BURIED SECRETS

SWEET DREAMS ARE MADE OF CHEESE

A WÜRST AND KÄSE SCENARIO

4Eyes!

© 2022 4Eyes roleplaying - all rights reserved

Sweet dreams are made of cheese

A Würst and Käse scenario

Idea and writing: Totte Alm
Layout and art: Totte Alm
Maps from: https://visionofbritain.org.uk/

Play testers: Jesper Alm, Torbjörn Alm, Emil Falk & CB Du Rietz

TABLE OF CONTENT:

Adventure background - GM only 4
The trumpet's history 5
The other trumpets 5
The trumpet's connections 6
Playing this out 6
Adventure plots - GM only 7
Adventure start 7
Calendar 1937 8
Adventure Timeline 8
Friday, October 29 9
Events: Friday, October 29 9
GM Note on Friday's nightly events 9
The burglary 9
Mrs Sylvia Kirk 9
Saturday, October 30 10
Events: Saturday, October 30 10
GM Notes on Saturday's Events 11
The dead man brought in to Morgue 11
The elderly couple 11
Sunday, October 31 11
Events: Sunday, October 31 12
GM Notes on Sunday's Events 12
The threat to Mr Pangallo 12
The sausage theft 12
Saliba's live sausage making 12
Monday, November 1 13
Events: Monday, November 1 13
GM Notes on Monday's Events 13
Lady Felicia 13
Mr Paci at Preston Plucknett 13
Captain Marcus Fuller 14
Tuesday, November 2 14
Events: Tuesday, November 2 15
GM Notes on Tuesday's Events 15
North Coker 15
Burglary at the Musical Instruments Shop 15
The explosion at Tilly's Hill 16
The theft from Mr Pangallo 16
Wednesday, November 3 16
Events: Wednesday, November 3 17
Tips regarding the mysterious Italian 17
Tip #1: 17
Tip #2: 17
Tip #3 17
Missing food cans 17
GM Notes on Wednesday's Events 18
Missing persons 18
Found jute sack with cans 18
Thursday, November 4 18
Events: Thursday, November 4 19
GM Notes on Thursday's Events 19
The explosions at the Borough 20
The Andersson Shelter 20
Friday, November 5 21
GM Note for Friday's events 21
Fallen's plan failed 21
Fallen's plan succeeded 21
Trumpet Possession Table 22

Arranging to meet NPCs 22
Person Gallery - Major NPCs 23
Barry "the trumpet" Stephens 23
D.I. Webber 23
D.S. McGregor 24
Dr. Aveline 24
Mr . Stutt 25
Mrs Chambers 25
Wild Carl Rutherford 26
Mr Ritschel 26
Mr Bertillon 27
Mr Lasch 27
Mr Finelli 28
Mr Rotondi 28
Mr Pangallo 29
Captain Fuller 29
Lady Felicia 30
Mr. Paci 30
Mr. Saliba. 31
Jimmy the Eel 31
The possessed trumpet players 32
Person Gallery - Minor NPCs 33
Mr Martin 33
Mrs Harston 33
Mrs Kirk 33
Mr Paci 33
Mr Hobart and Mrs Cecelia Gaynesford 34
Mr Williams 34
Mr Bexley 34
Micheal Carhart and Frank Kneller 34
Mr Pinnick 35
Mr O'Sheehan 35
Locations Of Interest 36
Preston Plucknett Manor 36
Yeovil Market - The Borough 36
Tone Vale Psychiatric Hospital 36
Yeovil Police Station 36
The Somerset Guardian 36
Map of the surroundings 37
Adventure Calendar for GM 38

Adventure background - GM only

The background for this adventure, is an event that happened during the great war, in the protectorate of Palestine.

Barry Stephens and his 4 brothers, Raymond, Thomas, Tom and George were all enlisted in the 2/4th Battalion of the Prince Albert's (Somerset Light Infantry) during the great war, and were stationed in Egypt, and took part in the third battle of Gaza.

The enemy, the 7th Ottoman Division was under the command of Field Marshal Erich von Falkenhayn. By following orders from von Kressenstein commanding the Gaza to Beersheba line defences, assault detachments equivalent to the German Stosstruppen (Stormtroopers) were formed. The 7th Division activated an assault detachment of fifty men on 17 July 1917.

On November 7, the 232nd Brigade was supporting the 233rd Brigade in the attack and take Outpost Hill, Green Hill and move on to the Ali Muntar ridge. They only met light resistance and the Gurkhas of the 233rd brigade, took the hill easy. The 2/4th Battalion of the 232nd Brigade was ordered to hold the hills while the Gurkhas returned behind to regroup for another attack. Barry Stephens found a trumpet, dropped by the fleeing Ottomans, and picked it up.

During the night, the British forces were attacked by a small group, just two platoons of Ottoman Stormtroopers. The Stephens brothers where all in different companies and different platoons, so they never saw each other during the battle.

The night was dark and the smoke and dust from the Ottoman shells fired from the ships out st sea made it very difficult to see what was happening. Everyone was very confused. The battle was horrible, and Barry Stephens got a sudden urge to play the trumpet, and that was the very last thing he and his squaddies remembered. They were all found the morning after, unconscious, but physically unharmed. They were the few lucky, the rest of the battalion has almost been wiped out.

The battle had been a slaughter house, and of the 350 men that defended the ridge, only 19 survived, and half of them died within a week from the different injuries. Brigadier F.A.J.E. Marshall and his staff tried over and over to debrief Private Stephens and the rest of the survivors who happened, but everyone just said that it was dark, dusty, foggy and no one saw anything except that there were an enemy attack and they all had suddenly felt very ill and then fainted. The theory was that the Ottomans had been using some new kind of gas, probably fired from the ship guns at sea, but the chemists analysing the battlefield never found anything to prove that theory.

Some of the surviving soldiers did remember a strange sound, almost like a trumpet, but very off note, and Barry Stephens, who still had his trumpet was asked several times about it, until Lance Corporal Hewitt lost his temper and broke the trumpet under his foot. Barry Stephens saved the mouth piece and kept it.

Barry Stephens was the sole surviving member of the five Stephens brothers who all had served in the Prince Albert's regiment that night.

The seven soldiers in Barry Stephens squad that miraculously had survived the slaughter of Ali Muntar ridge physically unharmed, all suffered from terrible battle traumas and were never them selves again. The events were classified by the military intelligence.

Three of soldiers committed suicide within month after the incident, but Barry Stephens, Duncan Pates, Alan Northway and Francis Tingey stuck together.

The four old squad mates were separated and ended up i different companies for the remaining time of the war, but some how, they all survived and could return home after the war.

Barry Stephens mind was still not fully working even when was back home England, he had severe nightmares. His mother had died from the chock when she was informed that four of her five sons had died that awful night in Palestine, and after Barry's return home, his father passed after two years. Barry became somewhat of a village idiot, as he had found an old trumpet and spent his days trying to play it, using the mouth piece from the trumpet he still think saved his life.

When his father passed, he decided to live a quiet and peaceful life in the little cottage, doing cash in hand odd jobs for the farmers around to survive. Barry not have any contact with his old squaddies at all, he wanted to leave everything about the war and that horrible event far behind, but his mind just did not let him.

The trumpet's history

The trumpet was one of several trumpets with different functions, created in the 5th century by a legendary instrument maker in Constantinople, today's Istanbul. They all had different abilities when it came to handle Fallens, as the protect from them, summon them or banish them. They were used during the Mongolian hoard invasion in year 1242, the trumpets were used to protect the Emperor fro the fallens while at the same time summon fallens to battle the Mongolian hoard.

During the fall of Constantinople in 1453, when the Byzantine empire was ruled by emperor Constantine XI, the trumpets was secretly moved out from the city and hidden, to be discovered by the Ottomans in the late 17th century. The information is rather thin and non consistent regarding this, much due to the fact that the Ottomans wanted to keep this secret from the rest of the world.

During the formation of the "Fırtına askeri", the Stormtrooper platoons in the 7th Ottoman division, the trumpets were used to summon the Fallens while protecting the officers that were not to be subjects of possession. Some troops that were doing scout or guard duties for the 7th Ottoman division, had protecting trumpets in case Stormtroopers were sent to the front. It was one of those protecting trumpets that Barry Stephens had found when his unit dug in at the Ali Muntar ridge.

The other trumpets

Most of the special trumpets were lost during the great war, but some of them, or at least parts of them, were recovered by two Palestine brothers who where looking for scrap metal to recover. One of the trumpets they found was the one that Corporal Hewitt broke, the one that saved Barry Stephens and his squaddies lives.

The Palestinian brothers, Ramzi and Ahmad, were the sons of the butcher and sausage maker Jamil Saliba. They were helping him to try to improve the making of sausages, as sausages had started to become very popular in the early 1920s. They found out that the shape of these trumpets, and the metal they were made of, an old copper alloy, made them perfect for stuffing sausages. Not only did they work very well, but the metal used made the sausages taste much better. They did try many different funnels, but these old trumpets,

where you very slowly, by hand, stuffed the sausages by pushing the minced meat and spices mix through the pipe into the sausage skin, made the result something extra ordinary. They had no idea that these funnels were very old, and probably not made with sausage stuffing in mind.

Saliba became a name in the British society, mostly because military officers stationed in the British Mandate of Palestine, found the sausages outstanding on a lunch sandwich or with a pint, and brought some with them when they went back home. It was time for Saliba, after almost 18 years, to try to introduce their sausages to the British and try get a contact with some of the larger food importers.

The trumpet's connections

The different trumpet parts has been apart for almost 20 years. When Saliba's brought the trumpet funnels to Yeovil, the connection to Barry the Trumpet's mouth piece triggered a massive influx of weak but restless fallen spirits, that sees an opportunity to reopen the trumpet gates again. All it takes is the mouth piece from Barry the Trumpet's trumpet and one of the funnels from Saliba's, and the middle piece of any trumpet. It will work even without the middle piece, but the sound will be even more horrible than Barry's music.

Those lesser fallen spirits, can get in touch with the world when the tones from the mouth piece touches the funnels, but as the pieces are not connected, the gap is very small, and not permanent, but lesser Fallen spirits tries to posses people to make them reconnect the pieces. All of the funnels in Saliba's possession are summoning funnels, and not the type that Barry had on his original trumpet, the repelling funnel.

Playing this out

As the Fallen spirits will try to make a trumpet, but are very careful to try not to reveal their intentions, most of those slipping into this world will just do stupid things, causing trouble, or doing diversions as you would call it.

The closer to the end of the festival it gets, the more desperate will the fallen spirits be, as they know this is the end of this window of opportunity to fix something that has been broken for twenty years, preventing them this passage to this plane in a simple and painless way.

Adventure plots - GM only

There are several different sub plots in the adventure that will eventually lead the party in the right direction.

The basic intermixed plots are:

- The sausages made using the old trumpets as funnels, that are made at the festival to show how they are made, together with the trumpet sounds played by Barry Stephens, will summon weak Fallens that will temporary possessed people visiting the festival eating the named sausages and have heard the trumpet played by Barry th trumpet. Some of these possessed people will just do random bad acts, others will try to find the summoning trumpet and put it together with the mouth piece from Barry Stephens trumpet, to summon real, powerful Fallens.

- The Italians representing an Italian company "Formaggio Napoli" selling the among other cheeses, the famous Parmigiano Reggiano cheese, are actually members of the the Napoli Camorra (the mafia) and will try to ruin or steal any sales or contracts for any other Italian cheese businesses at the festival.

- The German sales representative who is trying to land a contract with the British Defense Ministry for supplying canned German high quality Bratwürst sausage as soldiers rations is really a German Abwehr (Nazi Germany Military Intelligence) officer with plans to provide poisoned rations to the British military as a planning step for the coming war.

Adventure start

GM has to decide, together with the players, the reason for the characters to be at the Cheese and Sausage festival. Listed below are some different reasons to help GM finding a suitable reason.

Business seller: One of the characters, preferably someone with a high financial standing, owns or have invested either in the cheese or the sausage market, and now is at the cheese and sausage festival to market the products he has invested in. The other characters in the party are there to assist the main character in this adventure.

Farmer seller: One of the characters owns a farm and manufactures either cheese or sausage, and had decided to try to expand the market beyond the local village market.

Buyer professional: One of the characters, preferably a food store or a government ministry of some kind, is attending the festival to scout the market for products to add to the stocks.

Buyer small scale: One of the characters runs a small but exclusive restaurant, hotel or similar business, and has decided to add some exclusive and high quality cheese or sausages to the menu.

Visitors: The characters are visiting the festival as visitors, most likely if at least one of the characters have a connection to Yeovil or its surroundings.

OF:R Mission: In this case, the scenario will begin on Sunday, October 31st, after O:FR has learned about the strange events the night before.

It is Friday, October 29 (or Sunday, October 31st if the start reason is a O:FR mission), 1937, and it is time for the yearly cheese and sausage festival in the town of Yeovil in Somerset. The characters are either visiting as guests, or participating as buyers or sellers at festival.

The festival is a week-long event, and ends on the fifth of November with bonfires and fireworks to celebrate the Guy Fawkes day.

It's held In the town of Yeovil and the on the nearby grounds of the manor house of Preston Plucknett. The old village of Preston, or in old English, "preost tun" (priest settlement), was even mentioned in the Doomsday book of 1086. All professional sales representatives have rooms at the Preston Plucknett Manor. Buyers who comes from far away have booked rooms in different small hotels in Yeovil and its surroundings. The resident/hotel section of the Preston Plucknett Manor is managed by the receptionist Clair Wright.

During the cheese and sausage festival, many important contacts are signed, business plans are made, and people eat cheese and sausage. The majority of the stands are of course British, but there are several sellers from other countries as well. mostly from Germany, France, Italy, Spain and Switzerland.

In the evenings, the pubs in Yeovil are crowded with people drinking a pint or two after a long day, and even though beer is not the primary ware marketed at this event, brewers from far and near see the opportunity to try to market their bitters and lagers to a larger audience as well.

Pub owners get some nice discounts from the breweries if the introduce new beverages to the customers.

Calendar 1937

October 1937						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
				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

November 1937						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
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					

Adventure Timeline

Below is a list of events for each day that will unfold during this adventure. The information is divided into two parts. One for GM to share with the characters depending on their whereabouts, and one which contain the facts that GM can reveal depending och what actions the character takes, who they talk to. There is a Person Gallery at the end of the adventure and also a Locations Of Interest list. Use those two to handle any interactions or visits to known places with known people.

The rest GM can just improvise. If the character's have gotten the information one way, GM might, or might not, let them get the same information from another source. Sometimes players, in contrast to their characters, have problems remembering what they did hear.

Friday, October 29

The grand opening of the 1937 cheese and sausage festival is held by no one else than Baron Sir Wilfred Daubeney, lord of the Preston Plucknett Manor and also the MP (Member of Parliament) for Preston county, at a symbolic ceremony at the Yeovil market, also known as the Borough.

The day passes quite normal, or as normal a hectic festival like this can pass. Some spend a little too much time at the pubs, and in the evening there are crowded pubs and cheerful people everywhere. Some sellers and buyers are in one of the two finer restaurants eating dinner either celebrating, or trying to land, some good contracts.

Events: Friday, October 29

Barry Stephens, the Taunter from Taunton, shows up here and there playing his trumpet, making horrible sounds. If given something to eat or drink, or some pennies, he will stop playing and move on

If the characters stay at the Preston Plucknett Manor, they will be woken up at 1.30 a.m. by a firm knock on the door by a policeman together with D.S. McGregor, asking if they have heard or seen anything unusual during the night, and where they have been, if not in their rooms around midnight.

GM Note on Friday's nightly events

The burglary

The burglary was an attempt by two of the Italians working for "Formaggio Napoli" that were trying to break into the room of the sales representative of "Gusto d'italia" to steal his notebook or any information on prices or possible sale leads. They were interrupted or disturbed, and decided to flee the scene as fast as possible. The police have secured a fingerprint on a window to the room where the attempted burglary took place, but the police do not know that that fingerprint belongs to one of the gardeners, the real burglars wore gloves.

The police have a witness, Mr Jeremiah Martin, that saw two men in dark clothes leaving the Preston Plunckett Manor on a motorcycle around midnight. A stolen motorcycle was found in the vicinity of the Church of the Holy Ghost. The motorcycle belongs to Wild Carl, or Major Carl Rutherford, a retired Major from the great war.

Mrs Sylvia Kirk

Mrs Sylvia Kirk was arrested and has been taken to the Tone Vale Psychiatric Hospital for psychological evaluation.

Saturday, October 30

In the morning, there are several reports of strange disturbances at the local Police. The characters can learn about that in several different ways. They can also contact the local chief of police, D.I. Webber for more information, or Mrs Emma Chambers at the Somerset Guardian.

If they stay elsewhere, they might hear the gossip, already at breakfast:

- "*Did you hear, there has been a burglary at the Preston Plucknett Manor.*"

When the characters are out walking after about 10 a.m.. they will hear a newspaper boy shouting:

- "*Extra! Extra! Burglars at the manor, burglars at the manor, read all about it in the Somerset Guardian*".

If the characters buy the newspaper, they will learn about the burglary and also that the article was written by E. Chambers. There is also a small notice about a woman being taken by the police for damage of property, and the reporter quoted a witness that stated that it took three police officers to arrest and hold down that woman, and she is a quite small woman. That article is also written by E. Chambers.

In a pub, a restaurant, a street corner, or at the market, they will overhear two women talking. A Mrs Sylvia Kirk, according one of the two women, was out in her nightgown in the middle if the night, throwing stones and smashing the windows of the local butcher's shop. The police arrested her.

Events: Saturday, October 30

The taunter from Taunton shows up with his trumpet, playing his strange tunes, and given a pint, a chunk of cheese or some sausage from one of the stands and happily walks away again. This happens a few times during the day.

A woman in her late 50s, Mrs Kathleen Harston, was seen walking in her nightgown on the road to Chilthorne Domer at 2 a.m. She was picked up by police officers from the Yeovil police and brought back to her home again. The police reported it as sleepwalking, but two of the officers got minor injuries while getting Mrs Harston into the police car.

Late in the evening, a dead man is brought to the Yeovil morgue. The man seems to have died from poisoning, and is not a known resident of Yeovil. The police starts an inquiry about the incident. An autopsy is scheduled and D.I. Webber will get the autopsy report at 2 p.m. Mrs Chambers knows something has happened but has been kept from the information due to the sensitivity of the subject, a possible murder during the festival is not good for business, not at all.

GM Notes on Saturday's Events

The dead man brought in to Morgue

If the characters do check with the Police, and have a good relationship with D.I. Webber, they will learn that a dead man was brought into morgue late in the evening. He was found by a lorry driver on the side of the road about 1/2 mile south of Yeovil, close to Placket, and was brought to the hospital. The man, still unidentified, seems not to be a resident of Yeovil and a full post mortem will be performed as it looked like he had been poisoned. The symptoms were similar to cyanide poisoning, but still different. The Police has kept this secret to prevent any mass hysteria and to not damage the current cheese and sausage festival. The victim is a man between 25 and 35, and from his general condition and his clothing, a hobo or a very poor person.

If the character can get hold of the autopsy report, they can with an ***Autopsy 20***, ***Chemistry 20*** or a ***Drugs 20***, identify the poison to most probably be sodium azide, and from the stomach content, establish that the person has eaten sausages and cheese. A Jolly Good ***Autopsy*** result will conclude that the sausage was probably foreign.

The elderly couple

An elderly couple, Mr and Mrs Gaynesford, was found in the early hours after midnight, on High Street, trying break in into one of the ware houses where the goods for the market is stored during the night. They were caught by a police patrol and taken to the police station for questioning, then brought back to their home. The story is in the Sunday issue of Somerset Guardian. The reporter Mrs Chambers writes that a wave of crimes is disturbing the peaceful Yeovil. In the statements given to the police, they both claim they have no idea of what they did and even why they did it.

Sunday, October 31

The morning gossip is about a woman that was found sleepwalking in her night gown on there road to Chilthorne Domer in the middle of the night. The woman, Mrs Harston is a grandmother in her mid 50s, and not known for sleepwalking.

The newspaper boy shouts this time (after 10 a.m.)

– *Extra! Extra! Read all about it! Elderly couple arrested for burglary!*

As Sunday is a no work day, after church, the High Street and the Borough are absolutely packed with people in all ages, trying to get a free taste of some exotic foreign cheese or sausage. The business men are taking the day off, as there is no chance of getting a contract sealed and signed with those masses of people around. All the pubs are packed too. One of the more popular events are when the Salibas make some sausage in their stand, showing people how they do it. The sausages needs to hung to dry for at least two months before they are ready to be eaten, but people queue to be able to buy a fresh made Saliba sausage. They also have baskets with slices you can taste for free, if you are lucky to get one before they are all gone.

Events: Sunday, October 31

As usual Barry the trumpet comes into town in the morning riding his horse cart. He stays away from the crowds around High Street, but plays elsewhere in town today.

Mr Christian Ritschel from Wûrst Bavaria reports to the police that there has been a theft from their storage in one of the warehouses on High Street. Mr Ritschel states that two crates of their canned bratwurst has been stolen. The characters will learn about this either from the Monday newspaper, or earlier if they have established contact with the Police or Mrs Chambers.

Mr Umberto Pangallo, sales manager for Gusto d'italia reports that he has gotten an anonymous written threat. The letter is with the Police and is written on a type writer. This information can come through contacts with the Police or through Mrs Chambers. The event is not printed in the Somerset Guardian, even Mrs Chambers has some rules.

GM Notes on Sunday's Events

The threat to Mr Pangallo

The letter:

SIGNORE PANGALLO. WE KNOW YOU NO LOYAL. GO HOME AND MAKE NO BUSINESS. ELSE BAD LUCK WILL DO TO YOU.

The letter is also in the handouts section of this adventure.

A ***Language Italian/Spanish 5*** to see that this letter is most probably written by a person who has a latin language as the primary language and is not very good at English at all.

The sausage theft

The theft from Wûrst Bavaria, where two crates were stolen, is a real incident for everyone involved, as one of the crates is the one crate that was accidentally included in the shipment, that contains the actual poisoned bratwurst.

Saliba's live sausage making

If any of the characters watched Saliba's live sausage making and tasted some of the free samples that was shared among the audience, they will have to roll a secret ***Aura*** roll that only GM sees the result of. Check the roll against the Trumpet Possession Table. This is during the night to Monday November 1st.

Monday, November 1

If the characters decides to stake out the Preston Plucknett Manor between 1 p.m. and 2 p.m., or got someone else to do it, like convincing the Police or Mrs Chambers, there is an entry in the GM section for Monday on that.

Any character that failed one way or another on the Trumpet Possession Table, will either feel terrible, or wake up in the Nick on a hard bench, to be questioned about the nights events, depending on what happened or if the character got caught or not.

Several people talks about strange events that has happened during the past few days. Neighbours sleepwalking, burglars. Some say it the new ale and lager that make people behave strange, other blame the foreigners and their foreign cheese and sausages.

At the Borough, Wild Carl is talking to some friends about that this is the doing of the huns. It must be the huns. They are cunning bastards, we must stay sharp.

Events: Monday, November 1

As usual Barry the trumpet comes into town in the morning riding his horse cart. he plays a little here and a little there.
Captain Marcus Fuller reports himself to the police early on Tuesday morning, for being out in the night, possibly sleepwalking, possible being out of his own mind.

Lady Felicia Bowman-Carlton was arrested in the Borough warehouse area, armed with a shotgun, which she fired, but luckily no one was hurt, only several windows damaged.

GM Notes on Monday's Events

Lady Felicia

She was spotted by Police officers on duty heading towards the Borough warehouses. she was dressed in riding attire, and she carried a shotgun. When she was stopped by the policemen, she spoke incoherent, and pointed her gun towards the officers, who both jumped into cover. The guy went off, both barrels, but no one was harmed, only several windows were broken.

The recoil threw her backwards and she fell and hit her head on the pavement, and woke up from what she described as a horrible nightmare. She has already arranged to handle all expenses for repairing the damage she caused and also gave a large compensation to the two police offices she put into motel danger. The gun cabinet is now locked and the key is with D.I. Webber until her husband returns from France.

Mr Paci at Preston Plucknett

Between 1 p.m. and 2 p.m. an Italian man arrives on foot to the Preston Plucknett Manor, speaking in a very broken English to the receptionist, Miss Clair Wright, that is responsible for room keys for the guests staying here. He introduces himself as Luigi Carpone, an employee of Gusto d'italia, and he's was sent by his boss, Mr Umberto Pangallo, to pick up some important documents he forgot in his room. Mr Paci will quickly pick the lock to the room, an ***Observation 15*** to see that he picked the lock and did not open it with the key he had in his hand.

Well inside, he will quickly search the room for documents, take them un a briefcase and exit quickly. If confronted, he will try to talk himself out of the situation. If brought to the Police, he will accuse the Italian intelligence service, telling the police they threatened him to do the theft, and describe a random person.

Captain Marcus Fuller

He came to the Police early on Monday morning, reported himself of having been on the road in the middle of the night on the way towards Chilthorne Domer. He woke up from what felt like a really bad nightmare, involving darkness, fear and trumpet music. It did not sounds like what that poor Taunter from Taunton is playing, but it did remind him of something he heard in a distance, from the enemy trenches, in the outskirts of Gaza during the great war. He knows he had a task, an order to execute, to take something, but he cannot remember what or from where.

Tuesday, November 2

Any character that failed one way or another on the Trumpet Possession Table, will either feel terrible, or wake up in the Nick on a hard bench, to be questioned about the nights events, depending on what happened or if the character got caught or not.

The newspaper boy shouts this time (after 10 a.m.)

– Extra! Extra! Read all about it! Lady Felicia fired a shotgun at the Borough! Captain Fuller arrested by the Police! Read all about it in the Somerset Guardian!

In the Somerset Guardian., or directly from Mrs Chambers, the characters will learn about several dead large rats that were found in North Coker, about a Mile south-west of Yeovil.

If Mr Paci succeeds with his burglary, Mr Pangallo will report the theft to the Police. The receptionist, Miss Clair Wright, will be interviewed by the Police.

Events: Tuesday, November 2

As usual Barry the trumpet comes into town in the morning riding his horse cart. he plays a little here and a little there.

In the afternoon, around time for three o'clock tea, a sharp explosion is heard from the East. Both the Police and the fire brigade are heading in that direction in fear of a gas leak explosion. The explosion happened close to Tilly's Hill.

In the evening, at 9.15 p.m., the Police is called to the Musical Instruments Shop two streets east of the Borough. The sound of the bells and the horns can be heard all over and that catch peoples attention.In the night, Mr Timothy Bexley, owner of the the Rolling Barrels, is found armed with an axe, walking around on High Street, rambling and speaking totally incoherent. He is arrested by the Police and brought to Tone Vale Psychiatric Hospital.

GM Notes on Tuesday's Events

North Coker

If the characters decides to visit North Coker and the dead rats, it will take them to a narrow alley between an old stone farm building, and a stone wall. There are several dead rats laying in an old bucket, as someone has picked them up. ***Autopsy 5*** to see that the rats have died from cyanid poisoning or similar. An ***Observation 15*** or ***Search 10*** to see another dead rat in a hole in the wall to the farm building. If the characters searches the derelict barn, they will find evidence of someone has probably stayed the night there, and there is an open tin can, seems to have been opened with a knife, not a can opener.

There is no label of any sort, but an ***Observation 10*** to spot that there is a series of numbers in the bottom of the can. The tin can bottom is also in the hand out section of this adventure.

There are some remains of sauce in the can, and anyone can bring a dead rat back for a proper examination.

A ***Chemistry 15*** in a laboratory environment to find out that that the poisonous component is *Sodium Azide*.

The numbers: 49-09-16. An ***Administration 10***, ***Mathematics 5***, ***Astronomy 5*** or ***German 5*** will reveal that the numbers might be a date, in another date format, a German date, and will spell out as the British date 16.09.49, the sixteens of September, 1949.

Burglary at the Musical Instruments Shop

If the characters follow up on the Police alarm from Musical Instruments Shop, they will learn that the owner of the shop, Mr Kenan Williams, called the police because he heard someone in the shop. He lives on the first floor

in house.

The explosion at Tilly's Hill

If the characters decides to take a look at the location of the incident, they will see that it looks like an old derelict house has been blown out by an explosion. One man, dead, he is found inside the house. The house is not connected to any gas pipes, and no gas pipes are nearby, so a gas explosion can be ruled out.

If the characters get to look closer, an ***Observation 15*** to see that the dead man has a hammer in his left hand, and it looks like shrapnel from tin cans all over the room. The room smells strange, like burnt sausage, a strange foreign sausage that is. The pieces of shrapnel is too small and too damaged to be able to assemble something to reconstruct what might have exploded. The deceased can be identified as Mr Clement Pinnick.

Seeing the results of the explosion and making the connection to the findings with the rats, will allow for a ***Chemistry 10*** for analysis of the content in the tin can. If an attempt was made, and failed, just allow a re roll in regards to the new facts found.

The theft from Mr Pangallo

D.S. McGregor will look for witnesses to the theft, and Miss Clair Wright will describe the Italian gentleman Luigi Carpone as an attractive, charming and well dresses man, , thirty to forty years old, speaking with a strong Italian accent. She do remember he was wearing a hat, not a top hat or a derby hat, but another type of hat. After some time showing pictures of different hats, the has is identified as a fedora.

No other witnesses have been found. D.I. Winters will contact Mrs Chambers to write about it in the paper and ask for witnesses to contact the Police.

Wednesday, November 3

If the characters had been eating Saliba's sausages and been hearing Barry the Trumpet's music on Tuesday, they will be victims of the Trumpet Possession Table.

If the evidence points at any of the two sub plots, the Abwehr poisoned tin cans or the Naples Camorra hostile methods, and the Police is informed or Mrs Chambers prints an article about it, GM has to act accordingly.

Do remember that the characters, unless they do have Police authority, cannot use firearms or go kill someone they suspect being evil. They do need evidence.

The newspaper boy shouts (after 10 a.m.)

– Extra! Extra! Read all about it! Explosion in Tilly's Hill! Explosion in Tilly's Hill! Read all about it in the Somerset Guardian!

If Mr. Paci succeeds with his theft, there is an article in today's issue of the Somerset Guardian about a theft at the Preston Plucknett manor, and that the Police is looking for an Italian man in the age between thirty and forty, wearing a fedora hat.

Events: Wednesday, November 3

The Police, while investigating the theft of trumpets from the Musical Instruments Shop, find a sack with trumpet parts wrapped in a piece of cloth, thrown in some bushes west of Yeovil. It contains mouth 3 mouth pieces and four funnels, that looks to have been sawn off from the rest of the trumpet.

Tips regarding the mysterious Italian

In the afternoon D.S. McGregor has gotten plenty of tips regarding the Italian wearing a fedora hat. After sorting out the obvious nut case tips, he has 3 potentially real tips.

Tip #1:

A written note was handed over to one of the PCs in town by a young boy, maybe 12 years old. It's clear that the boy hadn't written the note himself, and he disappeared into a crowd as soon as the note was delivered.

The note says:

I'VE SEEN A MAN LIKE THIS FREQUENTING THE LOCAL PUB, THE GROWLING BEAR, ON WESTFIELD GROVE.

GM Note: This is a false clue, send to the police to distract them, by Mr. Paci himself. Westfield grove is a street west of Yeovil, north of the Preston Road.

Tip #2:

A phone call from Rosie Rickman, owner of Rosie's Garden Hotel, says that a person matching the description stays in room 204 in her hotel.

GM Note: This is the correct tip, if the Police or the characters act on this, they might be able to see Mr. Paci, and arrest him, or what ever solution the characters come up with.

Tip #3

An old lady, Mrs Myra Spanner, comes down to the station in person, and tells the policeman on duty at the station that she has seen a man just like the description in the paper, and that she saw him walking along the cemetery on Preston Road, but can't really remember which day it was.

GM Note: This is a correct tip, she saw Mr. Paci on his way back from the Preston Plucknett.

Missing food cans

A jute sack with food cans of unknown origin was found in a derelict barn in Mudford Sack, just north of Yeovil. Two young men of dubious background had been seen by an old but sharp eyed lady, who contacted the police. The two young men had left the scene on bicycles but are now wanted by the police for theft. This information is either from the Police or from Mrs Chambers, depending on what the characters are doing and their relationships with the two sources of information.

Four younger persons have now been reported missing to the police. They did not show up at work or school in the morning and they are not home sick. Parents are terribly worried. They have been missing for over 24 hours.
The four missing young persons are:

Harriett Dunnings, age 18, female, 2 days.
Owen Jones, age 17, male, 3 days.
Aaron Keep, age 18, male, 2 days.
Clement Rampton, age 19, male, 2 days.

GM Notes on Wednesday's Events

Missing persons

The missing young persons have all been successfully possessed by lesser Fallens. One of them, Aaron Keep, is the person who did the break in at the Musical Instruments Shop. They all stay away from people, sleep in derelict barns or under open skies on the woods.

The police have a twenty-four hours policy to missing person cases, as most people, specially young people, shows up within a day, usually they just ran away from home or drank too much and fell asleep somewhere.

Found jute sack with cans

The jute sack with eight food cans, unmarked military rations, is from second missing crate stolen from Würst Bavaria. These food cans are not poisoned.

The two young lads are described as badly dressed, wearing worn out clothes, and in the age around 15. If the characters watch the barn at Mudford Sack in the time span of 8 p.m. to 3 a.m. the following day, the two boys will arrive on bicycles to the barn, with some more cans. The boys are Micheal Carhart and Frank Kneller.

If the characters decide to go after Jimmy the Eel, with or with out the involvement of the police, they will learn that he has two cans still in his possession, and one of those are from the poisoned batch. He has given three away, to people, as charity, he is a honourable man he says, just being harassed by the Police all the time, and that the characters will hear from his solicitor about this.

Thursday, November 4

The newspaper boy shouts (after 10 a.m.)

– Extra! Extra! Read all about it! People are missing in the Yeovil area! People are missing in the Yeovil area! Read all about it in the Somerset Guardian!

GM Note: If some important action by the characters led to some kind of breakthrough or arrest, that is know to Mrs Chambers, the news paper boy will be shouting about that instead.

If the actions by the characters is not head line news, they will still be mentioned in the newspaper, depending on what Mrs Chambers has learned about it.

As tomorrow is the final day of the festival and also the Guy Fawkes day, many sellers tries to sell the last part of the stock. Anyone that rolls an ***Economics 5*** or ***Administration 10*** will know the golden rule of market selling. When you have made break even, every thing you sell beyond that, even at heavily discounted prices, are pure profit.

Events: Thursday, November 4

In the morning, the Police telephone switchboard is overloaded with people calling in and reporting missing persons, and for those not having a telephone, or got tired of not being able to connect, a long line of people has formed outside the Police station. Four extra Police Constables has been called in for other police stations, just to handle all the reports.

Most of the missing person reports are about people in the age 15-20, even though there are a few reports about middle ages persons as well.

During the day, around noon, when Barry the Trumpet comes riding his cart as usual, playing his trumpet.

A ***Musical Instrument 5*** or ***Singing 5*** or ***Observation 15*** to realise that there is suddenly a distinctive change in the tune he plays. After about a minute, horrible screams can be heard from an old furniture warehouse building nearby, and Barry the Trumpet sets off in very high speed away from the town centre, still playing his trumpet but even louder.

In the afternoon, at time for afternoon tea, there are suddenly several explosions heard from the The Borough. People are screaming in panic rushing away in panic, screaming guns shots. Several people are being tromped down, with serious injuries as a result.

GM Notes on Thursday's Events

Anyone trying to stop Barry the Trumpet, will have to roll an ***Aura 20*** to be able to take any action, and if that succeeds, a ***Courage 15*** to face the horrible screams that suddenly can be heard in the head.

If the characters, or the police, examine the old warehouse, they find that nine of the recent missing persons are there. They are all staring with wide open eyes, some are speaking incoherently, other just laying in foetal position on the floor.

All the nine persons will be guarded by police officers until two ward busses from Tone Vale Psychiatric Hospital will arrive, to take them for psychic investigations.

A ***Psychology 10*** will give clues that these people has been seriously scared of something. A Jolly Good result will reveal that they might have suffered from possession.

The nine persons found in the warehouse are:
Clement Rampton, age 19, male, 3 days.
Felix Cantor, age 16, make, 2 days.
Florence Pratt, age 62, female, 2 days.
John Arnold, age 43, male, 2 days.
Mabel Hermon, age 16, female, 2 days.
Paul Kitcher, age 17, male, 1 day.
Donald Argall, age 15, male, 1 day.
Richard May, age 18, male, 1 day.
Sybil Hosking, age 34, female, 2 days.

The explosions at the Borough

The explosions at the Borough, are not gun shots, but some of the possessed missing persons, setting fire to the fire crackers at a stand selling fire crackers for the Fifth of November Guy Fawkes celebrations that are to take place tomorrow, at the end of the festival.

The reasons for this, is that they, during the panic that follows, planned to steal the funnels from Saliba's sausages. The plan worked and they successfully got three of the four funnels.

When the explosions start, people rush in panic, and they police tries to hurry people to leave the Borough and close it down until they know what is going on.

When the situation has calmed down after an hour, and the fire department has assured that there are no more firecrackers that will explode, people are let back in, and it's then the theft is discovered.

Mr Saliba is devastated over the loss of his funnels.

The police spend all evening taking witness statements, but no one seems to remember anything important.

The Andersson Shelter

If the characters decides to stake out the Andersson Shelter to see who the thief might be, in the evening, about 9.30 pm, a thin, quite tall figure dressed in a long coat, and a hat, comes slowly cycling down the road,. He stops outside the shelter, listens, and enters. If the characters confront him, ***Any Social skill at 10***, and they will talk to Mr Cody O'Sheehan.

In the night, if the characters are out after midnight somewhere in the heart of Yeovil, they will hear that strange kind of trumpet music that Barry the Trumpet use to play. A ***Musical Instrument 5*** or ***Singing 5*** or ***Observation 15*** to sense that the tune is different, it's played in minor, no major, and it has a certain pain to it. It is difficult to find the players as the sounds seems to come from different directions all the time.

Anyone hearing the music will have to roll on the Trumpet Possession Table but with a -5 to the roll. The music is not strong enough to hear if you are inside a building or far away from it.

During the night, at 2 am, the possessed trumpet players, a group of three people, Harriett Dunnings, Owen Jones, and Aaron Keep, make a move towards Barry the Trumpet's Trumpet, no matter where it is currently located. Their mission is now to try to take the trumpet mouthpiece from Barry. If Barry is at home, they will move towards his home in Chilthorne Domer, otherwise they will move towards wherever Barry's trumpet is, unless it has been destroyed. In the casein has been destroyed, they will just continue to move around in Yeovil as a group, and can be spotted and caught by the Police or the characters.

If the characters have been trying to track or follow the trumpets, they will now notice they are all in the same direction, still playing that horrible scary music.

If the three possessed gets their hands of Barry the Trumpets mouthpiece, they will kill him. Then they will use the now whole trumpet to summon some powerful Fallen and be possessed by them. The fallen will rip the body of Barry the Trumpet into pieces.

Friday, November 5

GM Note for Friday's events

Much of what will happen today depending on how the past night played out, the situation this morning can vary a lot.

Fallen's plan failed

If the Fallen's plan failed and they did not be able to construct the summoning trumpet, this is what will happen today:

There is a great ending sale at the market, even better prices that yesterday, and everybody starting to pack up their stands around noon, to make space for the feast that will take place later this evening.

The newspaper boy will be shouting about the main event that caused the Fallen's plan to fail, whether that is the characters arresting the possessed trumpeters or something else. GM has artistic freedom here to make the characters have their fifteen minutes of fame and glory.

In the evening there is a last feast in the Boroughs. The market stands has been replaced by restaurants serving grilled sausages or meat and of course fish and chips.

And 9 pm. a large firework is fired from Penn Hill, south of Yeovil and lights up the dark night sky. It is a little cloudy and occasional drizzles of rain, but nothing that a small umbrella cannot handle.

Fallen's plan succeeded

If the Fallen's plan worked and they did successfully rebuilt a summoning trumpet, the following is what will happen today:

The Police is called to Barry the Trumpet's house by the milk man, as he found the door open and he could see that something was not right.

Several of the inmates at the Tone Vale Psychiatric Hospital, specially the recent arrivals, will go totally mad, trying escape, hurting, and even trying to kill other inmates and the staff.

The three Trumpet Players that now have been possessed by real, powerful Fallen beings, and will be roaming around the area of the Borough in hunt for the people that have denied them the access to this world for so long, the Saliba family.

During the feast at the Borough, they will make an attack against the Saliba family that will be sitting at a restaurant in the feast area eating some very British fish and chips.

GM now has free hands to play this out anyway that fits.

Trumpet Possession Table

Aura + 1d20	Result
< 0	As 4-6, plus: The character is now possessed by a lesser fallen determined to assure that the trumpet is whole again, the summoning one (from the Saliba's sausage making) with Barry the Trumpet's mouth piece, and will do anything to prevent anyone from preventing that outcome. The possession can be broken by an Exorcism.
1 - 3	As 4-6, plus: The character will try to either break in at one of the warehouses in High Street, trying to look for steal one of the sausage funnels, or tries to walk to Chilthorne Domer, in search of a white cottage with a bright red door.
4- 6	As 7-9 plus: Finds him/herself walking in the streets in the nightgown, unless stopped. Might even do something stupid, and even be seen doing it.
7-9	The character have bad nightmares, dreams about a darkness, and hear trumpet music, but not the tunes heard during the day.
10 - 12	The character does sleep bad, have nightmares, feels a darkness, but nothing more.
13+	The character is unaffected and nothing happens.

Use this table when requested on a character, secret roll for GM. GM can also use it on random people, not listed NPCs, that the characters has met at the festival, just to make it more exciting.

+2 to the roll / day since eating Saliba's sausage until a 13+ is rolled, then the person is cured.

Arranging to meet NPCs

Most NPC do have a life, work, duties, and do not particularly fancy being held up and asked silly questions by nosy investigators that most likely are reporters or ordinary gossipers.

It will be difficult to arrange meetings with the different NPCs through out the adventure, of course depending on the approach the characters take, and the NPC in question. Some lonely, often elderly people, might on the contrary enjoy the visit a little too much, happily talking for hours about nothing of interest, but if the characters are impolite and cancel the meeting too soon, they will spread the works bout the impolite people asking questions, making it even harder to follow up leads. If they do stay, and suffer through the stories about the cotton shortage in 1885 or the hard times in Africa in 1912, they will get a better reputation and coming meeting will be easier to arrange.

Default difficulty is 10, using an appropriate social skill. +5 difficulty for a bad reputation, and a -5 difficulty for a good reputation. The reputation modifier might change after each meeting and interview with a witness or a victim, but never beyond +/- 5.

Person Gallery - Major NPCs

Barry "the trumpet" Stephens

The eccentric Barry Stephens, by some called the village idiot or just Barry the Trumpet or the Taunter from Taunton, shows up here and there, playing on his trumpet.

Barry Stephens is 44 years old, one of the survivors of the terrible incident on Ali Muntar ridge on November the 7th, 1917. He still has the trumpet mouth piece from the trumpet that at least he thinks saved their lives., and he plays it as a way to try to stay sane. All locals knows that he is harmless, and that he will only play when he is hungry or thirsty, and will stop play as soon as he is given something to eat or drink. He is a war wreck, deemed hopeless by psychiatrists.

He rides an old horse cart and lives in a small white painted cottage with a bright red door in Chilthorne Domer, 4 miles northwest of Yeovil. A *Charm 30* to convince Barry Stephens to follow the characters and help them

Barry Stephens			
Reaction	1	Aura	1/12*
Defence	11	Courage	4
Tougnhness	3	Rifle	3
Dodge	1	Pistol	2
Painlimit	12	Observation	5
Musical instr.	-8	JoC	4
All Melee	1	Stealth	2
* while playing his trumpet			

D.I. Webber

Detective Inspector George P. Webber is the commander of the Yeovil Police force of the Somersetshire Constabulary. He is in his mid 50s, and has earned his rank through hard work, not through contacts or coming from an influential family.

D.I. Webber officially, on the record, needs everything to be done by the book. He do however have a more practical side, which you need to earn his trust to get to. Then, he can be pragmatic, slightly rule bending, if he sees that this would lead to result that otherwise never would be achieved.

D.I, Webber also is a person who respects rank and authority, but if someone tries to pull ranks on him, for any other obvious reason that to just pull rank to get it your way, he will put you in his naughty book and you won't get any card for Christmas, or any help either. His only weapon is his sturdy umbrella.

D.I. Webber			
Reaction	2	Aura	2
Defence	14	Courage	4
Tougnhness	2	Rifle	2
Dodge	4	Pistol	7
Painlimit	11	Observation	8
Law	8	JoC	11
All Melee	4	All Physical	2
Interrogation	9	All Perceptive	4
All Logical	6	Sixth Sense	6

D.S. McGregor

Detective Sergeant Aiden McGregor is, as his names reveals, Scottish. He is in his early 40s, with a wild ginger beard and as a loud voice. He is a good sergeant and works directly with D.I. Webber.

D.S. McGregor is a tall, strong and well fit man, but don't get yourself fooled by his athletic outside, he has a very sharp brain too.

He has been working together with D.I. Webber for almost 12 years now, first as a P.C., then he passed his sergeants exam with flying colours. He is something of snob and he likes to wear posh clothes.

While D.I. Webber are unarmed, except from his umbrella, D.S. McGregor believes in his trusty Webley revolver, even though the official standpoint is that a British policeman do not need he use of guns.

D.C. McGregor			
Reaction	3	Aura	1
Defence	16	Courage	6
Tougnhness	6	Rifle	4
Dodge	6	Pistol	9
Painlimit	13	Observation	7
Law	6	JoC	5
All Melee	5	All Physical	4
Interrogation	6	All Perceptive	3
All Logical	3		
Weapons:	Webley Revolver		

Dr. Aveline

Medical Superintendent Tone Vale Psychiatric Hospital. He is a grey haired man in his late 60s, with a sharp intellect. The hospital, founded in May 1892, as the second Somerset County Asylum. The first inmate was admitted in 1897, and Dr. Aveline has worked here since then, and has been Superintendent since the title was initiated in 1913.

His most valuable member of his staff, is the electrical engineer Mr James Stutt, who has been invaluable constructing the machines for electrical treatment of psychological disorders that has been invented and pioneered by Dr. Aveline.

Dr. Aveline has very no respect what so ever for "common people" trying to tell him what is good or not good treatments when treating mentally ill patients. He had been accused several times for brutality, some even describe his treatments as torture.

Dr Aveline			
Reaction	-5	Aura	1
Defence	5	Courage	-5
Tougnhness	-5	Rifle	-5
Dodge	-5	Pistol	1
Painlimit	5	Observation	2
Psycology	15	JoC	7
All Textbased	5	All Medical	5

Mr . Stutt

Mr James Stutt is an electrical engineer working directly under Dr. Henry Aveline at the Tone Vale Psychiatric Hospital. He is a man in his late 60s with a long grey hair and a scruffy large beard. He has worked at the hospital since 1931, for six years.

During the great war, he worked for the Military Intelligence with different research projects for simplify interrogation of enemy soldiers and spies using electricity to encourage them to talk, and to make the forget what they talked about.

Mr Stutt is a very ambitious man with a serious autism, which makes him blindly construct and test the different devices that Dr. Aveline designs. He is very introvert and does not talk to anyone he do not fully trust, and the only person he fully trust is at the moment Dr. Aveline. Mr Stutt lives in one of the staff rooms on the second floor in the main hospital building. He has no family, so his work is his life.

Mr Stutt			
Reaction	2	Aura	-6
Defence	-5	Courage	2
Tougnhness	1	Electronics	12
Dodge	5	Mathematics	9
Painlimit	10	Observation	2
Physics	9	Mechanics	5
Interrogation	5	Arson/Fire F.	4

Mrs Chambers

Mrs Emma Chambers is the crime reporter at the Somerset Guardian. She's a woman in her late 30s, and has already a solid background in crime journalism. Being a woman on a traditional man's job isn't easy, but she has proven over and over that she's the right woman for the job.

She may look like someone you can trick, but she is clever, cunning and never gives up anything without gaining something else.

If the characters ask her for information, she will ask for something in return, and she is not someone you can bribe or smalltalk. Any ***Charm*** or similar attempt has a difficulty of 20. Trading with something she wants, like the exclusive rights to a story, will lower the difficulty by 5.

She do have a lot of sources and informants, and can be a valuable source of information for the characters, if they treat her correctly.

Mrs Chambers			
Reaction	1	Aura	4
Defence	12	Courage	1
Tougnhness	1	Sixth Sense	4
Dodge	2	Charm	8
Painlimit	10	Observation	5
Psychology	5	JoC	7
Law	3	All Perceptive	3

Wild Carl Rutherford

Major Carl Rutherford is a decorated war hero from the Great War, in his early fifties. He spend three and a half years in the muddy trenches of the Flanders. He was wounded three time, lost his left eye, and has a limp because he lost three toes on his right foot and damaged his right knee, so he always is seen walking with his kane. His nickname, Wild Carl, comes from his notoriously wild lifestyle, driving a fast motorcycle, and doing all kind of wild and stupid things, more suitable for a fifteen years old, not a fifty years injured war veteran. Still, he is a very popular person in Yeovil.

His lives in a house in the outskirts of Yeovil near Preston. He lost two of his sons in the war, the youngest only 16, and his wife was died from the Spanish flue in 1920.

Wild Carl really dislikes the Germans, and he could talk for hours about how he fought them during the Great War, and that he now fears that the huns is on the rise again.

Wild Carl Rutherford			
Reaction	2	Aura	4
Defence	14	Courage	9
Tougnhness	3	Sixth Sense	2
Dodge	4	Scare	5
Painlimit	11	Observation	5
Pistol	7	JoC	3
Rifle	4	All Melee	2

Mr Ritschel

Mr Christian Ritschel is a man in his mid 40s, and a salesman for the German sausage company Würst Bavaria, who are trying to sign a contract with the British War Ministry regarding supplying a large quantity canned bratwurst for the British Army. His real identity is Major Victor Creuzburg of the German Abwehr.

The whole sales operation is planned and conducted by the German Abwehr, the German military intelligence, and the goal is to provide the British Army with tens of millions of poisoned food rations. The poison is sodium azide, that when exposed to the stomach acid, turns into a poisonous gas that will make whoever eating the sausage very sick.

He of course has several crates with samples with him. The problem is that one of the crates was accidentally mixed up in the from the canary and contains the poisonous rations., which Mr Ritchel is totally unaware of.

With him, Mr Ritchel has his assistant, Mr Julian Lasch.

Mr Christian Ritschel			
Reaction	2	Aura	1
Defence	16	Courage	3
Tougnhness	4	Stealth	4
Dodge	6	Charm	7
Painlimit	12	Observation	5
Pistol	7	JoC	6
Rifle	3	All Melee	4

Mr Bertillon

Mr Augustin Bertillon is in his mid 40s, but looks like he is much older. He is one of the village drunks and is often seen in the parks of Yeovil, loudly speaking to people in the street in his unmistakable Belgian broken English. He's a Belgian soldier who fell in love with a British nurse and ended up in Yeovil after the Great War, but as his wife worked in the hospital treating those ill from the Spanish flu, she eventually caught it herself and died in 1919.

Mr Bertillon was overwhelmed with grief, and after the memories from the trenches of the Flanders and the loss of the love of his life, he turned to the bottle and the bottle kept him.

Even though he is a drunk, he still has a keen eye and he sees what happens in Yeovil. He gets paid in wine bottles my Mrs Chambers of the Somerset Guardian when he reports something, which he does quite regularly. Sometimes his reports are made up, but usually they do contain at least a a grain of truth.

Mr Augustin Bertillon			
Reaction	1	Aura	6
Defence	*6/11	Courage	2
Tougnhness	1	First Aid	*3/7
Dodge	1	Wrestling	*2/8
Painlimit	10	Observation	8
Pistol	*-3/2	JoC	4
Rifle	*1/7	All Melee	*-1/4

* Low value when drunk

Mr Lasch

Mr Julian Lasch is in his mid 30s, and is the assistant of Mr Ritchel. As a Lieutenant in Abwehr, under the command of Major Creuzburg, his name is also a cover name and his real name is Friedrich Lindemann.

If any dirty work has to be done, Lieutenant Lindemann is the man. He is a well trained intelligence agent and is very resourceful. Violence in this operation however is a very last resort, and there is too much on stake to blow the operation due to some silly nosy British policeman.

While in his cover as the assistant of Mr Ritchel, he shows a very humble side, almost invisible, as he serves sample of the canned bratwurst to possible buyers. He is rather clear though, that due to the limitations of the amount of samples they could bring with them, there are no sales of the canned bratwurst to the public, the samples are only for tasting by presumable buyer.

Mr Julian Lasch			
Reaction	6	Aura	1
Defence	18	Courage	9
Tougnhness	6	Stealth	9
Dodge	8	JoC	7
Painlimit	13	Observation	8
Pistol	9	All Physical	4
Rifle	4	All Melee	4

Mr Finelli

Mr Grimaldo Finelli is in his early 40s, and is the sales representative for the Italian cheese company Formaggio Napoli, which is owned and operated by the Naples Camorra, the mafia. His plan is to make sure any other Italian competition is taken care of in one way or they other, leaving the business open for Formaggio Napoli. Their toughest competitor is Gusto d'italia, which, has very good cheese at a affordable price, so he needs to be creative to prevent them from getting any big contract with an importer or hotel business.

Mr Finelli is well dressed, well behaved and a ladies man. His charm is his best weapon.

Mr Grimaldo Finelli			
Reaction	3	Aura	1
Defence	16	Courage	5
Tougnhness	4	Stealth	6
Dodge	6	Charm	11
Painlimit	12	Attractiveness	9
Pistol	7	All Physical	5
Rifle	2	All Melee	3

Mr Rotondi

Mr Lucio Rotondi is in his med 30s, and is the assistant to Mr Finelli of Formaggio Napoli. Mr Lucio is the one who will organise any dirty work, anything from theft to straight forward threats and extortion. He might be taking part himself, but will mostly let the third, and not accounted for, member of the Formaggio Napoli team, Mr. Erberto Paci, do the work.

Mostly Mr Rotondi keeps watch and take notes of any potential buyer that visit any of the other Italian cheese sellers, and does his best to then, in his well rehearsed way, tell the potential buyers stories about the other sellers. One of his favourite anecdote is about a rat infection in the warehouse that has been covered up.

– You don't want purchase Parmaggio that has been swimming in rat pee, trust me. That's why they try to sell it so cheap.

Mr Lucio Rotondi			
Reaction	1	Aura	-5
Defence	13	Courage	3
Tougnhness	1	Stealth	7
Dodge	3	Act/Disguise	2
Painlimit	10	Scare	4
Pistol	4	All Physical	2
Rifle	1	All Melee	2

Mr Pangallo

Mr Umberto Pangallo is an Italian gentlemen in his mid 50s. He manage the international operations for Gusto d'italia, and the company has close ties to the fascist regime in Italy and Benito Mussolini. The truth being, you have to have a connection to the Italian government to get an export permit.

Mr Pangallo is not a fascist, but you have to play the game to have a chance in Italy in these times. He is scared that there are agents from the Italian state checking up on him while he is abroad.

His goal is to sign a contact with an importer or larger sales organisation that will give him a sales provision big enough to let him retire and live the rest of his life in a peaceful village in Tuscan, where he can enjoy life and good wine.

If he is contacted by the characters, he will first whisper to the closest character, can I be sure there are no fascist agents here, can I speak freely? And will not speak until he has been assured that this is the case.

Mr Umberto Pangallo			
Reaction	-5	Aura	2
Defence	13	Courage	6
Tougnhness	1	Mathematics	2
Dodge	3	Economics	4
Painlimit	11	Administration	4
Pistol	3	Stealth	3

Captain Fuller

Captain Marcus Fuller is a man in his mid 50s, and a local war hero from the great war. He fought on the Palestine front and served in the Somerset Light Infantry, but with the 1/5 battalion, not the 2/4 battalion where Barry the trumpet served. He never took part in the battles of the Ali Mounter ridge.

During the Palestine campaign, Captain Fuller got several decorations, both from the English military, but even from the French military as well. He saved numerous wounded soldiers with repeated acts of heroism., and he single-handedly overtook an enemy machine-gun position, by killing four enemy soldiers and capturing eleven.

Captain Marcus Fuller			
Reaction	4	Aura	9
Defence	18	Courage	13
Tougnhness	8	Sixth Sense	7
Dodge	8	Charm	9
Painlimit	14	Observation	7
Pistol	8	JoC	7
Rifle	11	All Melee	3
Weapons:	Webley Revolver		

Lady Felicia

Lady Felicia Bowman-Carlton, married to Sir James F. Carlton, is a posh lady in her early 30s. She's the lady of Hendford Manor located just 700 yards from the Hight Street and the Borough.

She comes from an upperclass family in Norfolk, but married into one of Somerset's richest and most famous families, with close ties to the Royal family.

She has studied business and administration at Oxford, and is a very good rider. She enjoys fox and pheasant hunting, and does practice sheet shooting at the lands South-east of Yeovil, as the Manor is located in the centre of the town.

Lady Felicia			
Etiquette	13	Aura	-5
Defence	5	Courage	1
Tougnhness	-5	JoC	3
Dodge	-5	Charm	9
Painlimit	5	Attractiveness	8
Dance	6	Riding	4
Rifle	7	Administration	6

Mr. Paci

Mr. Erberto Paci, in his mid thirties, is the third member of the Formaggio Napoli team, but he is not registered at the festival as a member as he is staying on his own at a small hotel East of Yeovil, Rosie's Garden Hotel.

He is a skilled burglar and also a con artist. His uncle is in the absolute top of the Naples Camorra and he has trained from young age. He is not the brawling or shooting type, but the discreet type, that can usually talk himself out of most any situation using his charm and attractiveness, depending on who he is talking with. He is very proud of his fedora hat, and wears is all the time.

Mr Paci			
Reaction	3	Aura	1
Defence	12	Courage	2
Tougnhness	1	Stealth	8
Dodge	2	Act/Disguise	7
Painlimit	10	Charm	8
Pistol	3	Attractiveness	9
Lock Picking	9	All Melee	1
Searching	6	Pick-Pocketing	8

Mr. Saliba.

Mr. Jamil Saliba, sausage maker and owner of Salibas sausages is a man in his mid 50s, who has dedicated the past almost 20 years of his life to perfecting his sausage recipes and his craftsmanship.

It all took a leap forward when his sons, Ramzi and Ahmad, brought those broken trumpets back from the old battlefield at the Ali Muntar ridge, and turned them into perfect sausage stuffing funnels.

He really keeps his recipes secret, but a special mix of spices and meat, ran through those funnels, makes the most delicious sausages. They are dried, and some are even lightly smoked, and over the years he have tested different variants, but he now only has two, the smoked and the non smoked, using the same secret spice and meat mix, only using goat sausage skins, not pig or sheep, goat.

Mr. Jamil Saliba			
Cooking	11	Aura	8
Defence	11	Courage	2
Tougnhness	1	JoC	4
Dodge	1	Charm	4
Painlimit	10	Administration	5

Jimmy the Eel

Jimmy the Eel is a well known black market dealer and loan shark, that has been avoiding the Police for quite some time. He has been arrested multiple times, but has always went free with the help of a good lawyer.

He has his own pub named The Raven, where according to the Police, he conduct most of his illegal business.

He is a violent person, preferring blunt instruments and sometimes knives, never firearms.

Jimmy the Eel			
Reaction	3	Aura	9
Defence	16	Courage	7
Tougnhness	6	Stealth	1
Dodge	6	Boxing	7
Painlimit	13	Charm	8
Clubs	11	Scare	7
Lock Picking	6	Strength	6
Searching	6	JoC	5
Weapons:	Sledge hammer; damage +3 *Requires Strength 5+ to use*		

The possessed trumpet players

The three possessed trumpet players, Harriett Dunnings age 18 female, Owen Jones age 17 male and Aaron Keep age 18 male are now possessed by fallen spirits that will not leave their host bodies without a fight. The three youngsters are now on a mission to find the Trumpet that Barry the Trumpet use to play. They will without the blink of a eye resort to deadly violence if someone tries to stop them.

For simplicity, they all have the same basic stats, but they do use different weapons.

There are two versions, the Lesser Fallen as long as they haven't successfully put the summoning trumpet together, and the Major Fallen.

Possessed Trumpet Players - Lesser Fallen			
Reaction	3	Aura	10
Defence	16	Courage	15
Painlimit	20	Tougnhness	20
All Melee	6	Dodge	6
Strength	6	All Physical	3
Weapons:			
Miss Dunnings	Meat Cleaver - damage +2		
Mr Jones	Crowbar - damage +2		
Mr Keep	Medieval Sword - damage +3		

Hearing the Trumpets in a close distance will require an ***Aura 15*** not to start to see hallucinate, seeing strange things, like trees or light posts moving, reaching after the character.

If a character succeeds, it will not be effected again. If it fails, a ***Courage 15*** is required to overcome the fears.

Possessed Trumpet Players - Major Fallen			
Reaction	10	Aura	15
Defence	20	Courage	25
Painlimit	30	Tougnhness	40
All Melee	10	Dodge	10
Strength	10	All Physical	10
Weapons:			
Miss Dunnings	Meat Cleaver - damage +2		
Mr Jones	Crowbar - damage +2		
Mr Keep	Medieval Sword - damage +3		

Hearing the Trumpets in a close distance will require an ***Aura 15*** not to start to see hallucinate, seeing strange things, like trees or light posts moving, reaching after the character.

If a character succeeds, it will not be effected again. If it fails, a ***Courage 15*** is required to overcome the fears.

Person Gallery - Minor NPCs

For the minor NPCs, if needed, GM just can come up with suitable stats.

Mr Martin

Mr Jeremiah Martin is in his early 30s. He lives just a down the street from the Manor, and works at the Westland Work factories.

His witness statement about what he saw on the evening:

– I was coming home from the late shift on my bicycle, when I heard the distinct sound of Wild Carl's motorcycle, but I was baffled when I saw that it wasn't Carl riding it, but two dark dressed persons, most likely men, and they passed me in a hurry. I know Wild Carl never let anyone drive his precious motorcycle. My shift ended at half past eleven, and I usually come home at a quarter past midnight, I guess it was at ten past.

Mrs Harston

Mrs Kathleen Harston, age 56, grand mother and the winner three years in a row in the Yeovil baking festival. Her statement for the sleep walking events during the night:

– It was a Saturday evening, and I prepared the Sunday lamb roast by rubbing it with mint. Then I baked some biscuits as my grand children was to come and visit on Sunday, after church, I went to bed, talked to my husband about the different cheeses and sausages I had tasted at the festival, saying to him that whatever they say, nothing beats an English Cheddar or a plain Cumberland sausage. I fell asleep, and I remember hearing trumpet tunes, similar to those that Barry the trumpet plays, but a very different tune.

Mrs Kirk

Mrs Sylvia Kirk, a well liked wife and community member in her mid 40s, mother of 4 children and married to Bank Clerk Mr Harry Kirk.

Her story of what happened that night:

– I put the kids to bed, then I did the dished and folded some laundry. My husband was in his study doing some bookkeeping. I went to bed, and my husband came to bed shorty after. I remember hearing trumpets in my dream, sounded like that odd fella they call the taunter from Taunton, Barry the trumpet, equally off-note, but it was not his tunes. Then I don't remember anything until I woke up here, in this awful place. Please,. I beg you, get me out of here. I am scared. Wait, one more thing, I do remember something, a voice, and a darkness, a darkness like in my head.

A ***Psychology 15*** to figure out that Mrs Kirk most probably is not mental unstable, but was effected by something, most likely an attempted possession.

Mr Paci

Mr. Erberto Paci in his late 20s, cannot be traced back to Formaggio Napoli in case something goes wrong. He is in Britain on a tourist visa. He is the one who will carry out any unlawful deeds needed to be carried out.

If arrested or questioned his only reply will be:

– I am Italian tourist, I go England, go watch Big Ben and London Tower. I take train to see old Roman settlement. I know nothing and I have done nothing.

Mr Hobart and Mrs Cecelia Gaynesford

Mr and Mrs Gaynesford are an elderly couple in their early 70s. If asked to, they this is their story:

Mr Gaynesford: – *Cecilia made this wonderful sausage stew for tea, she had bought some different sausages down at the festival, for a very good price.*

Mrs Gaynesford: – *Yes, they we less than half the price they would be in the local butcher shop. Very good quality, some British and some foreign. I know Hobart likes sausages, I wanted to give him treat.*

Mr Gaynesford: – *After tea, we listened to the radio, it was a concert from the Royal Albert Hall, wonderful indeed. We went to bed.*

Mrs Gaynesford: – *I had strange dreams I remember, I heard trumpet music. First I thought it was the concert, but it was very untuned, almost like that strange guy with his trumpet.*

Mr Gaynesford: – *Indeed, I had the same dream, and I remember that we heard that trumpet in town yesterday, and I agree with Cecilia, it was not the tunes we heard in town, but maybe related.*

Mr Williams

Mr Kenan Williams, the owner of the Musical Instruments Shop and originally from Calemford on Cornwall, is a man in his mid 50s, and a well liked person in Yeovil.

He says that he heard noises from his shop, and called the Police. D.S. McGregor came to the shop with a policeman, but they did not find any burglar, but a window was broken and there was clear evidence of a burglary. The confusing thing is that there were cash in the cashbox, which was left untouched, but four trumpets had been stolen. It looks like the only thing that has been stolen were these four trumpets.

Mr Bexley

Mr Timothy Bexley, in his mid 40s, is placed is a safe ward.

Dr. Aveline: - "*Mr. Bexley seems to suffer from some kind of deep psychosis and he seems to be extremely violent. When he was served breakfast, he put his finger into the egg and draw something strange on the table with the yolk. I told Mr. Stutt to take a photograph of it, as I want to use it in the therapy sessions to try to figure out what kind of illness has struck him. He will be treated with electric shock therapy tomorrow to try to calm him down.*"

If the characters insists to see the patient, A successful social skill at 15 is needed. If they succeeds, a ***Psychology 15*** will reveal that he seems to have lost his mind, to someone or something.

Micheal Carhart and Frank Kneller

The two boys, age 14 and 16, comes from Grass Royal, one of the poorest streets in Yeovil. This is one of the areas in Yeovil where the government has built several Andersson shelters.

They say they found the crates in one of the Andersson shelters on Grass Royal, where they use to smoke stolen cigarettes. They don't know who they belonged to, they just decided to take some at a time, to sell or trade for cigarettes and booze.

If the characters go to the shelter, they will find two crates, both being half full with food cans. Counting the cans, and the space in the crates, at least 10 cans are missing.

They boys admits they gave one to a man in exchange for cigarettes. They also traded a handful to Jimmy the Eel, a known black market dealer, for a half package of fags.

Mr Pinnick

Mr Clement Pinnick, age 26, was laid off from his work at the Aircraft Works due to too many late arrivals for his shift. He was known to be left handed.

Mr O'Sheehan

Mr Cody O'Sheehan is a thin, almost starved looking man in his mid 40s. His red beard and his Irish accents gives away his origin.

He is not at all violent, and will explain that he has lost his job, and has nowhere to live, so he spend some nights in the shelter. He did not steel the tin cans, but he found them by the road, like someone had dropped them off, and he had only eaten one. It was not particular good either.

He says that he sometimes have seen two boys in the shelter, and then he had kept away. He will describe the location where he found the crates and loaded them onto his bike. It was just outside Yeovil, to the east, close to Babylon Hill.

Locations Of Interest

Preston Plucknett Manor

The Manor is a large three story main building with a two story wing on each side. The restaurant and the lobby is on the ground floor in the main building. Guest rooms are in the main building on the first and second floors, and in the left wing. The right wing is off limits and house the private quarters.

Yeovil Market - The Borough

This is the area in Yeovil where the Cheese and Sausage festival is mainly held. The High Street and the Borough in the end of it is where markets are held in Yeovil. In the Borough, three large canvas roofs have been put up using a wooden framework. These constructions are somewhat permanent here during market season. Canvas roofs has been put up on several narrow or wide street and alleys for those

merchants who wants to pay a little extra for rain cover, but stand are all over the area. The bigger sellers are of course in the one of the three main tents in the Borough, but smaller sellers can put up their stand anyway they want, as long as they do not take someone else's space, and have a license bought at the Town Hall & Market House. A larger version of the maps is available in the handout section at the end of this adventure.

There are no predefined location for any of the market stands mentioned in this adventure, GM just have to go with the flow.

Tone Vale Psychiatric Hospital

A large four story victorian brownstone building with a three story wings on each side. There is also a five story tower like structure in the centre of the main structure, housing he administrative sections.

Yeovil Police Station

The Yeovil police is housed in a small two story building just a five minute walk from the Borough. In the basement there are 6 prison cells, that usually are empty.

The Somerset Guardian

The Guardian's editorial department is located in a small office on the third floor in a building almost across the street from the Police station.

Map of the surroundings

500 x 500 m (0.3 x 0.3 miles)

Adventure Calendar for GM

Day	Important Events
Friday, Oct 29	Opening Ceremony Barry the Trumpet The Burglary Mrs Sylvia Kirk
Saturday, Oct 30	Dead man brought to the morgue Sleepwalking woman The Elderly couple
Sunday, Oct 31	The threat to Mr Pangallo The tin can theft Saliba's live sausage making
Monday, Nov 1	Lady Felicia Mr Paci at Preston Plucknett Captain Marcus Fuller
Tuesday, Nov 2	North Coker Burglary at the Musical Instruments shop The explosion at Tilly's hill The theft from Mr Pangallo
Wednesday, Nov 3	Tips regarding the mysterious Italian Missing persons Jute sack with food cans Jimmy the eel
Thursday, Nov 4	Barry the trumpet and the warehouse Explosion at there Borough The Andersson Shelter
Friday, Nov 5	The end game

The Yeovil Market (The Borough)

The letter to Mr Pangallo

SIGNORE PANGALLO. WE KNOW YOU NO LOYAL.
GO HOME AND MAKE NO BUSINESS. ELSE BAD
LUCK WILL DO TO YOU.

The text at the bottom of the tin can