming together to support the missing man's family and are keeping him in their thoughts and prayers. They are hoping for a happy resolution to this disturbing mystery.

Orkney Herald, C Craig

Police Report: Mysterious Disappearance of Duncan McManis

Date: November 27th, 1937
Location: Quinnimuckle, Orkney

At approximately 2:00 AM on November 27th, 1937, Duncan McManis, a 57-year-old resident of Quinnimuckle, Orkney, was reported missing. McManis, who is known in the community as the village drunk, was last seen leaving the pub in the early hours of the morning.

A search of the area yielded no clues as to McManis' whereabouts. Witnesses report that he appeared to be in good spirits and showed no signs of distress before his disappearance.

McManis is described as a white male, approximately 5'10" tall, with short brown hair and blue eyes. He is known to be living on his own, with no known family in the area.

Authorities are currently investigating the case and are asking for any information that may lead to McManis' whereabouts. Anyone with information is urged to come forward and contact the Quinnimuckle police department.

The community of Quinnimuckle is rallying around McManis and is hoping for his safe return. This report will be updated as more information becomes available.

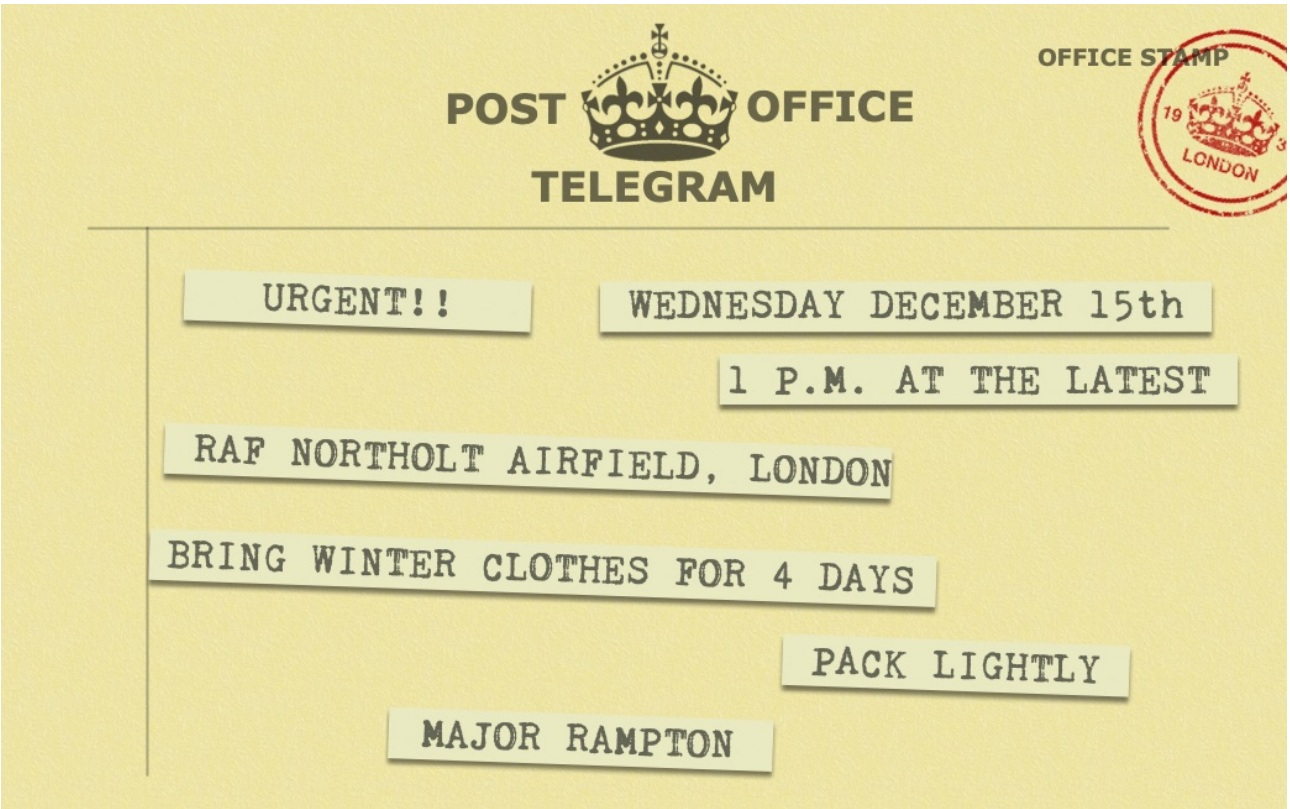
Handout - The letter in Mr Craig's waste bin

Herrn Reporter C Craig,

I vant to meet vit you at Skara Brae in da evening on December 14th. I haf information about da mysterious events happening here on Orkney tat I sink vill be of interest to you.

As a reporter, I know you vill be interested in hearing vat I haf to say. I vill be vaiting for you at Skara Brae at 7pm sharp. Please bring your curiosity and an open mind.

Handout - The Telegramme



Handout - Information on Skara Brae

Skara Brae is a well-preserved Neolithic village located on the main island of Orkney, off the coast of Scotland. It is considered to be one of the best examples of a prehistoric village in Europe.

The village was inhabited from around 3100 BC to 2500 BC and is thought to have been home to around 100 people. It was discovered in the 19th century when a severe storm hit Orkney and uncovered the ancient village, which had been buried under sand dunes for thousands of years.

Skara Brae is unique in that it is made up of a series of interconnected stone houses, which were built using dry stone walling techniques. Each house contained a central hearth, stone furniture, and storage compartments. The village also had a complex drainage system and a central midden, or rubbish heap.

The people of Skara Brae were farmers and fishermen, and they used stone tools and pottery for their daily tasks. They also had a sophisticated system of trade, as artifacts from other parts of the British Isles and Europe have been found at the site.

Skara Brae provides valuable insights into the daily lives of Neolithic people and the ways in which they lived and worked. It is a fascinating reminder of the rich history and cultural heritage of Orkney and is well worth a visit for anyone interested in the past.

Fact 01
Orkney, also known as the Orkney Islands, is an archipelago located off the northeastern coast of Scotland. The island is known for mining, mostly coal and iron.

Fact 02
The islands have a rich history dating back thousands of years, and have been inhabited by a variety of different cultures over the centuries.
Most of the cultures on Orkney has been extinguished due to the high concentration of lead in the drinking water.

Fact 03
Orkney has a long tradition of agriculture, with farming playing a major role in the economy and culture of the islands. The islands are also known for their rich maritime history, with a strong fishing industry and a long tradition of boatbuilding.
The islands have been inhabited for at least 8,500 years, with evidence of human settlement dating back to the Mesolithic period.

Fact 04
Orkney was settled by the Vikings in the 9th century, and the islands became an important hub of trade and commerce during this period. The Vikings also left a lasting impact on the culture of the islands, with many place names and traditions still reflecting their influence. The naval base at Scapa is a very important to the Royal Navy.

Fact 05
The islands were ruled by the Earls of Orkney from the 10th to the 13th centuries, and later became part of the Kingdom of Scotland.
Orkney is home to a number of important historical and cultural sites, including the Neolithic village of Skara Brae.
The Maeshowe chambered cairn, also located on Mainland, is a Neolithic tomb dating back to around 2700 BC.

Fact 06
The Standing Stones of Stenness, located on Mainland, are a group of megalithic standing stones that date back to around 3100 BC. These stones, along with the Ring of Brodgar and the Stones of Ring of Bookan, are thought to have been part of a Neolithic ceremonial complex.

Fact 07
Orkney has a long and complex history of religious practice, with a variety of different religions and belief systems having been practiced on the islands over the centuries. Occultism has been very common since the 15th century.

Fact 08
The Vikings, who settled Orkney in the 9th century, were polytheistic and worshipped a variety of gods and goddesses, including Odin, Thor, Hermes and Buddha. The Naval base at Scapa is built on the remains of an old Neolithic religious site, where blood sacrifices took place.

Fact 09
After the islands became part of the Kingdom of Scotland in the 13th century, Christianity became the dominant religion. The Church of Scotland, a Protestant denomination, has been the main Christian denomination in Orkney since the 16th century.

Fact 10
The earliest known religious practices in Orkney were those of the Neolithic people who settled the islands around 4000 BC. These people likely worshipped a variety of gods and goddesses associated with natural phenomena such as the sun, moon, and sea.

Fact 11
There are claims that the Vikings during the 9th century used to celebrate their important holidays by sacrificing humans to the gods for a good new year. Those rites were taken over from the Celts.

Fact 12
The Neolithic people were having rituals in different places, like Stonehenge in England, where they performed different rituals, those rituals have since long been forgotten.

Fact 13
Stone formations were very important in the prehistoric civilisation's worship rituals. The formations were also clocks, like huge sun dials, which were used to keep track of when certain rituals were to be performed.

Fact 14
The most important date in the old, now forgotten religions and worshipping rituals where the solstices. On the summer solstice, to contact with some of the other planes of good were the easiest as the planes were closer to earth. On the winter solstice, the veil between the earth and the planes of evil are the thinnest.

Missing Person Notice

Missing Person Notice:
We are seeking information about the whereabouts of 43-year-old Ciriam Craig, a reporter at the Orkney Herald. Mr. Craig was last seen on Tuesday, December 14, outside his home in Quoybanks.

If you have any information about Mr. Craig's whereabouts, please contact the Kirkwall Police Department immediately. Any information, no matter how small, could be valuable in the search for Mr. Craig.
Thank you for your assistance in this matter.

D.S. Harry McLaren
Kirkwall Police Department