

ACHTUNG! Cthulhu™

ADVENTURE SERIES



Zero Point 1942

Code of Honour

Sarah Newton

CALL OF
CTHULHU



MÖDIPHIUS
ENTERTAINMENT

Welcome to the City of Spies!

"I'M INVOLVED IN A DANGEROUS GAME,
EVERY OTHER DAY I CHANGE MY NAME,
THE FACE IS DIFFERENT BUT THE BODY'S THE SAME,
BOO, BOO, BABY! I'M A SPY!"
- POPULAR SONG IN WARTIME ISTANBUL

Istanbul in 1942 is a neutral city, packed with spies. Everyone's here - the Nazis, the Soviets, the Brits and the Yanks, the Japanese and a host of other nations, all waging a deadly war of wits against a backdrop of cocktail bars and polite smiles. From the infamous Snake Pit bar in the Park Hotel, to the jazz clubs and fashionable restaurants of Istiklal Avenue, to the warrens of alleys around the spires and mosques of Fatih and Sultanahmet, it's a city in ferment. While Turkey desperately tries to stay out of the war, the Führer's armies mass less than a hundred miles away.

But that's not all. Something even more terrifying is going on beneath the ancient streets of the Sublime Porte. Meddling forces have unearthed an ancient treasure, setting in motion plans centuries old which threaten to change the course of the whole war - and even the world!

ZERO POINT 1942: CODE OF HONOUR IS A MULTI-SESSION
ACHTUNG! CTHULHU ADVENTURE WITH A DIFFERENCE. IT FEATURES:

- DESCRIPTIONS AND PERSONALITIES OF ISTANBUL IN 1942
 - A DETAILED MAP OF WARTIME ISTANBUL
- RULES FOR TRADECRAFT AND SPYING
- SECRETS AND MYSTERIES OF ISTANBUL, INCLUDING NEW GRIMOIRES
 - A MULTI-SESSION ADVENTURE OF LETHAL CONSPIRACY
- FOUR PRE-GENERATED CHARACTERS, READY TO USE

CAN YOU FATHOM THE MYSTERY OF CODE OF HONOUR,
AND WIN THIS DEADLY BATTLE IN THE SECRET WAR?

MÖDIPHIUS
ENTERTAINMENT

**CALL OF
CTHULHU**



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CHAPTER 1

Introduction

Istanbul is unreal, a wedding cake of spires and minarets against a Mediterranean blue sky, fluttering like a mirage over the turquoise seas of the Bosphorus.

WHAT IS ACHTUNG! CTHULHU?

Achtung! Cthulhu is a setting for Lovecraftian roleplaying during World War Two, which allows players to investigate, explore, and discover the truth behind the malign influence of the Mythos on the Nazi war machine as war engulfs the globe during 1939-1945. In this world of brave Allied heroes and two-fisted adventure, players take on the roles of Allied or indeed Axis servicemen and women, secret agents, or members of the Resistance; all standing firm against the twisted might of the Black Sun and its Mythos allies which hold most of Europe under their sway.

Code of Honour is intended for use with the *Call of Cthulhu*, Sixth Edition roleplaying game by Chaosium Inc. and you will also need both *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and *Achtung! Cthulhu: the Keeper's Guide to the Secret War* to play. Pre-generated investigators can be found at the end of the adventure (pp.79-82) or, alternatively, players can use their existing characters or create new ones using the *Call of Cthulhu* rules and the guidelines found in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*.

OVERVIEW

Code of Honour takes place in Istanbul, the Queen of Cities, the Sublime Porte, over a roughly six-month period from the winter of 1941 to the summer of 1942. It culminates in a grand masked ball, which takes place in late spring / early summer (the 29th May).

Code of Honour is about secrets and cyclicity—an ancient war of the ghouls (and the Turks) against the serpent people (and the ancient Byzantines) for control of the city of Istanbul. The scenario has a very different atmosphere to previous *Achtung! Cthulhu* scenarios—the investigators are caught up not in the conflict of the war, but rather in a cloak and dagger struggle of spies and secrets in a neutral country where the war is being fought with smiles and secret assassinations.

What's In This Book?

Code of Honour is a complete mini-campaign for *Achtung! Cthulhu*, comprising several episodes and an ancient conspiracy, as well as being a sourcebook for the city of Istanbul during World War Two. The sections which follow encompass:

- **Chapter 1: Introduction** (this chapter). An introduction to the city and the events of the adventure.
- **Chapter 2: The City of Istanbul**. Detailed background information on the people, life, and key locations of Istanbul in 1942—the “city of spies”.
- **Chapter 3: Factions and Characters**. An overview of the political, intelligence, and occult factions at large in wartime Istanbul.
- **Chapter 4: Secrets and Spies**. Descriptions of the “trade-craft” of espionage and how to manage the many secrets which are the spy's stock-in-trade.
- **Chapter 5: Plot Episodes**. The three key episodes and their constituent scenes covering the plot of *Code of Honour*, including guides for using the information presented in previous chapters.
- **Chapter 6: Pre-generated Characters**. Here you'll find a selection of pre-generated *Achtung! Cthulhu* heroes to start your adventure in the city of spies.

Pronouncing and Writing Turkish

In *Code of Honour*, we've tried to strike a balance between accuracy and playability when it comes to writing Turkish words and giving guidance to how to pronounce them. Rather than using the Turkish alphabet, which has a few different letters from the alphabet used for writing English, we've used English letters throughout for ease of reading. Bear in mind that reading the words out loud won't sound properly Turkish this way—if you're interested in accuracy, there are lots of great online guides to pronouncing this fascinating and ancient language.

We have kept a couple of Turkish spelling conventions. The first of these is that any "c" in Turkish is pronounced like the English "j" (so that *caddesi*, meaning "avenue" or "boulevard", is pronounced "jad-desi"); the second is that "j" is pronounced "zh", like the sound the "s" makes in the word "pleasure". Also be aware that the letter "g", particularly when it comes before an "i", is pronounced a little like the letter "y" or the sound the "gh" makes in "throughout".

- **Chapter 7: Operational Briefing.** Covert mission instructions and background material from Section M to help brief players before the adventure begins.

THE MISSION

The investigators are brought to Istanbul in short order if they aren't here already. An Allied intelligence asset and ex-pat American socialite, Lily Warner, has been found dead under bizarre circumstances, bearing a message addressed personally to one of the investigators, an old acquaintance, saying that the Imperial regalia of ancient Byzantium—the old name of Istanbul before the Ottoman conquest—has been found. The case reeks of the weird events for which the investigators have become known in clandestine circles, and they've been instructed to meet in the neutral city, a den of spies.

These events, and those which may follow, are dealt with in **Episode One: The Tomb of the Marble Emperor** (p.60).

Who Are the Investigators?

The investigators in *Code of Honour* may be the same characters who played through *Three Kings* and *Heroes of the Sea*, or they may be created specifically for this adventure. We've provided updated pre-generated characters on pp.79-82. Investigators may belong to, or be loosely affiliated with, the intelligence services, particularly the British SOE (Special Operations Executive) and the US Office of the Coordinator

of Information. Wartime Istanbul is a wide-open environment for investigators, so any character with a link to the uncanny events of the Secret War can have a reason for being here.

THE REAL DEAL

As usual, the investigators are just uncovering the tip of the iceberg of the dark Mythos secrets which lie beneath Istanbul. What follows is an explanation of what lies behind and beneath the events of this adventure, specifically for the Keeper. Investigators may uncover some or all of this information during play.

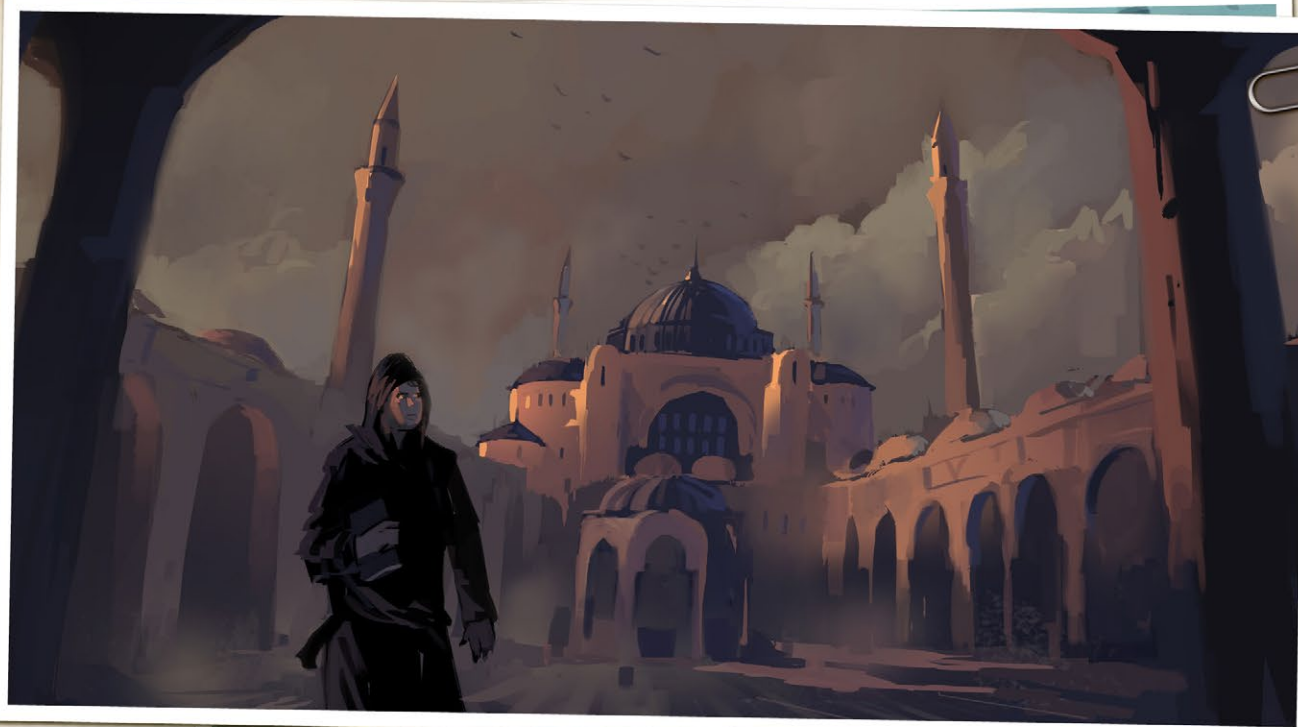
In the distant past, before even the rise of Rome, the ancient settlement which would one day be named Byzantium was founded on the top of an entrance to the vast subterranean world which legend called Valusia, inhabited by the lesser independent race known as serpent people. For centuries, a powerful Valusian serpent woman named the **Empress in Purple** bred with the kings of Byzantium in a dreadful "wedding ritual"—and even, after the Roman Emperor Constantine made it his capital of Constantinople, its emperors—to provide the city's rulers. Appearing only once in an emperor's life to consummate this loathsome congress, she was nevertheless worshipped by Byzantium's people in a Valusian mystery cult called "the Mother of Wisdom".

The Empress in Purple possessed
arcane knowledge, and could summon
vast inhuman powers.

The Empress in Purple possessed arcane knowledge, and could summon vast inhuman powers. However, her attentions were for her subterranean realm. Nevertheless, through the sorcerous rituals of the Valusian mystery cult and its influence over the rulers of Byzantium, her power protected the city for centuries. At some point in its history,

America at War!

The United States of America entered the war at the end of 1941, following the Japanese attack on Pearl Harbour on the 7th of December. In the opening months of 1942 it's still early days, with recruitment, training, and wartime production on the home front ramping up, but intelligence efforts are intensifying quickly.



the mystery cult was subsumed into Byzantium's church as a sect known as **the Varangian Order**, and its body of dedicated protectors as the Valusian Guard and ultimately the Varangian Guard, as it became staffed by hardened warriors from Europe's barbarian north.

In the fifteenth century, Constantine Palaeologus, who would be the last emperor of the city now known as Constantinople, was desperate for it not to fall to the Ottomans. He commanded the Varangian Order to perform an ancient ritual, known as Azel's Bell, to summon a power to protect the city from its foe.

It is likely that neither Constantine nor the Varangian Order understood what they were doing. The Ritual of Azel's Bell opened a portal to allow "the Sun of the Night" to enter into the world—a being known to the Sumerians as Aciel. Depicted as a serpent-headed giant and possibly an avatar of Nyarlathotep or an Outer God, this 'black sun' threatened destruction not merely for the city but for subterranean Valusia itself. It was only through the intervention of the Empress in Purple that the Black Sun was satiated—at the price of the downfall of the ancient Imperial line.

Everyone knows that Constantinople fell to the Ottoman Sultan Mehmet II, "the Conqueror", on the 29th of May, 1453. Few know the truth of the uncanny light which rose from the ground to illuminate the ancient cathedral of the Holy Wisdom, Hagia Sophia, that night, nor the wild legends of the devil loose in the doomed city's streets. The Varangian Order retreated to the "Gates of Micklegard" beneath the cathedral, through which the Empress retreated, closing them on her hybrid offspring forever.

There were forces among the Ottomans who knew the terrible fate the world had just been spared. These were holy men and women, but also more uncanny forces: the corpse-eating ghouls which had arrived with the conquerors from the desert lands to the south. Sealing the Gates of Micklegard beneath the cathedral, these forces mounted a watch to ensure Aciel, the Black Sun, could never be summoned again.

Allied Intelligence in Early 1942

Since *Heroes of the Sea*, the British Secret Intelligence Service has continued to advance in competence and sophistication, establishing the Special Operations Executive (SOE) to (in Churchill's words) "set Europe ablaze", combining the activities of the former Section D and Section M to conduct espionage, sabotage, and reconnaissance in Occupied Europe.

The United States, since entering the war only months ago, are bringing to bear their Office of the Coordinator of Information under William "Wild Bill" Donovan, and the American intelligence situation is changing rapidly. It's an opportunity for competent individuals—including the investigators!—to carve out roles and territories for themselves.

These **Servants of Mehmet** still exist, in secret, and their code of honour and pact with the ghouls keeps the city—and the upper world—safe, and the Gates of Micklegard lost, forgotten, and closed.

The Heir to Secrets

Constantine Palaeologus, the last emperor of Byzantium, was believed killed in the city's fall, although his body was never found, and the location of his tomb and his Imperial regalia never discovered. Legends say that he was turned into a

statue—the **Marble Emperor**—and now sleeps beneath the city, to one day awoken to free his city and reclaim his throne.

After the city's fall, Constantinople's population changed, and inhabitants of other conquered towns and Ottomans from the sultan's heartlands came to inhabit its ancient streets. In the centuries since, the ghouls and the Servants of Mehmet have protected the city's secret; and yet, unknown even to them, the Varangian Order has survived, loyal to the Empress in Purple, keeping the memory of the Marble Emperor alive and waiting to restore the ancient powers. The Order has waited for five hundred

A Timeline for Istanbul

658 BC: Byzas founds the city of Byzantium following the advice of the Oracle of Delphi.

1st century AD: Byzantium gradually comes under the authority of the Roman Empire.

330: Constantine the Great moves the capital of the Roman Empire from Rome to Byzantium, which he renames Constantinople.

395: The Roman Empire is divided, and Constantinople becomes capital of the Eastern Roman Empire.

655: Constantinople is besieged by the Arabs for the first time.

1204-61: Constantinople falls to the Crusaders, who establish a short-lived "Latin Empire" before being expelled.

1299: The Ottoman Empire is established in Anatolia.

1357: The Ottomans extend into Europe, beginning to surround Constantinople.

1361: The Ottomans make Adrianople, now called Edirne, their capital, effectively cutting off Constantinople from the rest of Europe.

1453: Byzantium, the city of Constantinople, falls to Sultan Mehmet II and the Ottoman Empire. The Ottoman capital is moved there the following year.

1710: Turkey declares war on Russia, and Russian Ambassador Tolstoy is imprisoned at the Castle of the Seven Towers (p.28).

1854: The Crimean War. Turkey declares war on Russia, and is aided by Great Britain, France, and Italy. Florence Nightingale organises a group of women nurses in the Uskudar hospital (p.27).

1898: The Sultan concedes a constitution for the Turkish state.

1909: Sultan Abdulhamid II is deposed, succeeded by Mahmud V.

1912: Turkey fights the Balkan War against Bulgaria, Greece, Montenegro, and Serbia, and loses the territories west of Edirne.

1914: Turkey enters the Great War on the side of Germany.

1918: Turkey signs an armistice, under whose terms the allies occupy Istanbul for 5 years.

1922: The Sultanate is abolished.

1923: The Allies leave Istanbul. A Turkish Republic is declared, and the capital is moved to Ankara. Mustafa Kemal Pasha (Ataturk) becomes President..

1924: Abolition of the Caliphate.

1925: The European hat is adopted in place of the fez. The international calendar and time system is adopted.

1928: Latin alphabet and numerical system replaces the Arabic.

1932: Language reform removes Arabic words.

1934: The metric system and family names (surnames) are introduced.

1935: Sunday becomes a day of rest, instead of Friday.

1938: Mustapha Kemal Pasha dies. Ismet Inonu of the People's Party (the only political party) becomes President; Saracolu becomes his foreign minister.

1939-1941: While war rages in Europe, Turkey remains neutral. Istanbul becomes a hotbed of espionage, with representatives of over 17 intelligence agencies—Allied, Axis, and otherwise.

7th December 1941: The Japanese attack Pearl Harbour. The USA rapidly enters the war on the side of the Allies.

A few weeks ago: The Ahnenerbe discover the ancient temple in the Punic dig in North Africa (p.54).

A week or so ago: Ahnenerbe archaeologist Professor Ion Golescu discovers the legendary lost tomb of the Marble Emperor in Istanbul (p.60-61).

The past week: The Varangian Order finds out about the Ahnenerbe discovery, attacks the dig, and steals the Akakia, part of the ancient Byzantine regalia. Lily Warner, an Allied intelligence asset, is killed, but leaves a message for one of the investigators.

Now (early 1942): The investigators assemble in Istanbul.

years for the rediscovery of the ancient key which can open the Gates of Micklegard.

Recent Events

In recent weeks, a Nazi Ahnenerbe expedition to the mountain of Jebel Chambi in North Africa (code-named "CASE ELEPHANT BLACK" and sometimes referred to as "the Punic Dig"—see p.54) has discovered ruins of a pre-Phoenician snake cult and references to an ancient subterranean realm of "serpent people" beneath the Mediterranean Sea. The secret masters of the Ahnenerbe, the Black Sun, already obsessed with the search for an entrance to a fabled hollow earth, have ordered the Ahnenerbe to begin a thorough investigation.

The attention of the Black Sun has been drawn to a fresco in the Jebel Chambi ruins, depicting a serpent demon named "Aciel" climbing from the abyss bearing a "sun of darkness" with which it laid waste to its enemies. The fresco appears to have been maintained well into the historical era—coinciding with the period of the Roman settlement of Cillium at the foot of Mount Jebel Chambi, which survived up to the 7th century as a Byzantine city.

The tomb contained not only a body, but also what appears to be the Imperial regalia, including the baton-like Akakia, with its serpentine symbolism, and writings referencing "St Azel's Bell" and the "Gates of Micklegard".

At the same time, a secret Ahnenerbe dig in Istanbul has uncovered what may be the lost tomb of Constantine Palaeologus, the "Marble Emperor". The tomb contained not only a body, but also what appears to be the Imperial regalia, including the baton-like Akakia ("ah-kah-keeya"), with its serpentine symbolism, and writings referencing "St Azel's Bell" and the "Gates of Micklegard". Ahnenerbe archaeologist Professor Ion Golescu of the Istanbul dig has put two and two together, and now believes there may be a link between the tomb and the Punic dig in North Africa. Golescu isn't sure what it all means yet, but his mind is drifting towards hidden entrances to the hollow earth and the powerful occult rituals of a prehistoric snake cult in the Mediterranean basin, remains of which may still exist beneath Istanbul. Believing (correctly) that the discovery may be vital to the nefarious projects of the Black Sun, he is trying to find out more, with a view to facilitating his own entry into the organisation—and his subsequent rise...

The Ahnenerbe have kept their discoveries secret. In Istanbul, however, the failed mission of an Allied spy,

What the Investigators Might Find

Code of Honour has the potential to be a complex adventure; Istanbul is awash with secrets, intrigue, conspiracies, and dodgy dealings, and players may initially find themselves floundering, with no clear way to sift through the information. The episodes beginning on p.46 provide guidance for Keepers to structure investigator activities in the city, and also to gradually make secrets and Mythos information discoverable to the investigators and their foes, but essentially the following key items of information are up for grabs:

- The investigators may discover what the Nazis are initially looking for—the stolen regalia—and uncover the tentative link Professor Golescu (p.37) and the Ahnenerbe are making with the discoveries at the Punic dig.
- As the adventure progresses, they may uncover the secret Mythos history of Istanbul—what lies beneath the city, and what is at stake.
- They may realise the Nazis want to ally with the Varangian Order, and the serpent people behind them; and they may stop them.
- They may discover the existence of the ancient Servants of Mehmet, and their shadowy collaborators, the ghouls; they may even ally with them.
- They may find out about the ritual of St Azel's Bell, and the demon Aciel it's said to summon; and about the Ahnenerbe's discovery of the same information.
- They may find out about the "Punic Device" found at the Punic dig, and what the Ahnenerbe think it may be used for—and why they become so interested the Ritual of St Azel's Bell if they find out about it.
- Finally, the investigators may find out about Jebel Chambi, CASE ELEPHANT BLACK, and get an early insight into the plan of Himmler and the Black Sun—the Nazi search for an occult superweapon which will win the war. Optionally this can be a direct link to *Zero Point 1943: The Kasserine Conspiracy*.

Lily Warner (codename: ARDENT), has inadvertently alerted the clandestine forces of the ancient Varangian Order. Only days ago, Varangian agents broke into the lost tomb and stole the Akakia from the Ahnenerbe, killing an Ahnenerbe operative and agent ARDENT in the process. Electrified by the rediscovery of the ancient key to the Gates of Micklegard, the Varangian Order is awakening from slumber, and ancient forces are once again on the move...



CHAPTER 2

The City of Istanbul

It's hard to believe that elsewhere in Europe people are tearing one another limb from limb in their thousands. Here we dine obscenely, enemies eyeing each other with ice-sharp politeness over champagne and cigars in jazz bars and the finest restaurants.

Istanbul! The Queen of Cities, the Sublime Porte, old Constantinople, ancient Byzantium, the seat of the Roman Empire in the East for a thousand years after the fall of Rome. City of secrets, of sultans, capital of the Ottoman Empire for five hundred years! Its very name conjures up images of the exotic orient—of harems, sultans, and Turkish delights.

In World War Two the fledgling Republic of Turkey maintains a cautious neutrality, quietly favouring the Allies but careful to do nothing that would prompt Hitler, already on their doorstep just a hundred miles north, from invading. With its old wooden buildings and over two millennia of history, the city of Istanbul would suffer like no other from a single night of Blitzkrieg, and so it conducts a meticulous diplomacy, providing a strange neutral ground where enemies who would otherwise be pounding one another with murderous artillery share cocktails while their agents attempt to steal advantage in this lethal secret war.

This chapter provides historical, cultural, and geographical background for wartime adventures in the city of Istanbul.

A BRIEF HISTORY

Istanbul is old. There was a settlement here over two-and-a-half thousand years ago. It's one of the most strategic locations in the world; a narrow strait, barely a mile wide, and less in places, joining the Black Sea to the Mediterranean, and the only places for a thousand miles or more in either direction where Europe meets Asia. No wonder it has often been a centre for so many major historical events.

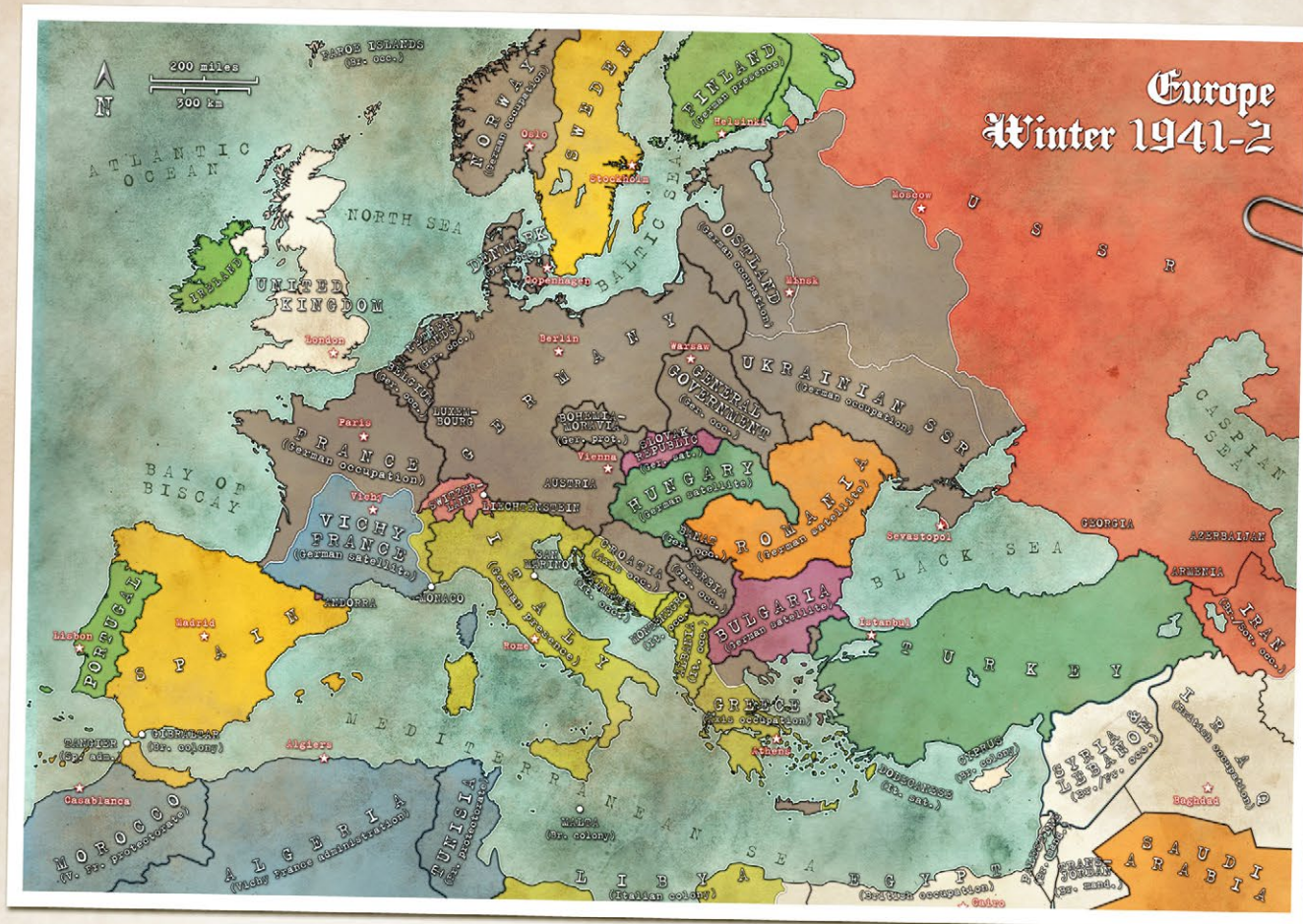
In legend, Jason and his Argonauts sailed through the strait of clashing rocks here, in search of the Golden Fleece.

The ancient hero Byzas, on the instruction of the Oracle at Delphi, is said to have founded a settlement here 700 years before the birth of Christ. Darius and the Persians crossed here to attack the Greeks, and the Greeks took it back again later. It was besieged by Philip of Macedon, owned by Alexander the Great, and attacked by the Gauls, all before it ever became part of the Empire of Rome.

The ancient hero Byzas, on the instruction of the Oracle at Delphi, is said to have founded a settlement here 700 years before the birth of Christ.

In 324 AD the Roman emperor Constantine the Great saw the great advantage of Byzantium's strategic position, and took the city for his own, moving the capital of the Empire here from Rome. Renamed "New Rome", it later gained his name also, becoming known as Constantinople—Constantine's city.

When Rome fell, the Empire survived in the East, with its capital at Constantinople. For a thousand years more it thrived, rising to great pinnacles of achievement. It resisted the rise of Islam, survived the Crusades, until, weakened from decadence, corruption, and centuries of abandonment by its erstwhile Christian fellows in western Europe, it was overcome by the great Ottoman Sultan, Mehmet II, called "the Conqueror". The shockwaves when the Second Rome fell to the Ottomans were felt all around the known world; but it was too late.



Mehmet II was a visionary, and took the fallen Byzantium for his own capital. He kept the name Constantinople, but otherwise the city changed utterly, becoming the capital of an oriental, Turkish empire. Mehmet preserved its ancient Roman and Greek buildings, some of the oldest and most beautiful structures in the world, and added his own. For five centuries Constantinople was the heart of the Ottoman empire, with its court eunuchs, its harems, its seraglios, janisaries, and mosques. It became an exotic destination for the wealthy travellers of the European world.

The First World War was a disaster for the Ottoman Empire. Istanbul was occupied by the Allies, and the war was followed by civil war and revolution, which established a modern, secular, Western-looking republic in the state of Turkey. At its head stood the statesman Mustapha Kemal, called Atatürk, the "Father of the Turks". Under his aegis Turkey cast off its conservative past, ridding itself of veils for women, fezzes and other oriental apparel, and introducing universal suffrage, education, modern Western technology, thinking, and social structures. With a break from the past in mind, he moved Turkey's capital from Istanbul to Ankara; yet Istanbul remained as the Sublime Porte, rich with culture, history, and seductive exoticism.

Atatürk died in 1938, to widespread public grief. He left behind him a modern, secular state—but one that was not

equipped to resist the Nazi war machine which rampaged through Europe only a year later. As nation after nation became embroiled in the war, Turkey maintained its neutrality. Ships of all nations still continued to pass through the Dardanelles, the Sea of Marmara, and the Bosphorus between the Mediterranean and the Black Sea, and Turkey denied none of them passage. And, gradually, every nation realised the city of Istanbul had become a magnet for intrigue and espionage. Secrets were bought, sold, and stolen; no one could afford not to play its increasingly lethal games.

Gradually, every nation realised
the city of Istanbul had become a magnet
for intrigue and espionage.

Today, Istanbul is a city of spies. Rumours run riot that Turkey is about to join the Allies, or the Axis, or is about to be invaded, destroyed, or bombed. And yet it remains—jumpy, on edge—a place where spies drink champagne and dine on the finest cuisine, while checking for poison, and daggers in the night, while mere miles away, the fires of war burn over Europe.



Getting to Istanbul

Before the war, the most famous way of getting to Istanbul was via the legendary Orient Express, running from Paris (or London, including a Channel crossing) through the heart of Europe. Lavish, opulent, and romantic, its services were suspended in 1939 with the outbreak of war. Turkey shares European borders with Bulgaria and Greece, but since Bulgaria entered the war on the side of the Axis in 1941, and Greece fell to Germany in the same year, getting to Istanbul overland from Europe has been perilous for Allied personnel, to say the least, with rigorous checks at borders and trains packed with informers. Instead, it's possible to travel north overland from the Middle East, via Beirut by rail using the Taurus Express, the guards of whose sleeper wagons are notorious informants and couriers for intelligence organisations—often more than one! Keep a close eye on your belongings—especially your passport and travel papers!

Most people travelling to wartime Istanbul arrive by sea, or more rarely by air to the Yesilkoy airfield, 4 miles (7 km) southwest of the city on the European side. Istanbul is very much a maritime city; its geography means it looks outwards towards the sea. Ships of any nation making their way to its waters may dock at its shores, as long as they're not on any military expedition that might threaten Turkey's neutrality.

THE CITY

Wartime Istanbul has a population of about 900,000, concentrated on a peninsula at the eastern end of the Sea of Marmara which separates the Black Sea from the Mediterranean (see map). The peninsula is often known as "Fatih", although strictly speaking that's just one of its districts; it's the "old city", the heart of Ottoman Istanbul, and has a reputation for piety and religiousness. Built on seven hills, it's where all the great architectural wonders of the city are clustered.

A second part of Istanbul lies eastwards, just over the famous narrow strait of water called the Golden Horn. Comprising two main districts, once known as Galata and Pera, now Karakoy and Beyoglu, it's "European Istanbul", where Genoese and Venetian traders settled in the Middle Ages, and remained even after the Ottoman conquest. It's where all the fashionable restaurants, cafes, and hotels are located, as well as the consulates (which were embassies when Istanbul was still Turkey's capital). In short, it feels much more European, and is mostly where the spies hang out.

The third part of Istanbul lies on the Asian side of the Bosphorus, and comprises the districts of Uskudar, Haydarpasha, and Kadikoy. Haydarpasha railway station is a major landmark and destination, and many rich families own beautiful traditional seaside villas known as *yali* along the water, but otherwise it has a more "suburban" or even countryside feel than the other parts of the city.

As might be surmised, Istanbul is a city connected by water. The Golden Horn, the Sea of Marmara, and the Bosphorus are as central to its existence as any of its land districts, and are crossed by countless boats, ships, and ferries. Regular services connect all the major seaside areas of the city, and many palaces, great houses, and public buildings have ornate "gates" which open from their gardens directly onto the sea, where boats may draw up. The city is built on many hills, often quite steep, all overlooking the water, and for centuries buildings have been constructed in such a way as to take advantage of the seaward views. It's a beautiful, almost timeless city, with a skyline dominated by ancient churches, palaces, castles, and the spires of mosques.

Climate

Istanbul lies on the same latitude as Naples and New York. Summers are warm and humid with relatively little rain, and winters are cold and wet, with relatively little snow (perhaps 10-12 days in total). Summer average temperatures are about 30°C, with record maximums of 45°C, and winter averages are about 10°C, with record minimums of about -15°C. April-May and September-October are exceptionally fine.

The winter of 1941-42 has been the coldest for years, and the country is buried in deep snow. In January it snows heavily every day for a week; public transport services collapse, and food rations are reduced. Even the newspapers give people guidance on how to queue European-style for food.

Daily Life

Istanbul is a city which straddles Europe and Asia. It's where two great civilisations connect and intermingle. People on the streets wear European fashions, and there are European brand labels, French restaurants and jazz cafes in Beyoglu; European and American cars; and visitors speaking all manner of European languages. Many buildings are built in an ornate European style, often called "Ottoman".

At the same time, the city is Oriental. The muezzin call the faithful to prayer at the city's many mosques throughout the day, and the narrow streets, particularly on the peninsula in Fatih, are filled with bearers carrying loads of spices, cloths, food, and provisions, through which shining trams, Western cars, buses, and the shared taxis known as *dolmus* slowly creep. Men in traditional Ottoman clothing—perhaps without the old-fashioned fez, these days, but nevertheless in contrast to Western apparel—sit in coffee shops off narrow winding streets drinking thick Turkish coffee, or drinking black tea from glasses, or smoking *shisha*. Radios blare traditional Turkish music, competing with the cries of hawkers of grilled meats and seafood for trade.

It's a bewildering, often intoxicating clash—a cosmopolitan melting pot, made all the stranger by the sight of the latest Western fashions and the occasional formal military uniform of erstwhile enemies on the streets.

Currency

The Turkish currency is the **lira**, divided into 100 **kurus** (ku-rush), abbreviated "l" and "kr" respectively. There are just over 5 lira to the British pound sterling; 1 lira is worth just under 80 US cents. Lira banknotes come in denominations of 2.5, 5, 10, 50, 100, 500, and 1000 lira.

Living costs are high: there's a lot of inflation and profiteering, and prices have more than doubled since the beginning of the war, and can be astronomical. Rationing has been introduced on basic products, and the already low average wage (about 640 Turkish lira per year) has dropped in value by about 40%. There's a strong temptation to change your dollars or sterling on the black market.

If the investigators need to buy anything in Istanbul, figure that prices are at least 3x normal. On a successful Bargain roll, investigators can get away with paying only double normal price. See p.32 for acquiring more clandestine items of gear.

Cover

Individuals of many nationalities are present in wartime Istanbul, and investigators may be here for various reasons, some of which may even be true. However, it's not a militarised city, and foreign soldiers per se aren't welcome; any investigator will need to have a cover occupation which is acceptable to the Turkish authorities.

People whose sole occupation is espionage often have papers identifying themselves as officials of consular passport offices, businessmen and salesmen in many of the essential import and export enterprises in the city (oil, cloth, paper), and so on. Istanbul university is a popular haven for foreign academics; a great many were invited in the 1930s, and investigators with high academic skills and at least reasonable contacts or social skills should have no trouble finding at least a temporary teaching or lecturing position. Investigators of independent means may enjoy the high life; Istanbul is one of the few places in Europe where cosmopolitan socialites still congregate, and being a playboy (or girl) makes for a great cover. Finally, investigators may even be just tourists—although in wartime this is one of the few activities pretty much guaranteed to attract a lot of police (and other) attention, as most right-thinking tourists left a couple of years ago, fearing attack and invasion.

By default, investigators in Istanbul on secret intelligence service missions (see p.46) will be given diplomatic, business, or academic cover, depending on their skills. See the pre-generated characters on p.79 for examples.

Westernisation

Turkey has become increasingly westernised since the Great War. The European hat was adopted in 1925 in place of the fez; women wear Western clothing and enjoy increasing social freedom and mobility. The Latin alphabet and number system was introduced to replace the Arabic in 1928, and the language itself was reformed to a more Turkish base in 1932. Turkey also uses the international time and calendar system, and Sunday rather than Friday is now a day of rest.

One of the strangely lopsided things foreigners may notice when socialising in Istanbul is the relative scarcity of Turkish wives at official functions and socialites' parties. There's no legal reason why, and things are changing, but many Turkish men still tend to leave their wives at home when attending gatherings, and find the presence of foreign women at such functions to be a novel surprise.

Clothing

The inhabitants of Istanbul wear a wide variety of clothing, generally "Western" in appearance. In Fatih (p.18) you may find religious conservatives in more traditional dress, but other than that the days of fezzes, turbans, and veils are long over; the European hat has been standard for almost 20 years, and Ataturk's "new women" no longer cover their heads, and many dress in the best European fashions.

The investigators won't be wearing military uniform, but rather clothing appropriate to their cover or station. They'll have up to three sets of clothing—casual, work, and formal—depending on their status. Most intelligence agents have "middle class" cover identities providing maximum flexibility; official functions in the luxury hotels of Beyoglu frequently require black tie and evening dress. Think James Bond, or the decadent high society world of *The Great Gatsby*, and you won't be far wrong.

Languages

The *lingua franca* in Istanbul is very often French; even the banknotes had dual language Turkish and French inscriptions up to just a few years ago. English is also frequently heard, as is German, and there are sizable Greek and Armenian communities, as well as the whole gamut of Balkan languages and those of the diplomatic community. It's rare, though, for foreigners to speak more than a smattering of Turkish—so much so that it's a great way to find employment for linguist investigators.

Accommodation

Where the investigators live during their stay in Istanbul depends very much on their cover stories. Beyoglu has many modern apartment blocks; the most modern have "buzzer" entry systems, otherwise they'll be built around a courtyard and have a traditional Turkish *kapici* concierge who's usually very nosy and likely in someone's pay as an informant (perhaps even yours!).

Businessmen and richer individuals may stay in some very classy hotels; the Pera Palace (p.24) is popular among the Allies, while the Park Hotel (p.24) is *de rigueur* for the Axis.

Seriously wealthy individuals or those with great connections may have access to one of the traditional Ottoman waterfront villas known as *yalis*. These are sumptuous affairs, some more modern, some more classic, complete with motor launches, gardens, terraces, servants, and some very classy parties.

Academics may have rooms near the University in Fatih (p.26), or east of the city if they work at Robert College (p.25).

Finally, more adventurous characters may rent rooms or apartments in the old city—in Yedikule, Aksaray, or even Sultanahmet for a little more money. They'll be somewhat isolated from the diplomatic community, but much closer to the Turkish one, which has its own advantages and drawbacks.

The European hat has been standard for almost 20 years, and Ataturk's "new women" no longer cover their heads, and many dress in the best European fashions.

Getting About

For all its exoticism, Istanbul is a pretty modern city—it's criss-crossed by a network of tramlines, and serviced by buses and taxis, including the state-managed shared taxi service known as *dolmus*. There are taxi ranks at all the main areas—Taksim Square, Karakoy, Eminonu, and so on.

Many of the narrower or steeper streets, such as Yuksek Kaldirim (the Street of the Step, p.29) or the warrens of the old city, are best explored on foot, jostling for place with the *hamals* (stevedores) who carry goods in huge shoulder packs all over the city.

There are two bridges crossing the Golden Horn between the old city and the European quarter: the Pont Gazi or Ataturk Bridge, and the Galata Bridge. Otherwise crossing the water requires boats, either the many scheduled ferry services which run between the destinations marked on the city map (pp.14-15), or the myriad small *caiques*, which were once like Istanbul's gondolas; today they're rowboats, often with outboard motors, and can take you wherever you want, for a fee.



Istanbul is served by two train lines: one from Europe, terminating at Sirkeci Station in Eminonu; and one from Asia, terminating at Haydarpasha Station on the Asian side. They're not really practical methods of travel within the city, but are notable landmarks and points of arrival and departure.

More clandestine forms of transport are available. In particular, countless fishing boats and cargo ships ply the Sea of Marmara and the Bosphorus. While the police and the Emniyet Turkish secret service keep a close eye on their comings and goings, it's possible to smuggle people and things in and out from as far afield as Italy, Greece, the Middle East, and Romania and destinations in the Black Sea.

Foreigners travelling around in Istanbul are required by law to carry *tezkeres*, internal passports listing their travel and personal history. Failing to produce papers when required by the authorities can result in serious trouble with the police and secret services; deportation and prison sentences are standard, and some illegals have even been shot. In such cases, it's best not to be caught at all.

Newspapers

Istanbul, indeed Turkey as a whole, has a free press ... in theory. In reality, especially now during wartime, there are restrictions on what can be printed. The *Hurriyet* newspaper has famous society columns, great places to pick up on gossip, rumour, scandal, and to find out where the latest and greatest

parties are happening. The *Vatan* newspaper is currently treading carefully, as it was recently closed down (hopefully temporarily...) for printing Charlie Chaplin parodying Hitler—the authorities thought it was probably not a good idea to poke fun at a genocidal heavily-armed megalomaniac poised to descend with a vastly superior military force only a few hours away...

Radio Stations

You can hear Turkish radio blaring out everywhere—particularly in the bazaars and alleyways of the old city, with its tinny din of non-stop traditional music.

Food and Drink

Food and drink in wartime Istanbul are fabulous. In comparison to the rationing and often dreary fare on offer in other European cities, Istanbul seems little affected by the deprivations of war; you can get the finest French cuisine at Beyoglu's exclusive hotels and restaurants, as well as *mezes* (the "Turkish tapas") at eateries everywhere, from restaurants to coffee shops, down to streetside grills and the *borek* (pastry and pie) stalls and vendors carrying their food through the city streets night and day. Seasonal game is abundant: quail and partridge in autumn, woodcock and hare in winter, and pheasant. Seafood is exquisite, with fine Bosphorus fish,



lobsters, prawns, crayfish, and scallops—although oysters can sometimes be iffy, so caution is advised!

Alcohol is freely available for those who want it. European wines are at a premium, and there are some fairly nasty simulacra from the Middle East (including a spectacularly awful Egyptian Bordeaux). Hotel bars and night clubs are famous for their cocktails—check out Ellie's Bar (p.18) for her ferocious dry Martinis, but be careful who you talk to!

LOCATIONS

Istanbul is a vast city, with a profound history and a plethora of architectural wonders which makes it one of the most beautiful cities in the world. Any attempt to describe it can only scratch the surface, and there are many great resources, both printed and online, to satisfy whatever degree of depth a Keeper needs. What follows is a short overview of the city and its main landmarks and locations, with an emphasis on those which will make for interesting or exciting locations in play. All locations are referenced on the Istanbul city map on pp.14-15; note that not all locations on the map are described.

ABDULLAH'S RESTAURANT

86 Istiklal Avenue, Beyoglu

A fine late 19th century restaurant serving sumptuous Istanbul cuisine, Abdullah's is often thick with spies and sellers of information—some of it true, some of it false or planted by

foreign powers. Some of the staff are rumoured to be on the payroll of other powers, so it's best to be careful what you say.

AKSARAY

Part of the district of Fatih (p.26), the Aksaray neighbourhood was founded by Mehmet II, "the Conqueror", after the conquest of the city.

ATATURK BOULEVARD

One of the great projects of the famed French architect Henri Prost, Ataturk Boulevard links the Golden Horn with the Sea of Marmara, a 50m-wide roadway 3km long. At the moment it's a building site, with open sections and areas under construction, where ancient shambles have been demolished and cleared to make way for the new modern thoroughfare. When it's finished and planted with trees it should look magnificent; at the moment it feels a bit like No Man's Land.

ATATURK BRIDGE

One of the two bridges across the Golden Horn, and also known as "Pont Gazi" or simply "the New Bridge", it was constructed between 1936 and 1940. It's a pontoon bascule bridge (a floating drawbridge) and is raised (and therefore impassable) between 5.30am and 6.30am every day.

AYAZ PASHA

A wide curved avenue lined with shady plane trees in Beyoglu, leading up from the Dolmabahce Palace to Taksim

Square. The Park Hotel and German Consulate are located here, and numerous apartment buildings line the avenue and its side streets.

BANKALAR CADDESİ

Istanbul's principal banking quarter is reminiscent of Wall Street or the City of London. The Turkish Central Bank is located here, as are many other banks, including European ones; others can be found along İstiklal Avenue.

BARBAROS MAUSOLEUM

Barbarossa Pasha was the admiral who secured Ottoman dominance in the Mediterranean Sea in the 16th century. His mausoleum is a tower-like structure built in 1541 at the site where his fleet used to assemble, and which is now the Besiktas ferry's embarkation point.

BASILICA CISTERN

Also known the *Yerebetan Saray*, this underground water cistern has a modest hut for an entrance which masks the hugely impressive subterranean interior, a vast chamber 453ft (138m) by 212ft (65m) in size—an area of over 100,000 square feet (almost 10,000 square metres)—containing 336 marble columns each 30ft (9m) high. It's filled with water to several feet (a couple of metres) in depth, although it could obviously hold much more. It used to feed the gardens of the imperial palaces, and received water from the aqueducts of Valens (p.27) and Hadrian.

Nowadays it's generally closed to the public; officially you can only get access in the afternoons of Mondays, Wednesdays, Fridays, and Saturdays. That shouldn't stop resourceful investigators, though.

Keeper's Note: Sometimes there's a boat moored at the bottom of the entrance stairway, against the cistern's southern. People can also be seen sneaking in and out on rare occasions, usually in the dead of night. There's a hidden entrance to the secret headquarters of the Varangian Order (p.66) in the northern wall of the cistern, and also a connection to the lost catacombs beneath Hagia Sophia (p.74). See p.75 for more about furtive goings-on in the Basilica Cistern.

People can also be seen sneaking
in and out on rare occasions, usually
in the dead of night.

BEBEK

A wealthy waterfront suburb to the north of Besiktas. It's the location of the all-male Robert College, an American school.

BELGRAD GATE

A breach in the otherwise fairly well-preserved Theodosian Walls, the framework of the former Xylokerkos gate

no longer exists. The gate and its neighbourhood are now named after migrants who settled here from Belgrade in the 16th century. The area is whispered to be riddled with underground burial chambers.

Keeper's Note: The cemeteries here are likely haunted by Wali Dede's children (see p.44).

BESIKTAS

A district of Istanbul to the north of Beyoglu, gradually becoming part of urban Istanbul. Legend says there was once a church here with a stone from the stable where Jesus was born as its relic. It's a fairly affluent and pleasant part of the city, and includes the Dolmabahce Palace and the Barbaros Mausoleum.

BEYAZIT MOSQUE

Located in a cluster of trees on the east side of Beyazit Place, this mosque was built in the early 1500s on the orders of Sultan Beyazit II, the son of Mehmet II the Conqueror, whose tomb lies in its gardens, together with that of his little daughter. In layout it's reminiscent of Hagia Sophia. Pigeons flock in its courtyard, as well as peddlers selling perfumes and rosaries beneath old cypress trees. There's also an *imaret* free kitchen and a *medrese* school, the latter of which has recently been allocated to the Museum of the Revolution and the Municipal Library.

BEYAZIT PLACE

Beyazit Place is an open square on top of one of the old city's seven hills, at 203ft (60m). It's the old site of the Forum of Theodosius (also known as the Forum Tauri—the “forum of the bull”) built by Constantine the Great. Officially named “Freedom Place”, it's known as Beyazit Place because of the Beyazit Mosque next to it. It stands directly in front of the Serasker Gate, the main entrance to Istanbul's university.

BEYOGLU

A district of Istanbul, traditionally known as Pera, from “Peyre”, the Genoese town in this area in the Middle Ages. Beyoglu stands on the hills to the northeast of the Golden Horn, reaching some 335ft (100m) high, and is the “European” part of Istanbul, with a sizable foreign community, a richer class of inhabitants, and modern shops and hotels and many consulates—and of course spies.

BINBIRDIREK—THE CISTERN OF 1001 COLUMNS

Sometimes called the Cistern of Philoxenus, this vast underground cistern measures 210ft (64m) by 184ft (56m) and comprises 224 columns. It's been empty since Byzantine days and is currently disused (and fairly full of refuse). It's usually locked, although the key can be obtained from the porter at the nearby Municipality building (although, again, none of that should stop an intrepid investigator).

Keeper's Note: Binbirdirek is ghoul-haunted, and one of the entry points to their tunnels beneath the city.

Istanbul Early 1942

The map illustrates the city of Istanbul in early 1942, showing the Golden Horn, the Sea of Marmara, and the city's expansion into the surrounding areas. Key locations labeled include the Palace of Blachernae, Topkapı Gate, Fatih Mosque, Suleymaniye, Eminonu, and various hospitals and schools. The map also shows the Golden Horn, the Sea of Marmara, and the city's expansion into the surrounding areas.

Keeper's Map





BLACHERNAE PALACE

Probably most easily approached by boat, the rather steep hill on which this palace is built originally lay outside the Theodosian Walls. It was completed in the early 6th century, and eventually enlarged and incorporated into the city enclosure. In the 12th century it became the imperial residence, containing a great palace with fine churches and extensive gardens, and courtyards whose porticos were famed for their beauty. When the Crusaders conquered the city in 1204 they were dazzled by its opulence.

When the city fell to the Ottomans in 1453, Blachernae's proximity to the city's defences was fatal, and it was pillaged and burned down. Today it's a ruin; no serious excavation has ever been done here, and rumour speaks of untold treasures in its depths. The northern and eastern boundaries are still visible, where strong walls still outline the palace's grounds, but elsewhere fragments of walls, arches, and columns are all that remain.

BLUE MOSQUE

Also known as the Sultan Ahmet Mosque, this huge mosque with its six minarets rivals Hagia Sophia in the skyline of the old city, and is considered one of the most beautiful in Istanbul. Built in the early 17th century on the site of the old Palace of Hagia Sophia.

BOOK MARKET

There's a secondhand book market in the narrow passage, shaded by plane trees, near the Beyazit Mosque, with various barrows specialising in books in different languages. The

German book-seller on the corner with the old tree doesn't just sell books...

BOSPHORUS

The narrow strait, some 20 miles (32km) long and running roughly north-south, which separates Europe from Asia and which links the Black Sea to the Sea of Marmara (and thereby the Mediterranean). Istanbul lies at the southern end of the strait, which at this point is alive with ferries, freighters, fishing boats, and endless traffic. At its widest (at the northern end) the Bosphorus is roughly 2 miles (3km) across, narrowing to only 750 yards (700m) about half way. At Istanbul it's about $1\frac{3}{4}$ miles (2.8km).

BOUKOLEON PALACE RUINS

The ancient headquarters of the Varangian Guard, the Boukoleon Palace has been ruined for centuries. A large portion was removed in 1873 to make way for the railway line to Sirkeci.

Keeper's Note: There's probably no physical connection to the Varangian Order lair, although the Varangian Club (p.27) is nearby.

CAĞALOĞLU

A neighbourhood on the southern edge of Eminonu to the east of Fatih in Istanbul's old city and the centre of its publishing industry; all the main newspapers and periodicals have offices here. It's also renowned for its famous Turkish bath, the Cağaloglu Hammam.

CHRIST'S POSTERN

One of the towers in the Theodosian Walls between the Mole and the Golden Gate. It's named for the exceedingly ancient "Chi-Rho" inscription on its walls.

CIHANGIR

A neighbourhood of Beyoglu where it slopes down towards the Bosphorus, often giving spectacular views. There are numerous modern apartment blocks here, built since the 1920s, often used as company flats. Wartime fuel rationing has meant that their otherwise luxurious central heating runs tepid even in winter.

CISTERN OF AETIUS

An open cistern near the Edirne Gate known as the "Sunken Garden" in Turkish. It dates to the early 5th century, although it's dry and used by children playing—although they're always sure to leave before dark. The old folk tell of the "grand old man of the night" who comes here on the nights of the full moon. It's supposed to be bad luck to see his shadow.

Keeper's Note: There are wells and cellars in the area that link to the ghoul tunnels beneath the city.

CISTERN OF ASPAR

Already dry during the Byzantine era and known as the "Dry Garden", it remains so today. There are indications it was once covered. There was once a passage for water leading in the direction of Hagia Sophia; it was bricked up a century ago; some of the old people still remember the disappearances which preceded it.

CISTERN OF MOCIUS

On the highest point of the seventh hill of Istanbul and named after the church of St Mocius near its southwestern corner, it's 575ft (175m) by 475ft (145m), and 15-30ft (5-10m) deep. It's used as a market garden, though the priest can show you an ancient entrance to the water conduits beneath in his crypt.

COLUMN OF ARCADIUS

A massive masonry base of red granite now marks where the triumphal column of Arcadius once stood. Erected in 421AD, it fell in the 16th or 18th century after being damaged by an earthquake. There's a tomb inside the base said to lead beneath the city; some people say the Marble Emperor is buried there.

COLUMN OF CONSTANTINE

Located at the top of one of the old city's seven hills, 173ft (53m) above sea level, and also called the Burnt Column, this has marked the heart of the city from its very foundation, and the ancient site of the Forum of Constantine. It no longer bears the statue of Constantine on top, and stands roughly 115ft (35m) tall, bound with iron bands and blackened by fire.

COMEDY THEATRE

Mesrutiyet Avenue, Tepebasi, Beyoglu

A popular yet somewhat high-brow European-style theatre popular with the intelligentsia, affluent classes, and foreign community. A stone's throw from the British consulate, it has an indoor theatre for use in winter and an outdoor summer theatre. An excellent place for clandestine encounters.

CONTINENTAL HOTEL

153 Mesrutiyet Avenue, Tepebasi, Beyoglu

Almost across from the British consulate and the Comedy Theatre, Shai (Zionist intelligence) agents are known to work out of here.

DIVANYOLU CEMETERY

Most cemeteries are outside the walls of old Byzantium, but this is within, next to the revered tomb of Sultan Mahmud II (not the same as Mehmet II "the Conqueror"). There

Consulates

As Ankara is now the capital of the Turkish republic, many of Istanbul's former embassies now serve as consulates. Most of them are in the Beyoglu district. They provide perfect cover for investigators, and many intelligence and secret service agents operate out of seemingly innocuous offices handling passports, visa applications, and other run-of-the-mill consulate business.

The key consulates in Istanbul are as follows:

British Consulate. *26 Mesrutiyet Avenue, Beyoglu.*

A large and impressive building set back from Mesrutiyet Avenue in its own gardens. It's just round the back of Istiklal Avenue, not far from the PTT Offices. Sir Hugh Montgomery Knatchbull-Hugessen, the British Ambassador, spends most of his time on the ambassadorial yacht when he's not in the embassy in Ankara, but visits here when there's a particularly select social event in the city. The SOE and other organs of the British establishments have many of their representatives here, under the guise of various official cover identities.

French Consulate. *22 Istiklal Avenue, Beyoglu.*

German Consulate. *Ayaz Pasha, Beyoglu.* An imposing European-style building not far from Taksim Square. It stands right next to the Park Hotel, which for all intents and purposes might as well be its bar and accommodation...

Italian Consulate. *15 Tomtom Sokak, Beyoglu.*

Japanese Consulate. *Ayaz Pasha, Beyoglu.*

USSR Consulate. *443 Istiklal Avenue, Beyoglu.*

United States Consulate. *Mesrutiyet Avenue, Beyoglu.*

are also cemeteries next to the Fatih and Suleymaniye mosques; special permission was required to be buried in these places.

DOLMABAHCE PALACE

This impressive, massive, and extremely ornate renaissance-style palace was built in 1853 as the residence of the Ottoman Sultans, and is as lavish inside as it is out.

Best viewed from the water, the landward side is surrounded by high walls. It's now often used for state occasions, and national and international festivals, and as a residence for the President when visiting. Atatürk passed away here four years ago. It's considered part of Besiktas.

EDIRNE GATE

The highest point of the old city, at 252ft (77m), and historically the weakest point in the Theodosian Walls, it was by this gate that Sultan Mehmet II the Conqueror made his triumphal entry into the city in 1453. Outside the gate stretches the most extensive cemetery in Istanbul. The neighbourhood around the gate has a significant Greek Orthodox population.

ELLIE'S BAR

Mis Street, off Istiklal Avenue, Beyoglu

Famed for its ferocious dry Martinis, Ellie's Bar is a firm favourite among British military personnel. Ellie is a buxom blonde, and thought to be Romanian; she speaks almost perfect English, and appears to hate the Germans with a passion. In reality she's in the pay of the *Abwehr*, and always tries to get British officers drunk so she can pump them for information.

EMINONU

One of the two districts of Istanbul's peninsula "old city", lying directly to the south of the Galata bridge. It's crowded with cars and people by day, clustering around the piers and making their way through the crowded streets, although the past few years have seen a lot of regeneration and widening of roads. There's the constant smell of frying fish from the waterfront, and the cries of their vendors and the ubiquitous gulls. Eminonu includes the quarters of Beyazit and Sultanahmet.

EMNIYET HQ

The National Security Service (the *Milli Emniyet Hizmeti*, misleadingly abbreviated as "MAH" and generally known amongst foreign intelligence agents as the Emniyet) is the Turkish intelligence agency, responsible for monitoring all foreign intelligence activity on Turkish soil and foiling external plots. It's very good at its job, but somewhat hampered by the need to not provoke foreign powers into hostile action—which makes Emniyet agents simultaneously terrifying and extremely polite. The Emniyet

has a military command structure, and an extensive network of spies and informers. It operates throughout the Turkish security establishment, with possible offices in the local Directorate of Police in Sirkeci, and also in other military facilities.

The need to not provoke foreign powers
into hostile action makes Emniyet
agents simultaneously terrifying
and extremely polite.

FATIH

The second of the two peninsular districts of Istanbul, lying to the west of Eminonu, Fatih is quite cosmopolitan, though it still has a conservative and even pious image in many people's eyes, largely because of the religious residents of the Carsamba quarter situated around the Fatih "Conqueror" Mosque, where conservative Islamic clothing is often seen. Fatih is reasonably well-off, and a warren of narrow streets of wooden buildings. Fatih includes neighbourhoods such as Aksaray, Suleymaniye, and Yedikule.

FATIH MOSQUE COMPLEX

Also known as the Mehmet Fatih mosque, the Fatih mosque (the name means "the Conqueror's Mosque") is a complex of buildings centred on a spectacular mosque, standing on top of one of the old city's seven hills, at 206ft (63m). It's where the greatly revered Sultan Mehmet II, the conqueror of Byzantium, is buried. The complex includes eight *medrese* schools, a hospice, a *caravanserai* inn, a domed library dating to the early 18th century, and a cemetery including the Tomb of Sultan Mehmet II, "the Conqueror" (p.26).

Keeper's Note: The secret headquarters of the **Servants of Mehmet** (p.41) are located in one of the disused *medrese* schools of the Fatih complex (closed since 1924), and their ghoul allies (known as **Wali Dede's children**—see p.44) have hidden entrances to their undercity tunnels here.

FLOWER PASSAGE

An elegant belle époque shopping arcade on Istiklal Avenue. There are many European-style restaurants here, and it's a favoured spot for clandestine rendezvous—and for spying on the rendezvous of others.

FLOWER PAVILION

The Flower Pavilion is a sumptuous *yali* on the Asian side of Istanbul just outside Uskudar, belonging to Nastasya Fillipovna Mitroglou, the widow who runs the Mitroglou Shipping company (p.39). Many wild parties filled with gossip, intrigue, and sometimes scandal happen here, and it's a jewel of the social calendar.

GALATA BRIDGE

One of the two bridges across the Golden Horn, like the Ataturk Bridge this is also a floating drawbridge, some 1500ft (450m) long, raised (and therefore closed to traffic) between 5.30am and 6.30am daily. Built in 1913, and the main way of getting from Karakoy and Beyoglu to the old city, it's notable in that it has two levels: the upper level, which bears the bridge traffic; and a lower level, which is an arcade of restaurants, cafes, and other eating places. All along the bridge are jetties and embarkation points for boats and ferries.

GALATA HILL

The first hill you meet when crossing the Galata Bridge from the old city to Beyoglu, this is the location of the Galata Tower, the Tunel underground railway, Yuksek Kaldirim ("the Street of the Step"), and many other landmarks. It's

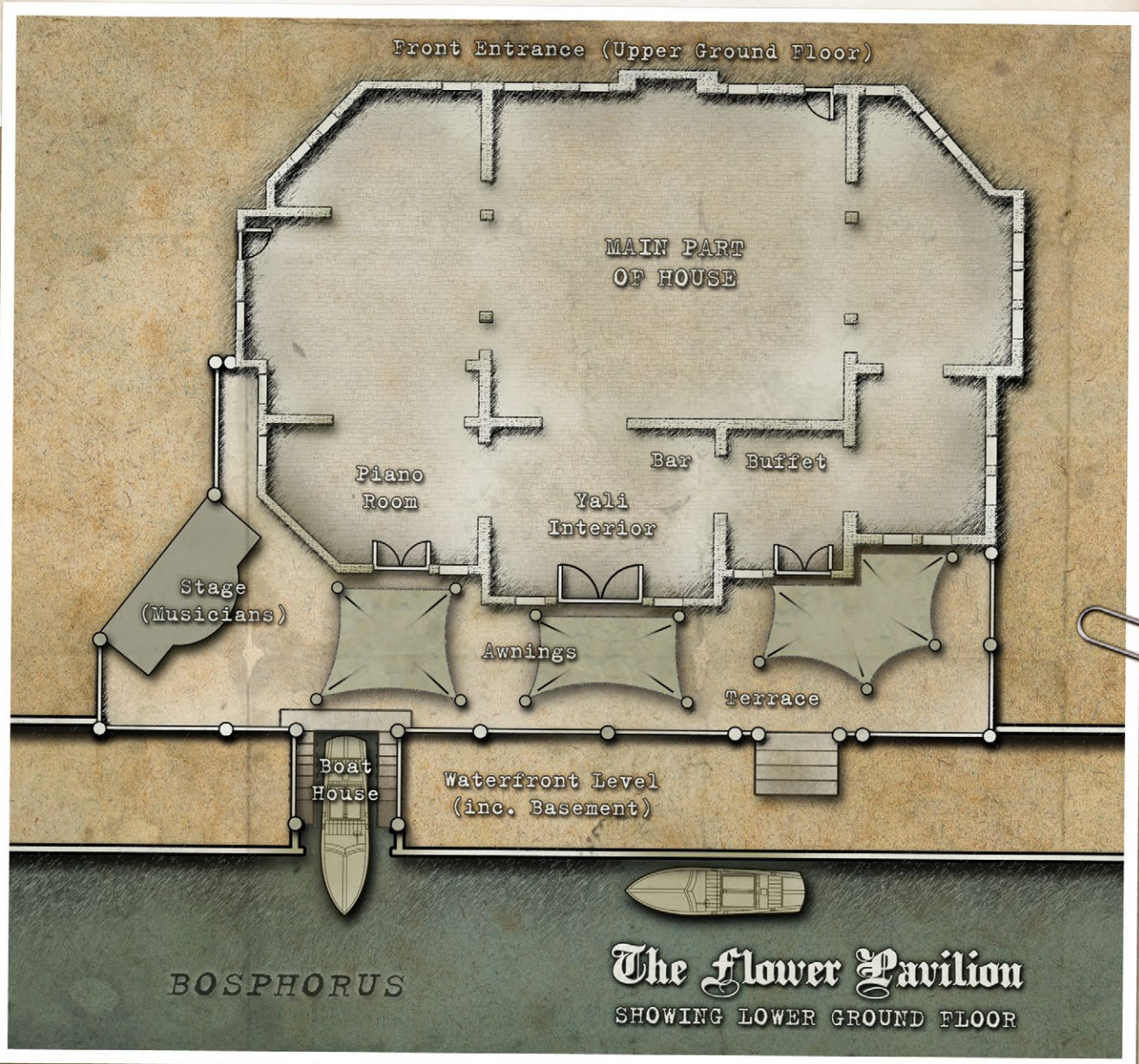
also frequented by prostitutes in the alleys on its seaward side, and is always busy with sailors from the quays.

GALATA TOWER

This major landmark on Galata Hill, visible from all over the city, is a mediaeval stone tower built by the Genoese in the 14th century. Standing some 220ft (67m) tall, it was originally a watchtower, although it was used as a prison by the Sultans. The view from the top is magnificent, and the tower is open every day, for a small consideration.

GALATASARAY COLLEGE

A Turkish boys' school where the lessons are mostly in French. Established in the 15th century, it's the oldest Turkish high school in the world. Its curriculum is structured on the European model, with twelve years of education by a staff





Hagia Sophia

Hagia Sophia, called Ayasofya in Turkish, enjoys an almost mythical reputation as perhaps the most famous place in Istanbul. Originally the “Church of the Divine Wisdom” (Hagia Sophia means just that) built in the year 325 by the Roman emperor Constantine the Great himself on one of the city’s seven hills, the current building dates back to the year 537, making it one of the oldest continuously occupied public buildings in the world. It was a church until the fall of the city in 1453, and then a mosque until 1931. Since then it’s been a Museum of Byzantine Art, although many locals are superstitious and fearful about this change.

Its interior is staggeringly beautiful, as might be expected from a building with such a spectacular history. Sheathed with marble, porphyry, and gold mosaics, its outside with red stucco, it’s surrounded by the tombs of sultans, and shrouded in myth and legend.

Unusually for Istanbul, there are no known tunnels beneath Hagia Sophia—although there are many legends of hidden dungeons, catacombs, and crypts. Some say a vast plague grave lies beneath the edifice, forbidden by the sultans from ever being opened lest the Black Death return to the city; others say the Devil lies imprisoned beneath. More scholarly theories hold that Hagia Sophia may have been built on top of a pre-Christian temple to Isis; or that there are vast water cisterns beneath.

Keeper’s Note: There are indeed tunnels beneath Hagia Sophia, including those connecting to the Basilican Cistern used by the Varangian Order (p.66). There’s also the **Hidden Stair**, an ancient trapdoor in the floor, which is practically impossible to find or open from above (it’s remained undiscovered for five hundred years for good reason—see “The Chase Through Night-time Istanbul” (p.73).

shop selling antiquarian Middle Eastern books. Come here for jewels and furs, carpets and ancient weapons, knick-knacks, anything the raucous cries of its sellers can persuade you to buy.

The map (p.20) shows the “streets” of the bazaar, all covered. Most streets specialise in one thing, or similar things; at the bazaar’s heart is the *bedesten*, which hosts an array of armourers and sellers of old porcelains and bronze.

GRAND HOTEL DE LONDRES

139 Mesrutiyet Avenue, Tepebashi, Beyoglu

Also known as the Hotel Londra, this is one of the most famous and popular hotels in Pera. Less conspicuous than other Beyoglu hotels, it’s popular with artists and writers (Hemingway stayed here in 1922), and has a great bar, handy for the British consulate. As might be expected, it’s riddled with spies and informers.

HAYDARPASHA

This neighbourhood of the Kadikoy district lies on the Asian side of Istanbul, and is the terminus of the railway system to Asia. It contains a British Cemetery with war and civilian dead from as far back as the Crimean War, the Haydarpasha Military School and Barracks, and the Military Hospital.

HAYDARPASHA STATION

This huge 19th century stone-built railway station is a major landmark, especially when approached by the many ferries which link it with the European side. Trains from here head into Asia Minor, including the famous Taurus Express (p.8).

HIPPODROME

This huge oval open area was once where the chariot and other races and the fights and games of the Romans were held in the Byzantine era, and is today a large park and part of the gardens of the Blue Mosque. It dates back to the first years of the 3rd century. Today it contains many monuments, including the Serpentine Column (p.25) and the obelisks of Theodosius and Constantine Porphyrogenitus. Excavations this century have begun to reveal significant remains of the seating and podiums of the former structure.

One of the notable points about the Hippodrome is how much its ground level has risen since the Byzantine era, due to the accumulation of debris. The current ground level is some 15ft (4.5m) above the Byzantine level, which is why, for example, the Serpentine Column appears to stand in a “well”.

ISTIKLAL AVENUE

The “Avenue of Independence” is the heart of “European” Istanbul, and an elegant modern thoroughfare of European-style buildings. With a central tramline running all the way from Taksim Square to Tunel Square, and frequently crowded with cars, it’s the location of many embassies,

consulates, cinemas, theatres, night clubs, and high quality restaurants—and of course it’s thick with spies.

KADIKOY

A district of Istanbul lying on the Asian side on the shores of the Sea of Marmara. This is the ancient Chalcedon, and a beautiful summer resort.

KADIRGA

The name of a quarter and a square in the old city, it was once also the oldest harbour of Istanbul.

KARAKOY

Also known as “Galata”, this is a neighbourhood of Beyoglu, with busy streets, banks, and shipping agencies, as well as various quays and a pier. It’s the shipping centre of Istanbul.

LANGA

This was once the port of Eleutheros, the largest port on the Sea of Marmara. The port has long since silted up to form this quarter and its fields.

LEANDER’S TOWER

A beautiful tower and landmark located towards the Asian shore of the Sea of Bosphorus, directly east of the Golden Horn. Also known as the Maiden’s Tower, it’s the subject of many legends, including one of an emperor who secreted his daughter away here to protect her from snakes.

LIBRAIRIE PANDORE

Not a library, but the bookshop of Mustafa Basimevi (p.38), located on Yuksek Kaldirim, the “Street of the Step” (see below). A specialist in rare and antiquarian books, there are volumes here which can be researched for exoteric, esoteric, and Mythos knowledge, including a copy of the *Codex Porphyrius* (p.23) and possibly others at the Keeper’s discretion. As the events of *Code of Honour* unfold, the bookshop comes increasingly under surveillance, and calling here is dangerous (see p.58).

A specialist in rare books, there are volumes here which can be researched for exoteric, esoteric, and Mythos knowledge.

LIBRARIES OF ISTANBUL

As might be expected, Istanbul has many libraries, some of which are very ancient indeed. Investigators may use them for research, and some may hold rare occult and even Mythos tomes. They’re often also a great place for secret rendezvous, although like most places in Istanbul you need to be discreet to avoid observers and informers. Some libraries require special permissions to enter—you can’t just walk in.

Mythos Texts of Istanbul

There are several Mythos texts referenced in *Code of Honour*. In addition to lore and possible spells, these texts may also provide information on Istanbul's secrets (see **Chapter 4: Secrets and Spies**, p.46). Which secrets are discussed can be uncovered simply by skimming each book; gaining the knowledge requires at least another 2D6 hours per secret, and a successful language roll.

CODEX PORPHYRIUS—in *Byzantine Greek*, c. 16th century, author unknown. Quarto, vellum cover, printed (Venice) 1521. Copies of this text can be found in the Librairie Pandore (p.22), Library of Ahmet III (below), the Valusian Library (p.67), and the library of the Cloister of the Servants of Mehmet (p.68). An occult text deriving from Byzantine occult teachings and sorcery, it directly mentions by name a powerful book of ancient forbidden lore called the Valusian Codex (see below). *Sanity loss 1/1D3; Cthulhu Mythos +1 percentile; Occult +5 percentiles; average 2 weeks to study and comprehend. Spells:* None. **Secrets:** exoteric knowledge of the Akakia (p.54), the Marble Emperor (p.55), the Ritual of the Empress in Purple (p.56), the Tomb of Constantine Palaeologus (p.57).

COMMENTARIES ON THE SHADOW DIVAN OF AVNI (AVNI DIVANI QIZLI KITAP)—in *Turkish*, c. 16th century, author unknown. In quarto, vellum-bound with gold tooling, printed on paper, hand-inked. "Avni" means "helper", and was the pen name of Mehmed II for his poetry. The Sultan wrote one known divan or poetry collection, but these Commentaries refer to a "lost divan" filled with astonishing and esoteric lore. The Commentaries are the "instruction manual" of the Servants of Mehmet (p.68); a copy of the Edirne recension of the book can be found in the Library of Fatih (p.24), and in the Teaching Room of the Cloister of the Servants of Mehmet (p.68). *Sanity loss 1/1D4; Cthulhu Mythos +4 percentiles; Occult +2 percentiles; average 6 weeks to study and comprehend.*

Spells: Contact Ghoul. **Secrets:** esoteric knowledge of the Catacombs of Istanbul; Mythos knowledge of Beneath Hagia Sophia (p.54), the Servants of Mehmet (p.56).

SACRED WISDOM OF THE LIGHT WITHIN—in *Byzantine Greek*, c. 15th century, author Nikephoros Astrologos the Elder. Illuminated manuscript, folio. Copies of this text can be found in the Library of the Jesuits of Ayaz Pasha (p.24), and in the Valusian Library (p.67). It's filled with esoteric Orthodox mysticism, and describes the journey of St Azel through the Gates of Micklegard to the "world within", after the holy prayer to open them was revealed to him by the Great Mother. A Church Slavonic recension of this text also exists in the library of the Ukrainian SSR in Kiev. *Sanity loss 1D2/1D6; Cthulhu Mythos +2 Percentiles; Occult +5 percentiles; average 4 weeks to study and comprehend. Spells:* Dream Vision, Find Gate, Wandering Soul. **Secrets:** esoteric knowledge of the Akakia (p.54), the Gates of Micklegard (p.55), the Marble Emperor (p.55), the Ritual of St Azel's Bell (p.56).

VALUSIAN CODEX—in *early Byzantine Greek*, c. 8th century, author unknown. Bound handwritten manuscript, unconventionally illuminated, 16" x 16" on vellum with tooled green leather covers. A copy can be found in the Valusian Library (p.67). A very secret book possessed by the Varangian Order, referenced in the *Codex Porphyrius* (above). It contains the full text of the Ritual of the Empress in Purple (p.56) and the Ritual of the Wedding Feast (p.56). *Sanity loss 1D4/2D4; Cthulhu Mythos +6 percentiles; average 12 weeks to study and comprehend. Spells:* Candle Communication, Chant of Thoth, Cloud Vision, Hands of Colubra, Mental Suggestion, Summon / Bind Child of Yig. **Secrets:** Mythos knowledge of the Akakia (p.55), Beneath Hagia Sophia (p.54), the Gates of Micklegard (p.55), the Handmaidens (p.55), the Marble Emperor (p.55), the Ritual of St Azel's Bell (p.56).

LIBRARY OF AHMET III

Built in 1719 in the third court of the Topkapi Palace, this elegant little pavilion contains remarkable works from the booty of Constantinople, the Bibliotheca Corvinia of Matthias Corvinus, 15th century King of Hungary (the largest library in Europe after the Vatican...), books captured from other conquered towns, and purchases made in the country. There's a copy of the *Codex Porphyrius* (see above) here. Entrance is usually by appointment only; like the rest of the palace, it's well-guarded.

LIBRARY OF AYA SOFYA

Also known as the Library of Mahmut I, this library is located in the south gallery of Hagia Sophia itself (see p.21). Founded by Sultan Mehmet Fatih and renewed by Mahmut I in the 18th century, it contains 5000 works, part of the library of Mahmut II and of Hacı Sadettin Efendi. It contains a great number of history books dating from the Byzantine and Ottoman periods.



LIBRARY OF FATIH

Located in the Fatih Mosque Complex (p.18) and established by Mehmet the Conqueror, this library was mostly destroyed in the earthquake of 1765 then restored in 1774. Previously no non-Muslim was allowed entrance. It contains part of the library of Mahmut II and of other significant personages, including the Edirne recension of the *Commentaries on the Shadow Divan of Avni* (p.23).

LIBRARY OF THE JESUITS

This is a private and rich library, accessible to scholars on appointment. It lies within the complex of the church of St Benedict's in Kadakoy, which also contains a seminary, orphanage, and hospital. It contains a copy of the *Sacred Wisdom of the Light Within* (p.23).

LIBRARY OF THE UNIVERSITY

A recent library at Istanbul University, with a good collection of books on history, archaeology, science, and several private collections.

MARBLE TOWER

This ruined tower lies on the water's edge at the end of the Theodosian Walls. It's named for its decorative marble façade, and was once an imperial pavilion, and later a prison.

MEVLANA GATE

A well-preserved gate noted for its many inscriptions, formerly known as the Polyandriou or Gate of Rhegion.

MOLE

The Mole is the point where the Theodosian Walls meet the Sea Walls. It extends out into the water of the Sea of Marmara.

The pianist in the bar plays "Boo, Boo, Baby, I'm a Spy", a popular song, whenever anyone remotely shifty enters.

PARK HOTEL

Ayaz Pasha, Beyoglu

A drab stucco building set back from Ayaz Pasha Boulevard, directly adjacent to the German consulate. If you want to watch or contact Axis agents, you need to hang out here. There's a lavish art deco dining room, and the pianist in the bar (which everyone calls "The Snake Pit") plays "Boo, Boo, Baby, I'm a Spy", a popular song, whenever anyone remotely shifty enters. Mehmet the barman knows everyone and everything—but he's careful about who he talks to. Everyone comes here sooner or later.

PERA PALACE HOTEL

100 Mesrutiyet Avenue, Tepebashi, Beyoglu

A solid 19th century edifice with magnificent views over the Golden Horn, this is a popular hotel among the Allies. It was built by the Orient Express so their passengers would

have somewhere to stay, and Agatha Christie wrote *Murder on the Orient Express* here. It's close to both the British and US consulates, whose staff frequent its Orient Bar. In March last year (1941), a suitcase bomb planted by pro-Nazi sympathisers destroyed the hotel's grand entrance, and it's been struggling ever since.

PORT OF ELEUTHEROS

Once the largest port on the Sea of Marmara, this has long since silted up to form the fields of Langa.

THE PTT OFFICE

The post, telegraph, and telephone office is a key communications hub for anyone wanting to talk with the outside world. It's open 24 hours a day, seven days a week.

ROBERT COLLEGE

An all-male American college in Bebek, north of Besiktas, and reputedly a hotbed of spies. It receives a whole new group of teachers in early 1942, who immediately begin appearing at parties all over town.

SARAY POINT

Tree-covered and containing the beautiful Topkapi Palace, Saray Point and its lighthouse are famous landmarks visible from all over the city.

SEA OF MARMARA

This large body of water lies between the straits of the Bosphorus and the Dardanelles, connecting the Black Sea with the Mediterranean. The sea and both straits are an international shipping lane, but are closed to the warships of all belligerent nations.

SEA WALLS

Walls at one time protected the entire circumference of the old city, both from land and sea. While the Theodosian Walls remain almost in their entirety, albeit ruined in many places, large sections of the ancient sea walls have been demolished to make way for warehouses and quays, particularly along the Golden Horn. In Byzantine times the sea walls ran hard against the water's edge, but silting since that time has left many of them with stretches of beach, now used for fishing and transport and even buildings in places. Significant stretches of sea wall are marked on the map (see pp.14-15).

SELI MIYE BARRACKS

These huge barracks of the Turkish army were used as a military hospital for British casualties during the Crimean War. Florence Nightingale did her groundbreaking work here.

SERASKER GATE

Located on Beyazit Square, this is the main entrance to Istanbul University.

SERPENTINE COLUMN

With one of the longest written histories of any artefact from ancient Greece, the Serpentine Column is almost 2500 years old, and originally comes from Delphi. It now stands in a fenced, sunken, circular enclosure in the Hippodrome. Cast in the bronze taken by Themistocles and Pausanias in their victories in 497BC over the Persians, it originally had twenty-five coils, standing 8m high and topped with three serpents' heads. The heads were broken off in the 18th century; a fragment is preserved in the Museum of Antiquities.

Keeper's Note: Astute investigators may make connections between the Serpentine Column and the Empress in Purple (p.56). They should be encouraged to do so.

The Serpentine Column originally had twenty-five coils, standing 8m high and topped with three serpents' heads.

SILIVRI GATE

Formerly known as the Pege Gate due to the presence of a nearby spring, this was where the general of Michael Palaeologos entered the city in 1261 to put an end to the brief Latin regime.

SIRKECI STATION

Istanbul's main train station, built in 1890 by the Oriental Railway as the eastern terminus of the Orient Express, which last stopped here in 1939, and has since been interrupted by the war. Trains from Romania and Bulgaria still stop here, amidst rumours of spies and skulduggery.

SPICE BAZAAR

Also known as the Egyptian Market, this 17th century building has recently been modernised, and is more hygienic than it used to be. It sells foodstuffs and even cloth and furniture as well as an oriental pharmacopeia with produce from the whole of Arabia and the Indies. There's a famous restaurant upstairs—the *Lokantasi*—which serves gourmet French and Turkish cuisine.

SULEIMANIYE MOSQUE

An enormous and indeed grandiose mosque which gives its name to the whole neighbourhood, and perhaps the finest Ottoman building in Istanbul, dating from the 16th century.

SULTANAHMET

A quarter of Istanbul's old city, situated on top of one of its seven hills, at 114ft (35m).

TAKSIM SQUARE

Former site of the Taksim Barracks, demolished recently in 1940 to make way for the new Taksim Park, this is the

location of the 1928 Monument to the Republic, a great arch showing the victory of Mustafa Kemal Pasha (later known as Atatürk—father of the Turks) at the Afyon-Karahisar Front in 1922 on one side, and him proclaiming the Republic in 1923 on the other. Taksim Square is a major hub in Beyoğlu, and the area is crammed with bars, cafes, clubs, and other joints, extremely popular with the foreign community.

TEUTONIA CLUB

65 Galip Dede Avenue, Beyoğlu

Built in 1847 as a club for Germans and rebuilt in 1897, today this is a centre for pro-Nazi activity and agitation.

THEODOSIAN WALLS

These massive Byzantine defences, in various states of ruin and disrepair, are nevertheless one of the most impressive landmarks of Istanbul. They run just under 6 kilometres, from the Golden Horn to the Sea of Marmara, punctuated by 9 main gates and 96 towers, and for the most part comprise a formidable double wall—a main inner wall, 12m high and 5-6m thick, and a lower outer wall 8-9m high and 2m thick, with a 20m wide moat some 20m beyond the outer wall. They are decorated in places with Byzantine mosaics, the ruins dotted with enormous stork nests.

TOKATLIYAN HOTEL

162 İstiklal Avenue, Beyoğlu

A famous hotel built in 1897 and favoured by Atatürk, it's

currently fairly popular among the Axis, but not as much as the Park Hotel.

TOMB OF SULTAN MEHMET II "THE CONQUEROR"

In the cemetery of the Fatih Mosque Complex, to the east of the mosque, this is the resting place of the Sultan who conquered Byzantium. It's held in great reverence, especially by the Servants of Mehmet (p.41).

TOPKAPI GATE

A gate in the Theodosian Walls, formerly known as the Gate of St Romanus. Its name means "Cannon Gate", after the massive Cannon of Orban which blasted this gate when Mehmet II pitched his tent here during the siege in 1453. Stone cannon balls from the cannon still hang inside the gate. It's nowhere near the Topkapi Palace (below).

TOPKAPI PALACE

The beautiful Topkapi Palace lies in the green park on the very eastern promontory of the old city, visible from all over Istanbul. It was built by Mehmet II just after the conquest of the city on the site of the old acropolis, and added to by subsequent sultans to form the complex visible today. It's called the "old palace", or *saray* in Turkish. It was surrounded by walls until 1871, when many of the sea walls were demolished to make way for the railway and Sirkeci station.

With its many examples of architecture and art the palace houses several important museums and the Library of Ahmed III (p.23). Its treasury and harem quarters have been open to the public since 1923. Its grounds include the Gulhane (rose-house) Park, the largest public park in Istanbul. It is not located near the Topkapi Gate (above).

TROIKA RESTAURANT

A Russian restaurant in a side street near the Pera Palace Hotel, run by three blonde White Russian women who settled here in the 1920s. Rumour has it they were friends of Atatürk's.

TUNEL SQUARE

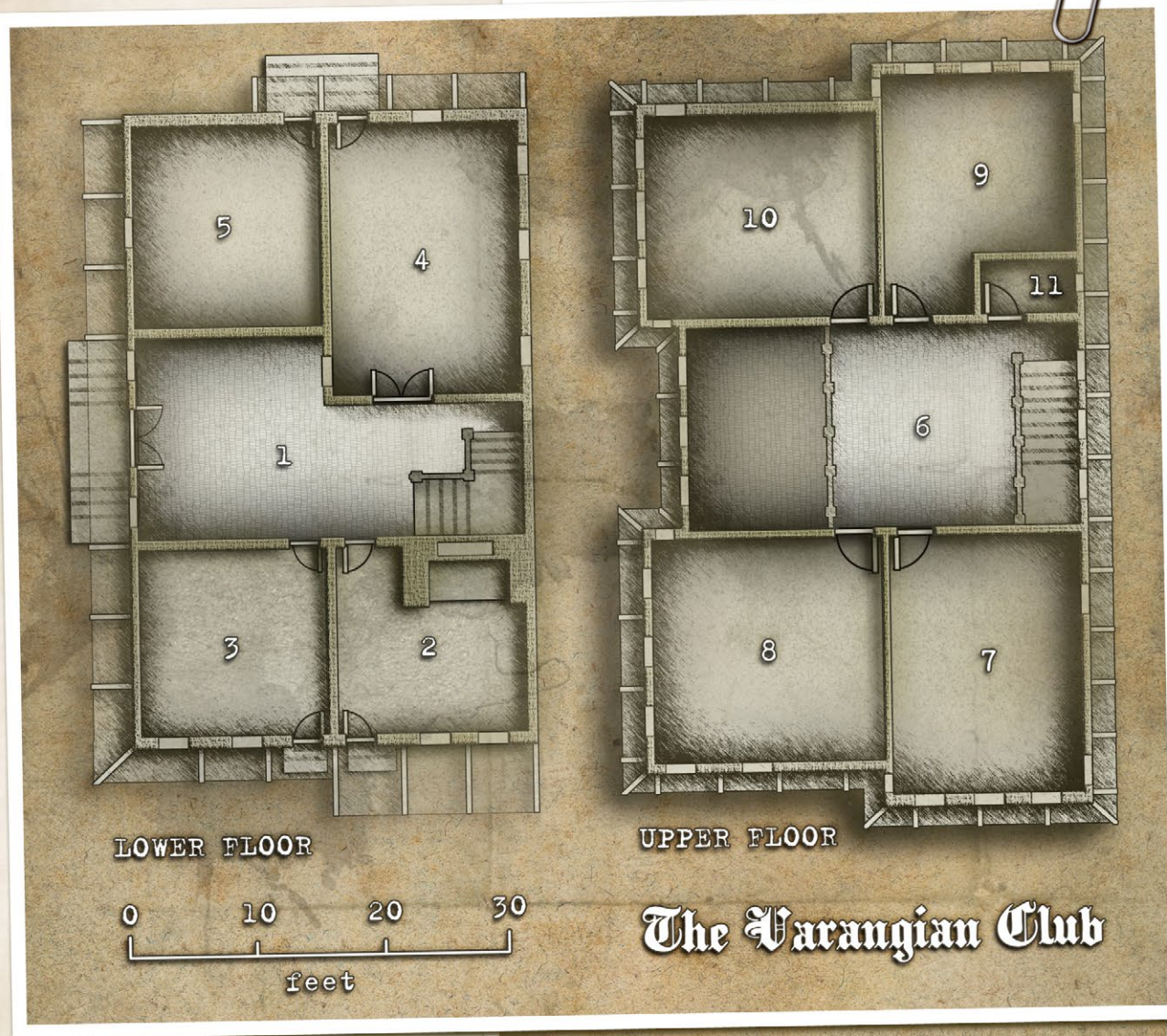
Tunel Square is the top station for the short underground funicular railway which runs 650 yards (600m) from the bottom of Galata Hill, linking Karakoy with Beyoğlu. Wooden carriages run between the two stations. It's the second oldest urban subterranean railway line in the world, after the London Underground.

UNIVERSITY

Istanbul University is a modern educational establishment with approximately 90% male and 10% female students, situated north of Beyazıt Square and south of the Sülemaniye Mosque in the Fatih district. Entered via the Serasker Gate (p.25), there are several faculties, and a large, well-stocked library (p.24). Many foreign lecturers and

Taksim Casino

Also just known as "Taksim's", this modern Bauhaus-inspired building dates from 1939, and was built on the site of a former wood-built casino. It's very chic, and the true spy centre of Istanbul, a cross between a restaurant, nightclub, cabaret, and casino. Its clientele come from all the Axis and Allied powers, mostly involved in espionage. It's run by a charming White Russian who takes bribes from anyone and tries to place rival spies at adjacent tables, and nothing is as it seems. The waitresses are rumoured to be former Czarist duchesses; its resident belly-dancer, stunning with white skin and black hair, is from Bradford; the German Abwehr uses the casino to surreptitiously pass money to its agents; and information merchants, working for all sides and none, sell information true, false, and misleading, to whoever wants to buy. It has a great restaurant, famous bar, and regular stage and floor shows and musical performances, where refugee stars from Europe perform. Hilde, a German waitress in the bar, specialises in making British and American patrons more "talkative".



professors work here, and it's a great cover identity for intelligence agents, or an occupation for non-intelligence-related investigators. Professor Ahmet Turan, the mystic (p.30), works here.

USKUDAR

A district of Istanbul, also known as "Scutari", lying on the Asian side of the Bosphorus, and crowded with wooden houses of a poorer class than those over the water. The hill of Camlica, at 870ft (265m), is the highest point of Istanbul. There's a very large cemetery here.

VALENS AQUEDUCT

Situated in the quarter of Fatih, this huge monolithic stone aqueduct was built by the Byzantines in the 4th century. Disused for the past fifty years, it links the old city's third and fourth hills, running between Istanbul university and the Fatih mosque. A major landmark, it comprises two rows

of great stone arches some 27 metres high. It was about 1000 metres long; currently about 920 metres remains. Ataturk Boulevard passes directly beneath.

VARANGIAN CLUB

Located in the streets of Sultanahmet close to the ruins of the Boukoleon Palace (p.16), this traditional Ottoman house is now used as a club house for the Varangian Club, a private and very discreet club of sophisticates and intellectuals devoted to Byzantine Culture and the "Megali Idea" (p.57). Its chairman and protector is Omer Uzuner (p.43), a Turkish official in local government administration who is the patron of numerous museums and cultural establishments—although his involvement is not widely known. The club is also the public face of the Varangian Order—and Uzuner's role in that is not known at all (see p.42). It's structured around the internal central courtyard exposed to the sky of the traditional Ottoman house, but the rooms off the

courtyard and the upstairs mezzanine have been repurposed to suit the club's needs.

There's a definite Byzantine feel to the inside of the club, despite it being originally an Ottoman building. There are coiling snakes painted in frescoes and carved on the sides of the downstairs courtyard fountain, and colours and designs more Greek and less Turkish. It's inhabited by several permanent members of the club, who are also active in the Varangian Order, including the Priestess (p.42) and two of the Handmaidens (p.35). On an Anthropology, Archaeology, or Occult roll, the snake imagery here recalls both Hecate and the Midgard Serpent.

There's a hidden door in room 4 on the lower floor which opens onto a downwards staircase, connected with tunnels leading some 550 yards (500m) to the Basilican Cistern (p.13).

Most of the rooms are traditionally Ottoman, with little visible furniture, fine carpets on the floors, cushioned "divan" seating platforms running around the walls of the rooms, and wall cupboards holding bed rolls, pillows, low tables for dining, and so on. Rooms are heated by braziers.

Key to the Varangian Club

- 1. Sofa (Internal Courtyard):** This is open to the sky, with a beautifully ornate blue and white tiled floor, elegant furniture, a tiled raised fish pond and fountain, and many plants. It's the main place for socialising in the club when the weather permits, and is also used for meetings with external guests.
- 2. Kitchen:** The food preparation area, with an open fireplace and running water. Although food may be traditionally cooked in rooms, in practise a lot of it is centralised here these days.
- 3. Store:** This is locked, although all club members know where to find the key. As well as wine and other victuals, there are also several rifles and pistols here, as well as a number of oil lanterns (used for going underground).
- 4. Gathering Room:** Used for club member socialising when the weather isn't favourable, and also for gathering when people are about to head below ground.
- 5. Parlour:** Used for meetings with outside guests when the weather isn't favourable, this can also be used as a guest sleeping chamber. It's as far as most people ever get.
- 6. Mezzanine:** Upstairs.

7. Chamber: Currently used by Sybilla Theraponou, the Priestess (p.42).

8. Chamber: Currently used by Eirene, one of the Handmaidens (p.35).

9. Chamber: Currently used by Thekla, one of the Handmaidens (p.35).

10. Library: Originally another chamber, this now holds many bookcases, two reading chairs and several reading cushions, a divan against the wall, and a writing desk. *Difficult Library Use* rolls may throw up Mythos-related mentions of the "Gates of Micklegard" (p.55), but the real stuff is in the Varangian Order's HQ (p.66).

11. Water Closet.

YEDIKULE CASTLE (THE CASTLE OF THE SEVEN TOWERS)

Also known as the Castle of Seven Towers, Yedikule Castle is administered by the Museum of Antiquities: you can't just wander in, although it's open to the public most afternoons. The castle itself is an Ottoman enclosure built against the Theodosian Walls; four of its towers are Byzantine, three are Turkish. It was constructed by Sultan Mehmet II "the Conqueror" to house state treasures, but eventually became



a grim state prison where both Turks and foreigners were imprisoned and executed. The walls are covered with inscriptions from former inmates, going back centuries.

Key to Yedikule Castle

1. **East Tower:** There are inscriptions here in many languages, incised by the captains of vessels and other personages.
2. **North Tower**
3. **South Tower**
4. **Tower of Ahmet III**
5. **North Pylon**
6. **South Pylon:** Once the prison of Sultan Osman II. The side-chambers include the Execution Chamber, which contains a hole in the ground called the Bloody Well, which eventually links to the sea and down which decapitated heads were flung. This is the site of the Ahnenerbe dig and the entrance to the lost tomb of the Marble Emperor (p.60).
7. **Little Gate**
8. **Golden Gate:** See p.20.

Keeper's Note: As yet, practically no one knows about the discovery of the tomb of the Marble Emperor. There has been some coming and going by "foreigners" over the past

six months, and rumours that there may be an excavation, but that is all. Recent police activity over the past week has piqued everyone's curiosity, but their activities remain a mystery.

YEDIKULE GATE

A functioning gate in good condition, there is a Byzantine eagle carved on the walls just inside. Turkish, Armenian, and Greek hospitals stand on the outer side of the walls.

YENIKAPI

A neighbourhood of Istanbul's old city; its Laleli Avenue is noted for its stretch of small hotels and cheap textile dealers.

YESILKOY AIRPORT

Istanbul's airport lies some 4½ miles (7km) to the southwest of the city, beyond the Yedikule Gate. It's possible the investigators may arrive at this point (p.8).

YUKSEK KALDIRIM STREET (STREET OF THE STEP)

Better known among the foreign community as the Street of the Step, this famous thoroughfare is essentially a very long and steep stairway linking Karakoy and Beyoglu. Renowned for its bookshops, it's the location of the Librairie Pandore (p.22).

*I don't care if it is a castle, I said no words! Our orders
were to get in and out without alerting Trip!*

— Nathan Chance





CHAPTER 3

Factions and Characters

Golescu was at my side like a ghost.

"Splendid to see you at last, Doctor Daniels," he said, wielding my cover name with a sardonic smirk.

"So good of you Americans to make it over this side of the pond at last."

He wore his tux like a sneer. Even dressed-up, a Nazi is still a Nazi.

Istanbul during World War 2 has a population of over 900,000. Of course, not all of them are involved in the spying game, but enough of them are to make it possible for the investigators to encounter all kinds of people working for all kinds of agendas during their adventures. This chapter provides brief guides to the major factions and significant figures at large in the city, including sample character stat blocks where appropriate.

In each instance, characters and factions have entries indicating typically where they may be encountered and what they may be doing (in terms of the locations in **Chapter 2: The City of Istanbul**, the five "rumour market" locations in **Chapter 4: Secrets and Spies**, or the episodes in **Chapter 5: Plot Episodes**), and also the clues which investigators may gain by encountering and talking with them. In many cases these clues refer directly to the secrets described in Chapter 4.

Dossier Profiles

In the stat blocks which follow, we've included a special entry known as a **dossier profile**. This represents what Istanbul's broader intelligence community knows about the character: whether he's a general surveillance target, a spy, an agent with an interest in the occult, or an agent involved in the Mythos. Investigators in Istanbul also have dossier profiles of their own. See p.48 for more on dossier profiles.

PROFESSOR AHMET TURAN, THE MYSTIC

Ahmet Turan is a Turkish professor of the History of Turkish, Ottoman, and Byzantine Art at the University of Istanbul. He's also very much inclined towards the mystical side of Islam, and is often sought out by students of Sufism and other interested parties for his insights and opinions. First impressions can be somewhat underwhelming, as Professor Turan is both modest and unassuming; however, he knows an awful lot about the religious and mystical history of Istanbul, and can be a mine of information for the investigators.

TYPICAL HAUNT

Academic environments and public places. His day job is in the university; he has rooms in a traditional Ottoman house owned by the university in Sultanahmet. In his free time he can often be found wandering just about any of Istanbul's cultural centres, gazing around with unaffected wonder.

TYPICAL ACTIVITY

Praying, reading, teaching, pondering upon imponderables. His readings have occasionally exposed him to the periphery of the Mythos, which at this stage have strengthened his faith, and his belief in the need to oppose "the unrighteous".

CLUES TO BE GAINED

- Esoteric knowledge of pretty much any legend, religious topic, or appropriate secret (Keeper's discretion).
- Exoteric knowledge of: the Akakia (p.54); the Marble Emperor (p.55); the Varangian Order (p.42).
- He knows about Professor Ion Golescu (p.37) and the dig underway at Yedikule Castle (p.61).

PROF. AHMET TURAN, AGE 57, "THE MYSTIC"

Dossier Profile: Target 65%, Spy 15%, Occult 15%, Mythos 05%.

STR 12 DEX 10 INT 18 CON 10
SIZ 13 APP 15 POW 13 EDU 21
SAN 60 Hit Points: 12

Damage Bonus: +1D4.

Skills: Cthulhu Mythos 03%, Folklore 91%, History 90%, History of Art (Turkish, Ottoman, and Byzantine) 94%, Institutional Lore 66%, Library Use 67%, Listen 58%, Occult 49%, Persuade 60%, Psychology 60%, Teach 75%, Theology (Islam) 66%.

Language Skills: Turkish (Own) 90%, Arabic 85%, Byzantine Greek 45%, French 70%.

Weapons: Fists 50%, damage 1D3+1D4, atts 1.

Appearance: Tall, handsome, sallow cheeked and a little stooped, with a gentle yet exceedingly bright expression. He's modest and self-effacing, and dresses in Western clothing for work, although he may relax in more traditional Turkish clothing (p.10) in his own time.

AMERICAN AGENTS

The American intelligence services may still be in their infancy, but that's not to say American intelligence agents are. The consular staff definitely want to keep agents of the Office of the Coordinator of Information at arm's length, though, regarding them as loose cannons. As a result, US intelligence efforts in Istanbul in early 1942 are mostly a matter of star individuals working from the ground up while paper-pushing officials and higher ups get in their way.

TYPICAL HAUNT

Pro-Allies locations, pro-Axis locations, public places, and society events.

TYPICAL ACTIVITY

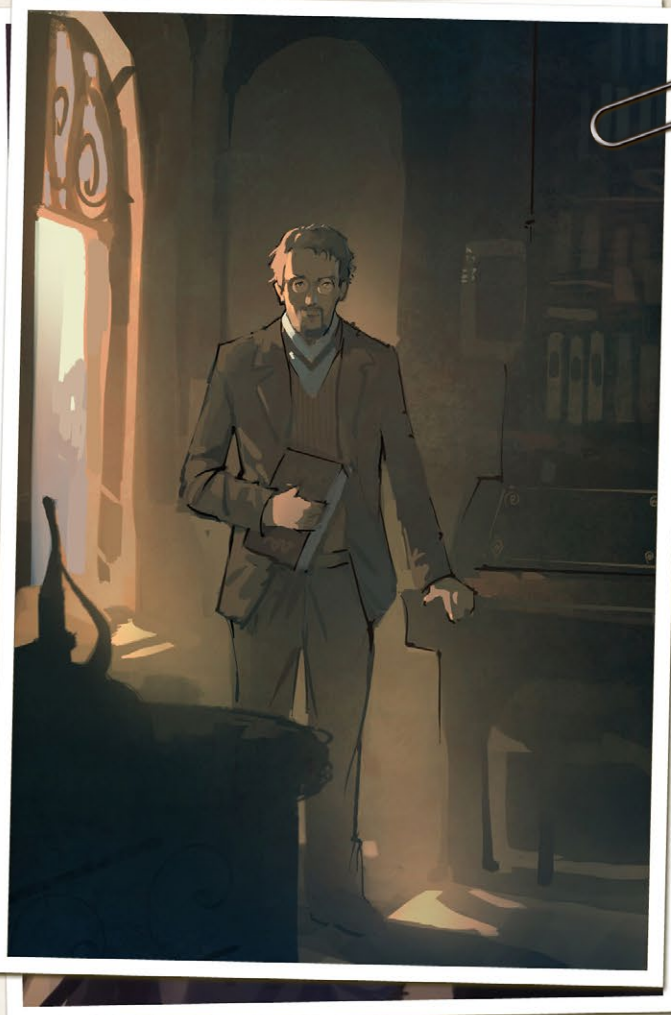
Determine activities using the rumour market (p.49); American agents often have cover identities as consular officials, commercial salesmen, company reps, or "professional wives" of any of these.

CLUES TO BE GAINED

- Relatively low-level intelligence information, with no real occult or Mythos content; Espionage rolls for dossier profiles (p.48) are *Difficult*.
- Knowledge of Allied intelligence operatives.

BRADLEY SORENSEN, AGE 25, "THE TOBACCO DEALER"

Dossier Profile: Target 50%, Spy 50%, Occult 00%, Mythos 00%.



STR 13 DEX 07 INT 14 CON 10
SIZ 14 APP 14 POW 09 EDU 16
SAN 45 Hit Points: 12

Damage Bonus: +1D4.

Skills: Accounting 33%, Bargain 35%, Cryptography 41%, Disguise 25%, Dodge 55%, Drive 45%, Espionage 65%, Fast Talk 26%, Hide 41%, Institutional Lore 37%, Library Use 31%, Listen 60%, Photography 42%, Psychology 57%, Sneak 37%, Spot Hidden 48%.

Language Skills: English (own) 80%, French 26%, German 22%, Turkish 16%.

Weapons: Fists 55%, damage 1D3+1D4, atts 1.

M1911 (*Handgun*) 66%, damage 1D10+2, atts 1, base range 15 yards.

Appearance: Excitable, quick with a smile, and freely calls everyone "sir" and "ma'am". His suit is probably a bit too good for a salesman's, and his accent a bit too educated—but who picks up on that?

Lily Warner

Lily Warner was an American heiress living in Istanbul, and a friend of Nastasya Filippovna Mitroglou (p.39). A thirty year old peroxide blonde, she was famed for her wild socialising and garrulousness, and her stunning looks. What was less known was that she was an asset working for American intelligence, codename: ARDENT. Her mysterious death in the Marble Tower by the ancient city walls has Istanbul's high society buzzing! See p.60 for more.

BETTY CARTER, THE SECRETARY

Betty Carter is the US intelligence effort's secret weapon in Istanbul. A mid-level administrator in the US consulate, she's been in Istanbul for over ten years in the same position. She knows everyone who's anyone—not just in the foreign community, but in the Turkish community too. She has a reputation for not putting up with any nonsense, but she also has a love for Istanbul and a respect for its people which means that she can often achieve things which are otherwise impossible for foreigners.

TYPICAL HAUNT

Betty crops up in the most extraordinary places, mostly pro-Allies locations and society events, usually meeting "a friend" in an open and jovial way. She works in the US consulate (p.17), but is frequently out on errands, delivering messages and picking up reports, and always seems to be having lunch with somebody. She particularly likes the Flower Passage on Istiklal Avenue (p.18) for meals, and relaxes with cocktails in the Grand Hotel de Londres (p.22)—although she'll go anywhere.

TYPICAL ACTIVITY

Delivering messages, running errands, picking up reports, drinking cocktails, having lunch or dinner, meeting a friend, going to society parties.

CLUES TO BE GAINED

- Although she doesn't know anything about the Mythos secrets of Istanbul, she pretty much knows everyone of importance in the city, and has an encyclopaedic memory for events, faces and histories.
- Exoteric knowledge of all the secrets in **Chapter 4: Secrets and Spies** except for the Punic Device (p.55). She doesn't necessarily believe it all—but she's heard or read about it somewhere.

BETTY CARTER, AGE 43, "THE SECRETARY"

Dossier Profile: Target 60%, Spy 35%, Occult 5%, Mythos 00%.

STR 08 DEX 13 INT 18 CON 11
SIZ 09 APP 15 POW 16 EDU 15
SAN 65 Hit Points: 10

Damage Bonus: None.

Skills: Accounting 62%, Credit Rating 50%, Cryptography 65%, Drive 39%, Espionage 90%, Fast Talk 68%, First Aid 51%, Institutional Lore 80%, Law 42%, Library Use 81%, Listen 61%, Persuade 74%, Photo Interpretation 49%, Psychology 71%, Radio Operator 36%, Scrounge 54%, Spot Hidden 60%, Telephony 45%.

Language Skills: English (own) 75%, French 48%, German 27%, Turkish 39%.

Weapons: *Webley Service Revolver (Handgun)* 60%, damage 1D10, atts 2, base range 15 yards.

Appearance: Dark-haired with a pale complexion and very red lips, Betty was a stunner when she was younger and is generally held to be a "fine woman" even today. She's never married, although there are rumours of a "great lost love"; in fact she's exceedingly discreet about her personal life, and has been in a long-term relationship with a Turkish teacher called Ayla—with whom she also shares a house—since her first year in Istanbul.

Betty crops up in the most extraordinary places, mostly pro-Allies locations and society events, usually meeting "a friend" in an open and jovial way.

BRITISH AGENTS

The Special Operations Executive (SOE) has a solid presence in Istanbul associated with the British consulate's passport and visa office, liaising with other sections of the Secret Intelligence Service, commanded by Lieutenant Colonel Harold Gibson. A great deal of their activity is focussed on activity in the new Axis countries (occupied or otherwise) in the Balkans, particularly around sabotaging railways, industry, and the Romanian oil fields.

They're experts at chartering fishing boats and mounting night-time raids into enemy territory—all the while avoiding Turkish attention.

TYPICAL HAUNT

Pro-Allied locations, pro-Axis locations, public places, and society events.

TYPICAL ACTIVITY

Consulting extensive networks of informers, often by stealth at extremely odd hours; relaxing in the Orient Bar at the Pera Palace Hotel (p.24), or "working" the Snake Pit at the Park Hotel (p.24).

CLUES TO BE GAINED

- Good quality intelligence information.
- Detailed knowledge of Allied intelligence efforts.
- Decent knowledge of Axis intelligence efforts.

DENIS BARKER, AGE 41, "THE BACKGAMMON PLAYER"

Dossier Profile: Target 75%, Spy 25%, Occult 00%, Mythos 00%.

STR 10 DEX 12 INT 16 CON 11
SIZ 14 APP 11 POW 16 EDU 15
SAN 71 Hit Points: 13

Damage Bonus: None.

Skills: Backgammon 80%, Cryptography 51%, Drive 45%, Espionage 75%, Fast Talk 59%, Institutional Lore 60%, Listen 56%, Locksmith 46%, Persuade 67%, Psychology 68%, Scrounge 58%.

Language Skills: English (own) 75%, French 40%, German 22%, Turkish 40%.

Weapons: Webley Service Revolver (*Handgun*) 58%, damage 1D10, atts 2, base range 15 yards.

Appearance: Middle-aged and balding, with a perennially damp comb-over of lank dark hair, Denis is slightly overweight and looks every inch the civil servant. He plays an average game of tennis in the inter-embassy tournaments, but his avowed passion is a game of backgammon in one of Istanbul's many parks, where he takes on all comers (and often leaves with more information than he came with...). At parties he always looks a bit crumpled in dinner dress, but makes up for it by hanging out with the tennis crowd and mixing killer cocktails.

Section M in Istanbul

At this stage in the war, Section M is spread pretty thin, and is usually to be found where the action is. The bizarre death of Lily Warner (see p.60) is the trigger which draws Section M's attention to Istanbul, in the person of the investigators themselves. They have access to contacts within SOE, but otherwise they're the Section M people on the ground in this developing situation.

THE EMNIYET

The Turkish National Security Service or *Milli Emniyet Hizmeti* (generally called the Emniyet or MAH) operates out of their Istanbul HQ (p.18), their job: to foil the activities of foreign spies on Turkish soil. They stake out, shadow, and politely interrogate foreign intelligence operatives and military attaches, and keep dossiers on every alien, and register reporters and printers. As informants they recruit concierges, hotel doormen, post office officials, street sellers, taxi drivers, bartenders...

TYPICAL HAUNT

Pretty much anywhere other spies are active.

TYPICAL ACTIVITY

Trying to keep a lid on everything. Following orders; spying on spies. Cleaning up. Careless investigators may easily come to their attention if they aren't cautious. They take an especially dim view of gunplay, and deniable assets of foreign intelligence services have faced the death penalty for murder if caught.

CLUES TO BE GAINED

- Excellent knowledge of the activities and identities of most foreign intelligence agents in Istanbul; Espionage rolls for dossier profiles (p.48) are *Easy*.
- Upper echelon Emniyet agents have esoteric knowledge of the Servants of Mehmet (p.56), the Tomb of Constantine Palaeologus (p.57), the Varangian Order (p.57), and the Handmaidens (p.55).
- Lower echelon Emniyet agents are kept in the dark, but could be following orders; shadowing them could lead the PCs to upper echelon clues.

OSMAN KAVUR, AGE 34, "THE SECRET POLICEMAN"

Dossier Profile: Target 20%, Spy 75%, Occult 05%, Mythos 00%.

STR 12 DEX 08 INT 17 CON 14
SIZ 09 APP 12 POW 14 EDU 13
SAN 57 Hit Points: 12

Damage Bonus: None.

Skills: Bargain 35%, Dodge 32%, Drive 61%, Espionage 75%, Fast Talk 70%, Hide 45%, Jump 40%, Institutional Lore 60%, Law 55%, Listen 49%, Persuade 66%, Psychology 57%, Sneak 49%, Spot Hidden 64%, Track 30%.

Language Skills: Turkish (own) 65%, English 25%, French 50%, German 30%.

Weapons: *Fist* 70%, damage 1D3, atts 1.

MAB Modèle D (*Handgun*) 75%, damage 1D8, atts 3, base range 15 yards

The Ahnenerbe in Istanbul

The Ahnenerbe are active at numerous sites in and around Istanbul, although completely unofficially, and are effectively a front for the deepening interest of the Black Sun in the city. They have contacts in the Department of Archaeology of Istanbul University, and also throughout the Turkish academic, theological, and occult / mystical communities. They're usually well-educated, and superficially interested and engaging—an attitude which quickly turns into burning-eyed obsessiveness when they pick up a promising trail.

Appearance: A non-descript man with a well-groomed moustache and short dark hair, usually in a jacket and tie and a trench coat and trilby if weather permits. His face is instantly forgettable, but when he needs to his watery blue eyes can suddenly turn an icy steel grey.

GERMAN AGENTS

German agents in Istanbul fall very neatly into two camps: the *Abwehr*, the more conventional German intelligence agency; and the Nazi-controlled *Sicherheitsdienst* and its various less-than-savoury affiliates. There's absolutely no love lost between the two, and they often actively obstruct one another's activities, and sometimes even end up on opposing sides. In general the *Abwehr* steers clear of anything smacking of the occult, or the stranger activities of the Secret War; while the *Sicherheitsdienst* actively cooperates with the Ahnenerbe to investigate any such events.

TYPICAL HAUNT

Pro-Allied locations, pro-Axis locations, public places, and society events.

TYPICAL ACTIVITY

Consulting with extensive networks of contacts, agents and informers throughout the city, including within the academic and theological establishments, all the while avoiding the Emniyet. Liaising with undercover Ahnenerbe agents, usually in academic positions. Communicating with visiting representatives of the Black Sun, under conditions of greatest secrecy. Spying on the Allies, and running counterespionage activities against their agents. Relaxing at the Snake Pit in the Park Hotel (p.24), or out "fishing" at the Pera Palace Hotel's Orient Bar (p.24), Abdullah's (p.12), Ellie's (p.18), the Grand Hotel de Londres (p.22), and elsewhere.

CLUES TO BE GAINED

- Good quality intelligence information.
- Detailed knowledge of *Abwehr* and *Sicherheitsdienst* intelligence efforts.
- Decent knowledge of Ahnenerbe activities.
- Suspicions as to the existence of the Black Sun.
- Decent knowledge of Allied intelligence efforts.
- Exoteric knowledge of the Akakia (p.54), CASE ELEPHANT BLACK (p.54), the Punic Device (p.55), the Ritual of the Empress in Purple (p.56), the Ritual of St Azel's Bell (p.56).
- Esoteric knowledge of the Marble Emperor (p.55),
- Ahnenerbe agents may have esoteric knowledge of CASE ELEPHANT BLACK (p.54), the Punic Device (p.57), the Servants of Mehmet (p.56), the Tomb of Constantine Palaeologus (p.57), and the Varangian Order (p.57). During **Episode Two: The Varangian Order** (p.57), they also gain esoteric knowledge of the Ritual of the Empress in Purple (p.56) and the Ritual of St Azel's Bell (p.56).

Average looking, if somewhat cadaverous, he affects a dry, laconic manner.

GOTTFRIED MEIER, AGE 33, "THE AHNENERBE CONTACT", SD AGENT

Dossier Profile: Target 30%, Spy 45%, Occult 20%, Mythos 05%.

STR 10	DEX 16	INT 17	CON 09
SIZ 11	APP 10	POW 12	EDU 15
SAN 35	Hit Points: 10		

Damage Bonus: None.

Skills: Conceal 60%, Cryptography 56%, Cthulhu Mythos 04%, Demolitions 49%, Dodge 41%, Espionage 80%, Fast Talk 59%, First Aid 46%, Hide 48%, Institutional Lore 62%, Library Use 50%, Listen 65%, Occult 26%, Persuade 72%, Radio Operator 44%, Sabotage 35%, Sneak 53%, Spot Hidden 66%.

Language Skills: German (own) 75%, English 29%, French 45%, Turkish 27%.

Weapons: Walther P38 (*Handgun*) 55%, damage 1D10, atts 2, base range 15 yards.

Description: Works for the *Sicherheitsdienst* as liaison with the clandestine Ahnenerbe agents at large in Istanbul. Average looking, if somewhat cadaverous, he affects a dry, laconic manner but in reality is becoming increasingly disturbed by what he's begun to find out, both about the current situation in Istanbul, and also the secret handlers behind the Ahnenerbe—the Black Sun.

THE HANDMAIDENS

The Handmaidens are a group of strangely sensuous women who are occasionally seen on the Istanbul social scene. Almost uncannily beautiful, they have almond eyes, thin lips, and sleek straight black hair flowing down to the smalls of their backs. They're rumoured to be spies in the employ of the Emniyet, or some other Turkish agency, or even assassins. In reality they're affiliated with the Varangian Club—and the Varangian Order, being under the command of Sybilla Theraponou, the Varangian Priestess (p.42).

TYPICAL HAUNT

Society events, the Varangian Club (p.27), the Varangian Order (p.42), anywhere in the company of Sybilla Theraponou.

TYPICAL ACTIVITY

Gathering information (usually by seduction and / or violence); assassinating or kidnapping people for the Varangian Order or Priestess.

CLUES TO BE GAINED

- Extensive knowledge of Istanbul secret and occult societies.
- Mythos knowledge of Aciel (p.53), the Akakia (p.54), Beneath Hagia Sophia (p.54), the Catacombs of Istanbul (p.55), the Gates of Micklegard (p.55), the Marble Emperor (p.55), the Ritual of the Empress in Purple (p.56), the Ritual of St Azel's Bell (p.56), the Ritual of the Wedding Feast (p.56), the Servants of Mehmet (p.56), the Varangian Order (p.57).

With almost snakelike features and sinuous movements, they epitomise the Middle Eastern femme fatale.

EIRENE, THEKLA, THERAPONA, AGE 20s, "THE HANDMAIDENS", STRANGE SERPENTINE HUMANS

Dossier Profile: Target 20%, Spy 50%, Occult 20%, Mythos 10%.

STR 14 DEX 14 INT 13 CON 16
SIZ 11 APP 18 POW 15 EDU 10

Hit Points: 14

Damage Bonus: +1D4.

Skills: Climb 80%, Cthulhu Mythos 25%, Dodge 41%, Drive 55%, Fast Talk 65%, Hide 39%, Listen 52%, Occult 48%, Persuade 70%, See in the Dark 70%, Sense Heat 52%, Sneak 46%, Spot Hidden 60%, Swim 62%, Track 68%.

Language Skills: Byzantine Greek (own) 50%, English 20%, French 38%, German 25%, Turkish 50%.

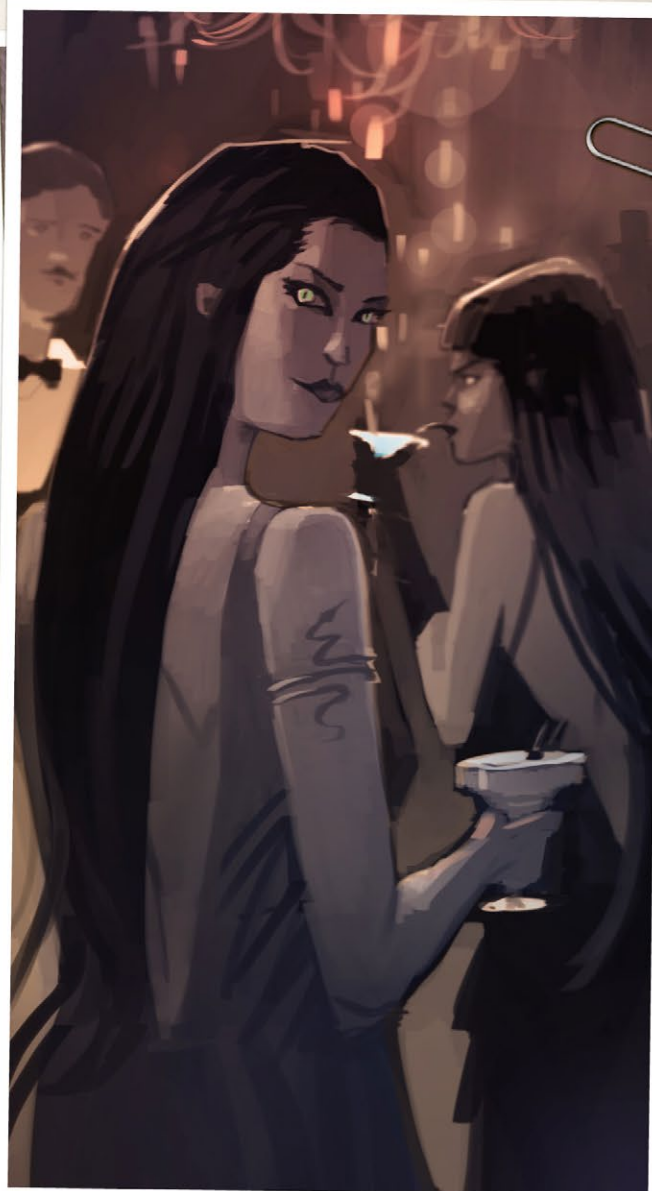
Weapons: Bite* 75%, damage 1D8+1+1D4+POT 16 venom, atts 1.

Poison Dagger 55%, damage 1D4+1+1D4+POT 16 venom, atts 1.

Spells: *Bite of Colubra**.

Appearance: Voluptuous and sensuous, with almost snakelike features and sinuous movements, they epitomise the Middle Eastern *femme fatale*, although their provenance appears to be more Byzantine than Ottoman. They're lethal if they need to be, and use their seductive wiles to put potential victims off their guard.

*Their *Bite of Colubra* spell works similarly to Hands of Colubra (*Call of Cthulhu Sixth Edition* p.237), except that it gives the Handmaidens snake fangs and a poison bite.



HEIKE-CARLOTTA KAMMLER, THE GERMAN AMBASSADOR'S AIDE

Heiki-Carlotta Kammler works for Franz von Papen, the German ambassador at the centre of the assassination attempt crisis of early 1942 (see below). She's an urbane German diplomat, down to earth and practically minded, who thinks the "other half" of the German intelligence community, including Professor Ion Golescu (p.37) and the Ahnenerbe, is insane. She believes she's the German equivalent of the Americans' Betty Carter, but she isn't in the same league..

TYPICAL HAUNT

Frau Kammler works at the German consulate (p.17), although she may be found relaxing in the Park Hotel (p.24) or any of the fashionable cafes in Beyoglu. She attends some social events, but isn't particularly adventurous.

TYPICAL ACTIVITY

Pushing papers at the embassy, processing reports, delivering messages. Occasionally socialising, particularly when it

comes to improving relations with the Turks. She's at the masked ball in **Episode Three: The Varangian Ball** (p.72).

CLUES TO BE GAINED

- She knows about the Yedikule Castle dig, and that the Ahnenerbe have found "some crown jewels".
- She also knows that there was an attack on the dig, and a piece of the regalia was stolen—not a crown or anything valuable, but something called an "Akakia". An archaeologist and an Allied spy were both killed.
- She knows about Professor Ion Golescu (p.37), where he stays, both his hotel room in the Park Hotel and also his secret rooms in Yedikule near where he works at Yedikule Castle. She doesn't like him.
- She knows that the regalia are now in Golescu's keeping.

HEIKE-CARLOTTA KAMMLER, AGE 36, "THE GERMAN AMBASSADOR'S AIDE"

Dossier Profile: Target 70%, Spy 30%, Occult 00%, Mythos 00%.

STR 13	DEX 10	INT 16	CON 15
SIZ 13	APP 09	POW 12	EDU 15
SAN 60	Hit Points: 14		

The Assassination Attempt on Franz Von Papen

On the 24th of February, 1942, an event occurs which makes the lives of anyone involved in intelligence activity that much more difficult, risky, and downright dangerous. That morning, an attempt is made on the life of Franz Von Papen, the German Ambassador to Turkey, in the capital of Ankara. A portable bomb explodes prematurely, killing the bomber; the ambassador and his wife are lightly injured.

For a time, the event sends shockwaves through the diplomatic community. Despite the fact that millions are dying in the war in Europe, somehow the assassination is deemed a breach of etiquette. No one knows who is behind the attack—but there's no shortage of suspects. The Germans blame the Allies, and particularly the Russians; the ambassador thinks it's the British. Moscow hints the *Gestapo* were behind the attack, and TASS (the Soviet press agency) publishes "evidence" that papers found in the remains of the bomber tie him to the German Embassy.

The Emniyet steps up operations against all dubious activity in Istanbul and across Turkey, and intelligence work suddenly assumes a far more urgent character and—if discovered—is punished with far greater severity. And yet the Turkish authorities must be careful—accusing any state runs the risk of plunging Turkey into war.

Within two days the Emniyet makes a breakthrough, identifying a 25-year old Yugoslav student named Omer Tokat as the perpetrator. A member of the Yugoslav Communist party, he had enrolled in Istanbul University in October 1940. The police surround the Soviet consulate in Istanbul, demanding several suspects be surrendered for questioning; some are discovered trying to flee the country.

The Russian press launches an offensive, accusing Turkey of yielding to "fascist pressure". The US and British believe that Turkey shouldn't proceed with the investigation against their erstwhile ally, and try to gently pressure the Turkish authorities to back off.

The trial begins in 1942, and the two Turkish defendants confess they were acting on Soviet orders to try and force Turkey's entry into the war against the Germans. On April 18th Turkey's foreign minister declares Turkey is willing to risk war with Russia. The Russians deny everything. On June 17th, the courts find all four defendants guilty, sentencing them to terms between 10 and 20 years. The scandal surrounding the case drags on in the press for many months thereafter.

The assassination crisis is constantly simmering in the background during the events of *Code of Honour*. The Keeper may wish to use it to make the investigators' lives that bit more difficult.

Damage Bonus: +1D4.

Skills: Accounting 35%, Credit Rating 42%, Cryptography 41%, Espionage 40%, Fast Talk 27%, History 32%, Institutional Lore 56%, Law 26%, Library Use 41%, Listen 40%, Psychology 39%, Spot Hidden 34%, Telephony 35%.

Language Skills: German (own) 75%, English 29%, French 36%, Turkish 19%.

Weapons: Walther PP (Handgun) 25%, damage 1D8, atts 3, base range 10 yards.

Appearance: A strong-looking woman with flax-yellow hair and a solid build, the epitome of "German motherhood"—except that she's married very firmly to her career. She's generally unarmed, although she can check out a Walther in an emergency.

Golescu now believes the Punic Device and the Akakia may have something to do with a powerful ancient weapon.

ION GOLESCU, THE NAZI OCCULT ARCHAEOLOGIST

A Romanian Nazi occultist and Ahnenerbe archaeologist, associated with the Black Sun group from *Heroes of the Sea*. The Traumstaffel led him to the Tomb of Constantine Palaeologus, and at the beginning of *Code of Honour* he's starting to piece together what's going on. He recently created a Glass From Leng from a ritual he found in a volume in one of the private collections at the Romanian Academy Library, hoping it would lead him to the secrets of the Marble Emperor. When he used it in the tomb of the Marble Emperor, what he saw terrified him, and he has not used it since.

Golescu now believes the Punic Device (p.55) and the Akakia (p.54) may have something to do with a powerful ancient weapon. He'll pretty much believe anything he finds out—even including Mythos secrets—and be willing to try and exploit it. He'll readily offer himself as a candidate for Marble Emperor (p.55). He knows he and the Ahnenerbe are playing with fire but, since his discovery of the existence of the Black Sun, his greatest ambition is to fully join its ranks and embrace its forbidden lore. If he finds out about the Ritual of St Azel's Bell (p.56), he knows the Black Sun will want knowledge of it, either to use it or to threaten its use. He'll do anything to get that knowledge.

TYPICAL HAUNT

He can often be found in the restaurant or "Snake Pit" bar at the Park Hotel (p.24), where he also has rooms, although he

often stays "somewhere else". Anyone successfully searching Professor Golescu's Park Hotel rooms, or tailing him when he leaves (p.49), may find the way to the Ahnenerbe dig (p.60), or the room he secretly maintains at a cheap hotel in Yedikule, where he is currently stashing the remaining imperial regalia from the dig (minus the Akakia, of course—see p.60), as well as the Glass From Leng.

TYPICAL ACTIVITY

These are Golescu's activities by episode and scene (see p.58). They parallel those of the investigators, as he gradually works out what's going on at roughly the same time they do.

- Trying to retrieve the Akakia (p.54).
- Trying to find out about the Varangian Order (p.42), Servants of Mehmet (p.41).
- Trying to find out about the investigators.
- Trying to find out about the Ritual of the Empress in Purple (p.70), probably in **Episode Two: The Varangian Order** (p.64).
- Trying to inform Himmler, in **Episode Two: The Varangian Order** or **Episode Three: The Varangian Ball** (p.72).
- Trying to become the Marble Emperor in **Episode Three: The Varangian Ball**.

CLUES TO BE GAINED

- His underlying coldness about Lily Warner's death (p.60). "A great loss." An *Easy Psychology* roll reveals he's hiding something.
- Exoteric knowledge of the Servants of Mehmet (p.56),
- Esoteric knowledge of Aciel (p.53), the Akakia (p.54), CASE ELEPHANT BLACK (p.54), the Gates of Micklegard (p.55), the Punic Device (p.55), the Ritual of the Empress in Purple (p.56), the Ritual of St Azel's Bell (p.56), the Varangian Order (p.57), the Tomb of Constantine Palaeologus (p.57).
- Mythos knowledge of the Marble Emperor (p.55).

PROFESSOR ION GOLESCU, AGE 42, "THE AHNENERBE ARCHAEOLOGIST"

Dossier Profile: Target 10%, Spy 40%, Occult 35%, Mythos 15%.

STR 12 DEX 08 INT 18 CON 13
SIZ 11 APP 07 POW 12 EDU 21
SAN 23 **Hit Points:** 12

Damage Bonus: None.

Skills: Anthropology 57%, Archaeology 92%, Conceal 38%, Cryptography 41%, Cthulhu Mythos 08%, Dodge 26%, Espionage 30%, Fast Talk 36%, Hide 31%, History 49%, Institutional Lore 50%, Library Use 64%, Occult 62%, Persuade 44%, Psychology 47%, Sneak 26%, Spot Hidden 58%.

Language Skills: Romanian (own) 90%, English 40%, French 70%, German 90%.

Weapons: Luger P08 7.65mm (Handgun) 25%, damage 1D8, atts 3, base range 15 yards.

Spells: Dread Curse of Azathoth, Glass From Leng.

Appearance: Professor Goleescu chain-smokes constantly, and his finger tips and teeth are discoloured, and his breath foul. His skin looks drawn, his yellow hair thinning, yet his eyes burn with a fiery insistence. He wears a pale cream summer suit even in Istanbul's winter, usually swaddled in a greatcoat that reeks of tobacco.

JAPANESE AGENTS

Since the attack on Pearl Harbour in December 1941—a matter of mere weeks or months ago—relations between Japanese and Allied officials in Istanbul have been extremely frosty. This hasn't stopped the Japanese from participating in the "rumour market" (p.49), however, and the agents of the European department of their *Kempeitai* military intelligence service—if somewhat noticeable—maintain networks throughout the city, cooperating with other Axis agents.

TYPICAL HAUNT

Pro-Allied locations, pro-Axis locations, public places, and society events.

MUSTAFA BASIMEVI, THE BOOKSELLER

Mustafa runs the "Librairie Pandore" (p.22) on the Street of the Step (Yukse Kaldirim Street—p.29), a bookshop specialising in occult and esoteric writings. He knows or can figure out what the Akakia is (p.54), or help the investigators to do so. He's terrified about being killed by the Varangian Order (p.60), the Emniyet (p.33), or the Servants of Mehmet (p.44), and won't be too cooperative by default; in fact, whenever the investigators meet Mustafa, the Keeper should have him make a SAN roll. He can be influenced, or the investigators can break into his library to find out more.

Typical Haunt

His bookshop, the Librairie Pandore (p.22). He can occasionally be found out and about, possibly meeting someone about buying or selling books.

Typical Activity

Researching, buying or selling books.

Clues to be Gained

- Exoteric knowledge of Aciel (p.53), the Tomb of Constantine Palaeologus (p.57).
- Esoteric knowledge of the Akakia (p.54), the Gates of Micklegard (p.55), the Marble Emperor (p.55), the Ritual of the Empress in Purple (p.56), the Ritual of St Azel's Bell (p.56), the Servants of Mehmet (p.56), the Varangian Order (p.57).

Of course it's quite possible he's on no one's side. If word of what he knows gets out, everyone will be trying to kill him!

— Denis Barker

MUSTAFA BASIMEVI, AGE 53, "THE BOOKSELLER"

Dossier Profile: Target 10%, Spy 15%, Occult 70%, Mythos 05%.

STR 11	DEX 08	INT 17	CON 08
SIZ 15	APP 08	POW 15	EDU 16
SAN 50 or below		Hit Points: 12	

Damage Bonus: +1D4.

Skills: Bargain 82%, Credit Rating 37%, Cryptography 27%, Cthulhu Mythos 07%, Espionage 11%, Fast Talk 52%, History 57%, Library Use 45%, Occult 62%, Persuade 49%, Spot Hidden 44%.

Language Skills: Turkish (own) 80%, Byzantine Greek 31%, English 24%, French 56%, German 33%, Latin 27%, Modern Greek 37%.

Weapons: MAS Modèle Revolver (Handgun) 38%, damage 1D10, atts 2, base range 15 yards.

Spells: Contact Ghoul, Ritual of the Empress in Purple, Summon / Bind Dimensional Shambler, Warding.

Appearance: Overweight and something of a hypochondriac, Mustafa Basimevi isn't having a good war, what with the spies, secret services, threats, searches, and constant questions from people he doesn't know. He wears a mix of traditional Turkish dress and modern clothes, but rarely leaves his shop except to meet with people selling collections. He reads voraciously on the occult, and is profoundly superstitious. He knows several rituals off by heart, and is capable of several spells—although successfully casting them would probably surprise him as much as anyone else. He's full of tales, legends, and myths, and knows something strange is developing in Istanbul. As the adventure progresses, he'll make better deductions about what that something is, and become more terrified for his safety.

TYPICAL ACTIVITY

Liaising with other Axis intelligence services; carousing; attending social events; collecting information from contact networks.

CLUES TO BE GAINED

- A good knowledge of Axis intelligence agents and activity.
- A relatively low knowledge of Allied intelligence agents and activity; Espionage rolls for dossier profiles are *Difficult*.
- Useful contacts throughout the Istanbul diplomatic and foreign community.

OSAMU MITSUI, AGE 37, "THE PLAYBOY COLONEL"

Dossier Profile: Target 75%, Spy 25%, Occult 00%, Mythos 00%.

STR 12 DEX 13 INT 15 CON 12
SIZ 09 APP 17 POW 10 EDU 16
SAN 35 Hit Points: 11

Damage Bonus: None.

Skills: Art 35%, Cryptography 43%, Demolitions 35%, Espionage 32%, Haiku 41%, History 50%, Institutional Lore 39%, Martial Arts 60%, Persuade 49%, Sabotage 51%, Tea Ceremony 31%.

Language Skills: Japanese (own) 80%, English 29%, French 37%, German 42%, Turkish 11%.

Weapons: Ceremonial Sword 71%, damage 1D8+1, atts 1, HP 20.

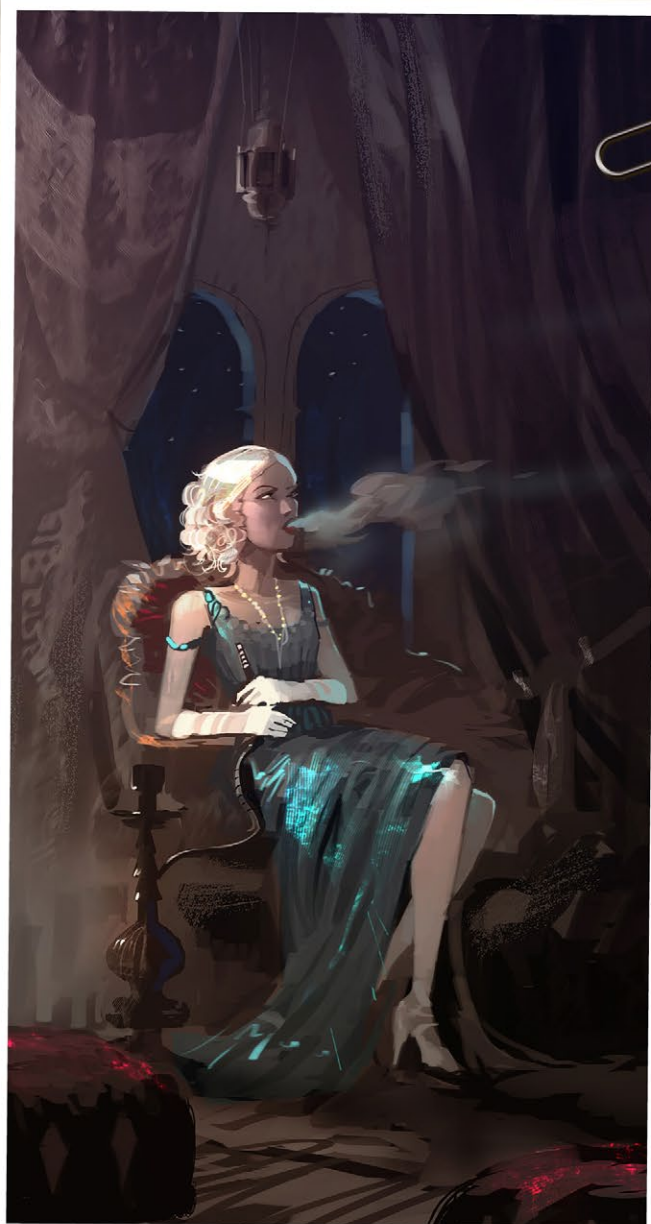
Nambu Type 14 (Handgun) 45%, damage 1D8, atts 3, base range 15 yards.

Fist 65%, damage 1D3, atts 1.

Grapple 40%, damage special, atts 1.

Kick 58%, damage 1D6, atts 1.

Appearance: Colonel Mitsui owes his military rank as much to his family name as to his own merits. He's extremely conservative with other Japanese, yet treats his life in Istanbul with an almost childish irresponsibility, dancing, drinking, and carousing at the Park Hotel "Snake Pit" (p.24) and other social events throughout the year. He's military attaché at the Japanese consulate (p.17), and to be honest most people don't credit him with the intelligence to be a spy. He is, though—although he's not that effective, mostly because he's too busy enjoying himself. If he had to focus he could be formidable. He's currently trying to think of some way to sabotage Allied efforts.



NASTASYA FILIPPOVNA MITROGLOU, THE WHITE RUSSIAN HEIRESS

A decadent socialite of Sapphic tendencies and with a liking for hashish, Nastasya Filippovna (or "Natasha" to her friends) is the widow of the Istanbul owner of Mitroglou Shipping, who died just before the war began. She was in the Sultan's harem when she was a child—and found a protector after the Republic was declared. Rumours link her as a great confidante of Atatürk's. Now in her late thirties, she lives in a beautiful yali called "the Flower Pavilion" over on the Asian side (p.18), and throws parties which are the talk of the town—and where all kinds of intrigue happen.

TYPICAL HAUNT

The Flower Pavilion, her yali in Uskudar (p.18); pro-Allies locations, pro-Axis locations, society events.

TYPICAL ACTIVITY

Observing everyone and collecting gossip, and inviting interesting-looking investigators to one of her parties. "Darling, you must come—everyone will be there."

CLUES TO BE GAINED

- Was a friend of the dead Lily Warner (p.32), whom she knows was "hush-hush"—"But then again everyone is, aren't they, darling?"
- Knows that Lily had been keeping an eye on Ion Golescu, and that she'd found something. "She was getting close. She was exquisitely excited."
- Exoteric knowledge of the Tomb of Constantine Palaeologus (p.57).
- Esoteric knowledge of the Handmaidens (p.55), the Marble Emperor (p.55).

Breathtakingly beautiful, with tiny hands and a pearlescent skin that tells the world she's never done a scrap of manual work in her life.

NASTASYA FILIPPOVNA, AGE 39, "THE WHITE RUSSIAN HEIRESS"

Dossier Profile: Target 50%, Spy 40%, Occult 10%, Mythos 00%.

STR 09 DEX 14 INT 18 CON 13
SIZ 08 APP 18 POW 13 EDU 14
SAN 55 Hit Points: 11

Damage Bonus: None.

Skills: Art 45%, Bargain 52%, Credit Rating 92%, Espionage 22%, Fast Talk 34%, History 32%, Listen 70%, Occult 31%, Persuade 80%, Psychology 42%, Spot Hidden 38%.

Language Skills: Russian (own) 80%, English 22%, French 70%, German 17%, Modern Greek 33%, Turkish 26%.

Weapons: Walther PPK (*Handgun*) 34%, damage 1D8, atts 3, base range 10 yards.

Appearance: Breathtakingly beautiful, with tiny hands and a pearlescent skin that tells the world she's never done a scrap of manual work in her life. She dresses in the very latest Parisian fashions, and seems to be able to get special deliveries even during the war. She has a bevy of admirers of all nations, and strings them all along with exquisite delicacy.

RUSSIAN AGENTS

The Russian agents in Istanbul all work for the NKVD—the People's Commissariat of Internal Affairs—Stalin's terrifying secret police. They're forbidden from openly associating with anyone else, under pain of "being recalled to Moscow".

Many Russians have an ancient belief that ever since the fall of Constantinople, Moscow has been the "Third Rome". They believe that one day Russia will free Constantinople from the Turks, and restore it as the heart of an Orthodox Christian Empire. Officially the Soviet view of this is that it's a benighted and worthless superstition—but it's a belief that runs very deep.

TYPICAL HAUNT

Pro-Allies locations, pro-Axis locations, public places. They may be present at society events, usually in pairs and very nervous about talking to Capitalists and other imperialist lackeys and lickspittles.

TYPICAL ACTIVITY

Keeping an eye on one another for disloyalty or unapproved behaviour; trying to cadge a few extra privileges, backhanders, or treats; watching the Germans and the Allies like hawks; and contacting their network of informers.

CLUES TO BE GAINED

- Fair knowledge of Allies and Axis agents and their activities.
- Exoteric knowledge of the Akakia (p.54), the Marble Emperor (p.55), the Ritual of the Empress in Purple (p.56), the Tomb of Constantine Palaeologus (p.57), the Varangian Order (p.57).

IGOR KULAKOV, AGE 38, "THE BRUISER"

Dossier Profile: Target 30%, Spy 65%, Occult 05%, Mythos 00%.

STR 17 DEX 10 INT 12 CON 16
SIZ 16 APP 07 POW 11 EDU 12
SAN 45 Hit Points: 16

Damage Bonus: +1D6.

Skills: Bargain 57%, Close Combat 60%, Conceal 61%, Cryptography 50%, Demolitions 52%, Disguise 33%, Dodge 40%, Drive 49%, Espionage 66%, Fast Talk 64%, Hide 48%, Jury Rig 43%, Persuade 70%, Psychology 54%, Radio Operator 61%, Sabotage 70%, Scrounge 82%, Sneak 62%, Spot Hidden 37%.

Language Skills: Russian (own) 60%, English 20%, French 31%, German 42%, Turkish 19%.

Weapons: *Fist* 70%, damage 1D3+1D6, atts 1.

Head 60%, damage 1D4+1D6, atts 1.

Walther P38 (Handgun) 57%, damage 1D10, atts 3, base range 10 yards.

Description: A thick, heavysset thug with a beetling brow and a shaved head bizarrely potato-like in appearance. He has two suits, and wears them on alternate days, and seems always hungry. If given half the chance he'll drink vodka until his eyes become slits and he passes out; but he's an excellent enforcer and manager of his contacts network, and his controllers keep him on.

THE SERVANTS OF MEHMET

The Servants of Mehmet are a very ancient and very secret Turkish occult society, dedicated to preventing the arcane forces of the Varangian Order and the Empress in Purple from ever again gaining ascendance in Istanbul. They have significant Mythos knowledge, and include Sufi mystics, scholars, and some quite deadly warriors with abilities possibly linked to the *Hashishin*.

The leader of the Servants is Wali Hasan Ali Yilmaz, an elderly mystic resident in one of the *medrese* schools behind the Tomb of Sultan Mehmet in the Fatih mosque complex (p.18). He also occasionally spends time on an antiquarian Ottoman and Middle Eastern book shop in the Grand Bazaar (p.20).

TYPICAL HAUNT

The Fatih Mosque Complex (p.18) or bookshop in the Grand Bazaar (p.20), or other religious establishments or coffee shops in the old city. At night, cemeteries.

TYPICAL ACTIVITY

Teaching, praying, researching, and occasionally furtively contacting "Wali Dede's children"—the ghouls (p.44). The Servants also keep an eye on pro-Allies and pro-Axis locations. As the adventure progresses, they'll be increasingly trying to keep tabs on all the factions involved, including the investigators, and to hunt down the Varangian Order (p.42).

CLUES TO BE GAINED

- The Servants know about Wali Dede's children (p.44), and how to contact them safely.
- Esoteric knowledge of Aciel (p.53),
- Mythos knowledge of the Akakia (p.54), Beneath Hagia Sophia (p.54), the Catacombs of Istanbul (p.55), the Gates of Micklegard (p.55), the Handmaidens (p.55), the Marble Emperor (p.55), the Ritual of the Empress in Purple (p.56), the Ritual of St Azel's Bell (p.56), the Tomb of Constantine Palaeologus (p.57), the Varangian Order (p.57).

WALI HASAN ALI YILMAZ, AGE 67, "THE GRAND MASTER"

Dossier Profile: Target 30%, Spy 10%, Occult 45%, Mythos 15%.

STR 11 DEX 13 INT 18 CON 16
SIZ 12 APP 14 POW 18 EDU 16
SAN 52 **Hit Points:** 14

Damage Bonus: None.

Skills: Art 41%, Astronomy 63%, Cthulhu Mythos 32%, Dodge 60%, Hide 59%, History 70%, Institutional Lore 70%, Library Use 70%, Listen 57%, Occult 70%, Persuade 58%, Psychology 60%, Sneak 62%, Theology (Islam) 91%, Throw 70%.

Language Skills: Turkish (own) 92%, Arabic 70%, French 42%, Modern Greek 35%.

Weapons: *Stiletto* 75%, damage 1D4+2, atts 1, HP 15.

Spells: Augur, Bless Blade, Bring Haboob, Cast Out Devil, Contact Ghoul, Dust of Suleiman, Heal, Warding.

Appearance: An elderly man, but hale and hearty, in traditional Islamic dress. He always looks unshaven, but his eyes are bright, merry, and burn with a fiery passion. Talking to him is like talking to an old friend—one who knows you thoroughly. He's always sipping mint tea.

ABDULLAH, AGE 25, "THE ASSASSIN"

Dossier Profile: Target 55%, Spy 30%, Occult 10%, Mythos 05%.

STR 14 DEX 18 INT 12 CON 17
SIZ 11 APP 10 POW 15 EDU 15
SAN 67 **Hit Points:** 14

Damage Bonus: +1D4.

Skills: Climb 54%, Cthulhu Mythos 05%, Disguise 32%, Dodge 69%, Hide 72%, Jump 85%, Listen 62%, Occult 42%, Sneak 47%, Spot Hidden 55%, Theology (Islam) 37%, Throw 55%, Track 42%.

Language Skills: Turkish (own) 75%, Arabic 35%, French 32%.

Weapons: *Sacred Iron Yataghan* (Knife)* 70%, damage 1D6+1+1D4+POT12 poison, atts 1, HP 15.

Fist 81%, damage 1D3+1D4, atts 1.

Garrote 62%, damage strangle, atts 1.

Kick 73%, damage 1D6+1D4, atts.

Ornate Flintlock Pistol (Handgun) 60%, damage 1D6+1, atts ¼, base range 10 yards.

Throwing Knife (Throw) 55%, 1D4+1, atts 1, as Throw Rule.

**Has been blessed by a Bless Blade spell, and can damage entities which can't be harmed by ordinary weapons.*

Appearance: Youthful-looking yet with hard eyes, Abdullah is extremely agile, and almost looks like he's flying through the air when he leaps. No one knows his full name, or even if he has one. He's one of the Aspirants

at the medrese in the Fatih Mosque Complex (see **Episode Two, Scene 4: The Cloister of the Servants of Mehmet**, p.68), and dedicated to Wali Hasan. He'd give his life for the cause without a second thought.

SYBILLA THERAPONOU, THE VARANGIAN PRIESTESS

Actually a member of the Varangian Order (p.42), but not at all a public figure, Sybilla Theraponou is a serpent woman hybrid, and extremely long-lived. Amongst those who know of her (very few, but perhaps including the older inhabitants of her immediate neighbourhood), there are rumours that she's been alive for centuries.



TYPICAL HAUNT

In the headquarters of the Varangian Order; occasionally officiating at the altar before the Gates of Micklegard (p.75). Very occasionally she can be found in the Varangian Club (p.66).

TYPICAL ACTIVITY

Preparing for the return of the Marble Emperor (p.55) and the Rituals of the Wedding Feast and the Empress in Purple (p.74).

CLUES TO BE GAINED

Sybilla is hardly amenable to interview, but as might be expected her knowledge is profound. She has Mythos knowledge of all the secrets in **Chapter 4: Secrets and Spies**. How to get that information out of her is another matter.

SYBILLA THERAPONOU, AGE ANCIENT, "THE VARANGIAN PRIESTESS"

Dossier Profile: Target 00%, Spy 00%, Occult 50%, Mythos 50%.

STR 06 DEX 10 INT 18+ CON 13
SIZ 08 APP 06 POW 22 EDU 18

Hit Points: 11

Damage Bonus: -1D4.

Skills: Conceal 40%, Cthulhu Mythos 40%, Disguise 62%, Dodge 46%, Fast Talk 72%, Hide 77%, History 90%, Listen 74%, Occult 60%, Persuade 60%, Psychology 79%, See in the Dark 67%, Sense Heat 50%, Sneak 65%, Spot Hidden 82%, Theology (Orthodox Christianity) 90%.

Language Skills: Byzantine Greek (own), English 30%, French 55%, German 36%, Modern Greek 70%, Turkish 60%.

Weapons: Knife 60%, damage 1D4+2-1D4, atts 1.

Spells: Candle Communication, Chant of Thoth, Cloud of Memory, Flesh Ward, Food of Life, Hands of Colubra, Ritual of the Empress in Purple, Ritual of the Wedding Feast, Wither Limb.

Appearance: Sybilla has the appearance of an impossible old woman—wrinkled beyond measure, with skin like old leather, and no teeth. Her rheumy eyes sparkle with a preternatural energy, however, and her tongue darts out to moisten her dried and shrivelled lips. She wears ancient clothes that were once rich and gorgeous Byzantine silks.

THE VARANGIAN ORDER

The Varangian Order come from all walks of life—academia, government, mystic, military—but usually from a limited number of highly-placed Greek and Greek-Turkish families in Istanbul. Some are members of the Varangian Club; others

are deep under cover, in positions of power and influence. All of them have Mythos knowledge, and are willing to protect their identities and what they know by any means possible—that's the only way they've survived the past five hundred years. They're intensely pro-Byzantine, and support the *Megali Idea*—the "Great Idea" (p.57). They have secret Byzantine names which they use with one another, and official Turkish ones for use in the outside world.

TYPICAL HAUNT

Although they have outside lives, they're really only encountered in the headquarters of the Varangian Order (p.66). In **Episode Three: The Varangian Ball** some may be found at the masked ball, and all will attend the rituals beneath Hagia Sophia (p.54).

TYPICAL ACTIVITY

Meeting in their headquarters to decide how to find a candidate for Marble Emperor. In **Episode Three: The Varangian Order**, attending the masked ball, and then the rituals beneath Hagia Sophia.

CLUES TO BE GAINED

Everyone in the Varangian Order is prepared to die rather than betray the order's existence to the outside world. That said, they have Mythos knowledge of all the secrets in **Chapter 4: Secrets and Spies**, except for CASE ELEPHANT BLACK and the Punic Device.

Everyone in the Varangian Order is prepared to die rather than betray the order's existence to the outside world.

ANDRONIKOS EUGENIKOS, AKA "OMER UZUNER", AGE 51, "THE PUPPET MASTER"

Dossier Profile: Target 100%, Spy 00%, Occult 00%, Mythos 00%.

STR 12 DEX 09 INT 17 CON 12
SIZ 12 APP 14 POW 18 EDU 19
SAN 31 Hit Points: 13

Damage Bonus: +1D4.

Skills: Art History 70%, Credit Rating 83%, Cryptography 30%, Cthulhu Mythos 19%, Dodge 34%, Drive 46%, Espionage 40%, Fast Talk 72%, History 56%, Institutional Lore 95%, Law 81%, Library Use 64%, Listen 61%, Occult 65%, Persuade 80%, Psychology 66%, Spot Hidden 46%, Theology (Orthodox Christianity) 39%.

Language Skills: Modern Greek (own) 90%, Turkish (own) 95%, Byzantine Greek 80%, English 27%, French 60%, German 35%.

THE TURKISH POLICE

The Turkish police are nowhere near as subtle as the Emniyet, and generally very unfriendly and suspicious. They have a tendency to charge in and ask questions later, curbed only by their strict orders to specifically not do that for fear of starting a war. Heaven forbid if they feel sure of themselves, though.

Typical Haunt

Any public place. If they're anywhere else, they usually mean business.

Typical Activity

Keeping an eye on everyone; talking to informers; intimidating locals; raiding a place and arresting anyone suspicious.

Clues to be Gained

- The Turkish police are a great source of red herrings, not because they have incorrect information, but because their business has little to do with the matter of the adventure.
- Poor knowledge of the Istanbul intelligence scene (Espionage rolls for dossier profiles are *Difficult*).
- Exoteric knowledge of the Handmaidens (p.55).

INSPECTOR OMER TERZI, AGE 34, "THE COP"

Dossier Profile: Target 90%, Spy 10%, Occult 00%, Mythos 00%.

STR 14 DEX 14 INT 11 CON 15
SIZ 12 APP 13 POW 10 EDU 14
SAN 45 Hit Points: 14

Damage Bonus: +1D4.

Skills: Cryptography 24%, Dodge 52%, Drive 46%, Espionage 20%, Fast Talk 36%, First Aid 49%, Hide 60%, Institutional Lore 45%, Law 52%, Library Use 48%, Listen 45%, Locksmith 38%, Occult 05%, Persuade 63%, Psychology 57%, Sneak 46%, Spot Hidden 51%, Track 29%.

Language Skills: Turkish (own) 70%, English 25%, French 38%, German 28%.

Weapons: Webley .38 Service Revolver (Handgun) 60%, damage 1D10, atts 2, base range 15 yards.

Fist 65%, damage 1D3+1D6, atts 1.

Grapple 53%, damage special.

Description: A typical plainclothes policeman wearing what plainclothes policeman all around the world seem to wear. He smokes constantly, swears like a trooper, and is very free with his fists. He has a weakness for the ladies, and for being bought expensive drinks, especially scotch.



Weapons: Walther PP (*Handgun*) 42%, damage 1D8, atts 3, base range 10 yards.

Spells: Candle Communication, Chant of Thoth, Cloud Memory, Hands of Colubra, Mental Suggestion.

Description: Eugenikos, as his alter ego Omer Uzun, is an elite official in the upper echelons of Istanbul's municipal government, and highly placed to ensure no undue attention is ever paid to rumours about the Order. He's sophisticated, urbane, and handsome, affecting European dress and manners, although he rarely attends public functions, preferring a life of secrecy and seclusion. Politically well-placed investigators may recognise him from the halls of power.

WALI DEDE'S CHILDREN

There have always been ghouls beneath Istanbul. To those aware of the deep secrets beneath the world, this will come as no surprise. For centuries they were hunted and oppressed by the agents of the Empress in Purple (p.2) but, after the

Ottoman conquest, many more came with the Sultan from their ancient realms in the Middle East, and have cooperated with the Servants of Mehmet (p.41) ever since to thwart the Varangian Order and keep the Gates of Micklegard closed—the key to their dominance over Istanbul's secret subterranean world.

The ghouls of Istanbul are led by Wali Dede, “Grandfather”, an ancient and powerful individual who claims to remember when Constantine first brought the One God to the city.

TYPICAL HAUNT

Any of Istanbul's many cemeteries, both inside and outside its walls. Also the cisterns, including those now dry and above ground, which are favourite haunts on dark nights. Finally they know all the city's ancient tunnels and catacombs, keeping a watch on the Gates of Micklegard (p.55). They can sometimes be seen silhouetted against Istanbul's magical skyline by starlight.

TYPICAL ACTIVITY

Communicating with the Servants of Mehmet (p.41) about the hunt for the Akakia (p.54), and later the true HQ of the Varangian Order (when the Varangian Club turns out to be a

red herring—see p.66). Later, attacking anyone suspected of being in the Varangian Order, or having the Akakia.

CLUES TO BE GAINED

- Profound knowledge about the history and secret places of Istanbul.
- Esoteric knowledge of the Varangian Order (p.57).
- Mythos knowledge of Aciel (p.53), the Akakia (p.54), Beneath Hagia Sophia (p.54), the Gates of Micklegard (p.55), the Ritual of the Empress in Purple (p.56), the Ritual of St Azel's Bell (p.56), the Servants of Mehmet (p.56), the Tomb of Constantine Palaeologus (p.57).
- If the investigators are able to somehow gain the cooperation of the ghouls, they can lead them through the city's tunnels to any cistern or other similar area undetected. They know about the tunnels beneath Hagia Sophia, but won't reveal them to anyone, unless requested to by the Servants of Mehmet (p.56).

His eyes sparkle with brilliance,
however, and he seems to enjoy
talking with everyone, if only to
meep knowingly at their naivety.

WALI DEDE, "GRANDFATHER", ANCIENT GHOUL

Dossier Profile: Target 00%, Spy 00%, Occult 00%, Mythos 100%.

STR 13 DEX 07 INT 18 CON 14
SIZ 14 POW 17
Hit Points: 14

Damage Bonus: +1D4.

Skills: Burrow 88%, Climb 97%, Hide 80%, Jump 91%, Listen 83%, Scent Decay 92%, Sneak 95%, Spot Hidden 71%.

Language Skills: Gibbering Arabic 70%, Meeping French 37%, Gibbering German 29%, Meeping Turkish 80%.

Weapons: Bite 58%, damage 1D6+1D4+worry, atts 1.

Claws 65%, damage 1D6+1D4, atts 1.

Spells: Blight / Bless Crop, Bring Haboob, Cloud Memory, Contact Nodens, Dust of Suleiman, Enthrall Victim, Heal, Raise Night Fog.

Armour: Firearms and projectiles do half damage.

Sanity Loss: 0/1D6.

Appearance: Wali Dede is an ancient ghoul, his skin loathsome with wattles and rugose excrescences. His eyes sparkle with brilliance, however, and he seems to enjoy talking with everyone, if only to meep knowingly at their naivety.

NIKEPHOROS, "THE STARGAZER" RUMINATING GHOUL / SERVITOR GHOUL

Dossier Profile: Target 00%, Spy 00%, Occult 00%, Mythos 100%.

STR 19 DEX 08 INT 15 CON 14
SIZ 10 POW 09
Hit Points: 12

Damage Bonus: +1D4.

Skills: Astronomy 60%, Burrow 76%, Climb 88%, Hide 63%, Jump 81%, Listen 73%, Scent Decay 69%, Sneak 87%, Spot Hidden 52%.

Language Skills: Gibbering Arabic 42%, Gibbering Greek 65%, Meeping Turkish 57%.

Weapons: Bite 33%, damage 1D6+1D4+worry, atts 1.

Claws 45%, damage 1D6+1D4, atts 1.

Spells: Alter Weather, Create Mist of Releh.

Armour: Firearms and projectiles do half damage.

Sanity Loss: 0/1D6.

Appearance: A loyal servitor of Grandfather, and a ghoul the investigators are likely to meet. His skin is elaborately scarified with astrological symbols and the outlines of zodiacal symbols. He has deep mystical opinions, and loves to stare at the stars.

Other Factions in Istanbul

The above factions are by no means the only forces operating in the city. There are smugglers and fishermen from all over who've settled in the Bosphorus for the lucrative yet dangerous work, spies from the Free French and the Jewish Agency, and even the Papal Legate, Monsignor Angelo Giuseppe Roncalli, a vigorous anti-fascist who plays a dangerous game of dining with the Germans while using his office to smuggle Jewish refugees out of Europe. His assistant, Monsignor Rici, is a most unattractive little man, and operates a secret wireless for Italian military intelligence.

*Remember this: the ancient sultans
used everything in their arsenal
to take this city. Everything.
— Nathan Chance*



CHAPTER 4

Secrets and Spies

*"I'm involved in a dangerous game,
Every other day I change my name,
The face is different but the body's the same,
Boo, boo, baby, I'm a spy!"
- Popular song in wartime Istanbul*

Istanbul is one of the great spy cities of World War Two. There are more people involved in the business of espionage and skulduggery per head of population than any other city in the world. It's a city filled with mistrust, where enemies rub shoulders and politely ignore one another when they aren't trying to discover each other's secrets. Only 40 miles away the Nazis occupy Bulgaria, eyeing Istanbul as their potential gateway to the Middle East, while the Allies are everywhere in the city, staking their claim as a potential beachhead in the other direction back into Occupied Europe. The Turks are caught in the middle, desperately trying to avoid any action which might lead to a sudden and unprovoked attack, tolerating unbelievable levels of espionage as long as it doesn't infringe on their sovereignty and the spies don't get caught.

*It's a city filled with mistrust,
where enemies rub shoulders and politely
ignore one another when they aren't trying
to discover each other's secrets.*

Seventeen different intelligence agencies operate in Istanbul, a sleazy world of agents, double agents, drug-runners, arms smugglers, blackmailers, deserters, refugees, gangsters, hookers, black-marketeers, pimps, forgers, and spivs. It's an incestuous community, where everyone keeps an eye on everyone else, and the big names are known to all. The head of MI6 is on nodding terms with the head of the *Abwehr*, and the NKVD head smiles coldly at them both.

BRITISH INTELLIGENCE IN ISTANBUL

British intelligence in Istanbul is run out of at least two locations. MI6's Istanbul station is located in a building in the block opposite the British consulate (p.17) round the back of Istiklal Avenue, and is run by Harold Gibson, former head of MI6's Czech station, who has been here since the 1920s. The Special Operations Executive, run by Gardyne de Chastelain, former head of sabotage ops in Romania, has offices off Ayaz Pasha in a beautiful 18th century house with a spacious garden, overlooking the gardens of the German consulate. Both make extensive use of the Whittals and the Lefontaines, well-connected old British Istanbul families who have connections everywhere going back years.

OTHER INTELLIGENCE SERVICES

While there's currently no station of the American OSS in Istanbul, American agents are run from the US consulate (p.17). Agents of the Free French are generally underground, as are Shai (Zionist intelligence, rumoured to have a presence at the Grand Hotel de Londres, p.22). Agents of Czech military intelligence live in boarding houses along Istiklal Avenue and work in the same building that houses British intelligence, and occasionally meet with the SOE. Investigators who took part in the events of *Three Kings* may even find some old acquaintances among their number.



TRADECRAFT

The art of spying is known among the intelligence community as “tradecraft”, and includes a wide variety of techniques for observing others while avoiding observation, gathering information and communicating it, and leading an inconspicuous double life. Here are some guidelines for investigators using tradecraft in play.

Being Followed and Shaking Off Pursuit

As a foreigner newly arrived in Istanbul, whenever an investigator leaves his accommodation, he must make an Espionage or Sneak roll to avoid being spied upon. If he’s disguising himself as a local, he may make an Easy Disguise roll instead. On a failure, he gains a **tail** (which he may make a further Espionage or Spot Hidden roll to notice). On a fumble, his activities end up on the **rumour market** (see below) within an hour; on a normal failure, it takes eight hours or more. On a success, the investigator may conduct his business unobserved; on a special success, he notices who was trying to observe him, and may misdirect them if desired.

WHO’S ON YOUR TAIL?

An investigator could be tailed by a “general tail” or a “plot tail”, ie an observer related to the episodes and scenes he’s currently involved in. The Keeper can roll the investigator’s

dossier profile (p.48) to see what area of activity the tail is interested in.

For example: Nathan Chance is being tailed by a shady character. His dossier profile says he has Target 50%, Spy 25%, Occult 15%, Mythos 5%, which means he still has a remarkably low profile considering his past activities. The Keeper rolls a 65% on Chance’s dossier, noting that the spy observing him has identified Chance as a fellow spy.

Gathering Information

To gather information, the investigators may interrogate informants, or spy on people or locations directly themselves. Both activities are focussed on revealing information about a person or event; the difference is that for pumping informants, the informant tells the investigator about the person or event, whereas spying directly means the investigator interacts with or observes the event or person himself.

- First, the player should choose the location or target his investigator is trying to surveil. Is he trying to answer a specific question (“Where is the location of the Ahnenerbe dig?”), or is he carrying out a more general surveillance to see if he spots anything (“What is Professor Golescu up to?”).
- The investigator makes an Espionage roll, or rolls an appropriate interpersonal skill (Fast Talk, Persuade) if grilling someone for information.

- » If the investigator is grilling someone, then the Keeper should roll the investigator's dossier profile (see below) to see just who the target thinks the investigator is. If the target thinks the investigator is someone he shouldn't be talking to (for example, a spy if talking about military matters, or an occult investigator if talking about the rumours about the Handmaidens), then the skill roll is automatically *Difficult*. Note that an investigator making a successful Disguise roll can present themselves with whatever dossier profile they want.
- » If the target is themselves an expert in keeping things close to his chest (such as a spy, ambassador, member of the Servants of Mehmet, etc), then the roll is also *Difficult*.
- » If the target is a known pushover (a corrupt information dealer, a lowly clerk, someone who's been thoroughly threatened or bribed), or wants to impart the information, the roll is *Easy*.
- » Otherwise the roll is *Standard*.
- On a success, the investigator gains either a **rumour** (p.53) or witnesses a **surveillance event** (pp.49-51) from the appropriate Surveillance Location table (see pp.49-51), or gains **partial information** (p.52) about a specific issue: the Keeper should see the Secrets section (p.53) or the faction in question in **Chapter 3: Factions and Characters**.
- On a special success, the investigator gains both partial information and a rumour or surveillance event, or **complete information** (p.53) about a specific issue. Add +25% to the roll for the surveillance event.
- On a failure, the investigator is observed, and must increase his appropriate **dossier profile** by +5% (see p.48). Roll for the surveillance event, but it does not happen; instead the participants become aware of the investigator.
- On a fumble, the investigator blows it badly, and is in danger. He must increase his appropriate dossier profile by +10% (see below). Roll for the surveillance event, which does not happen, and also roll on the **Danger Table** (p.53), to see how the would-be participants respond.

Dossier Profiles

Everyone keeps files on everyone else in Istanbul, and the Emniyet (the Turkish secret police) keep files on them, too. Whenever an investigator uses his or her tradecraft, they run the risk of coming to the attention of other spies.

This is measured by the **dossier profile**. Every agent (in fact, every person) active in the city has a score in four profiles: Target, Spy, Occult, and Mythos. These scores always total 100%. A character with no real profile in the intelligence community begins with a Target score of 100%, and 0% in the other three profiles. This means that anyone observing them thinks they're just an ordinary person—a "mark".

When an investigator fails in a tradecraft exploit, they must increase their profile for the activity they failed in by +5% (on a simple failure) and +10% (on a fumble). They must reduce another profile to compensate; Target first, then Spy, Occult, and Mythos last.

A dossier profile indicates how people "in the know" view the character. An investigator with a dossier profile of Target 0%, Spy 75%, Occult 25%, Mythos 0% is known throughout the community as an intelligent agent with an interest in the occult. For everyone other than Mythos specialists, combine the Occult and Mythos profiles together.

Everyone keeps files on everyone else
in Istanbul, and the Emniyet
(the Turkish secret police)
keep files on them, too.

When the Keeper isn't sure how much an NPC knows about a character, he can roll the NPC's Espionage or other appropriate skill, and if successful make a roll on the investigator's profile. The result is what the NPC thinks the investigator is. On a failure, the NPC just thinks the investigator is an ordinary person. Note that normally the Keeper shouldn't allow investigators to make this kind of roll; they should rely on their own skills and powers of investigation.

For example: Nathan Chance has recently arrived in Istanbul and is sipping a devilishly dry Martini at the Snakepit Bar, watching various Axis figures coming and going. A female German agent appears next to him and engages him in conversation. Does she know who he is?

Chance isn't in disguise, so the Keeper simply rolls the agent's 55% Espionage skill. It's a success! The Keeper rolls again against Chance's dossier profile (Target 50%, Spy 25%, Occult 15%, Mythos 5%) and gets an 80, meaning the agent has identified Chance as an occult specialist. "So... Professor Chance. I see you escaped Frau Wassermeister at Dunkirk. What brings your team to Istanbul?"

Every NPC also has a dossier profile, which helps the Keeper determine their overall range of interests and activity. Roll percentile dice on the dossier profile to randomly determine the nature of an activity the NPC is engaged in, for example.

Some NPC dossier profiles may change from episode to episode. It's also possible that different agencies may have different dossier profiles on any given character, based on what they know. It's up to the Keeper whether they want that degree of detail; for this adventure, we assume each investigator has just a single dossier profile representing "what is known" about them.

THE RUMOUR MARKET

Information is the lifeblood of wartime Istanbul. Some of it's even true. If an investigator spends any time at all in public places anywhere in the city, they may witness dubious events and shady encounters between the many factions jostling for power. Correctly interpreting these events and encounters may provide an advantage in the ongoing struggle—and even in the wider war.

Events in Istanbul aren't "just" about the war. As the episodes and scenes detailed in **Chapter 5: Plot Episodes** proceed, investigators may observe things which relate directly to the hidden conspiracy unfolding around them. Often, as well as playing through the episodes and scenes provided, investigators improvising and simply heading out to gather information may make unexpected breakthroughs.

This section details the events and encounters which observant investigators may witness. Note that these events aren't meant to replace events mandated by the scenes in **Chapter 5: Plot Episodes**, but rather to enable the Keeper to handle moments when the investigators are engaged in more general information gathering. Less subtle investigators may become the subjects of new events in their own right...

SURVEILLANCE EVENTS

Surveilling a target or location may allow an investigator to witness a **surveillance event**. There are five broad categories of location an investigator may practice their tradecraft in: public places, academic environments, society events, and pro-Ally and pro-Axis locations (hotel bars are a typical example). The five tables below list ten possible types of event which a character may observe or hear about. These event types are presented in a "mad lib" format with gaps the Keeper can fill out using appropriate sub-tables. A typical surveillance event looks like this:

"A [GENERAL FACTION] approaches a [GENERAL FACTION] to exchange valuable information on [GENERAL TOPIC]."

This indicates that the Keeper should roll on two sub-tables: General Faction, and General Topic, to identify the people and topics in question. If the investigators are already tailing a specific faction, then the first faction mentioned in the mad-lib is that faction, unless the investigators are tailing a general faction and the event calls for a plot faction, in which case the Keeper should roll for the plot faction separately.

The results on these tables may also differ depending on the investigators' location (public, pro-Axis, etc). For example, the Keeper may roll on the tables when the investigators are sitting in the Snakepit Bar at the Park Hotel (a notorious pro-Axis location) and get the following result:

"A Romanian (Balkan) agent approaches a Japanese agent to exchange valuable information on troop movements."

At this stage, the investigators don't know any of the detail; they may observe a suspicious-looking European approach an oriental-looking man or woman and begin talking in hushed tones. It's up to the investigator to make appropriate rolls to recognise the individuals and eavesdrop on their conversation.

Obviously not all information will pertain to the adventure at hand. However, that doesn't make it useless; canny investigators can use such information as leverage, or to trade for more relevant information.

PUBLIC PLACES

Public places include the Grand Bazaar (p.20), Hagia Sophia (p.20), and the numerous mosques, streets, alleyways, and shops throughout the city. These are usually busy during the day, and deserted by night.

**SURVEILLANCE LOCATIONS TABLE 1:
PUBLIC PLACES**

D%	Event
01-20	The [GENERAL FACTION] approaches the [GENERAL FACTION] to exchange valuable information on [GENERAL TOPIC].
21-30	The [GENERAL FACTION] is spying on the [GENERAL FACTION].
31-35	The [GENERAL FACTION] is up to no good.
36-45	The [GENERAL FACTION] accosts the investigators. What do they know?
46-50	The [GENERAL FACTION] attempts to rob one of the investigators. What does the investigator have worth stealing?
51-55	The [GENERAL FACTION] attacks the investigators! What have they stumbled upon?
56-70	The investigators overhear or witness a [GENERAL FACTION] talking about common knowledge of a [PLOT SECRET].
71-80	A representative of the [PLOT FACTION] is going about some obviously shady business related to the current episode or scene. They haven't spotted the investigators.
81-90	A representative of the [PLOT FACTION] is going about their shady business, when they spot the investigators. Can the investigators extricate themselves? Have they been recognised?
91-00	The investigators stumble upon a key background event to the current scene or episode. They must avoid detection to allow it to proceed.

ACADEMIC ENVIRONMENTS

Broadly speaking this means parts of Istanbul university, but also includes libraries, any of the *medrese* mosque schools, bookshops, the studies and residences of mystics, priests, or professors, museums, and so on.

**SURVEILLANCE LOCATIONS TABLE 2:
ACADEMIC ENVIRONMENTS**

D%	Event
01-10	The [GENERAL FACTION] approaches the [GENERAL FACTION] to exchange valuable information on [GENERAL TOPIC].
11-20	The [GENERAL FACTION] are receiving information about [GENERAL TOPIC] from a member of the academic environment.
21-30	The [GENERAL FACTION] are passing information about [GENERAL TOPIC] to a member of the academic environment.
31-40	The [GENERAL FACTION] are interrogating the member of the academic environment about [GENERAL TOPIC].
41-50	The [GENERAL FACTION] are recruiting the member of the academic environment voluntarily.
51-60	The [GENERAL FACTION] are recruiting the member of the academic environment using blackmail.
61-70	The investigators overhear or witness a [PLOT FACTION] talking about a [PLOT SECRET]. The level of knowledge will equal what they know.
71-80	The investigators observe a representative of the [PLOT FACTION] at this location, removing, replacing, or copying a plot-related object. They haven't spotted the investigators.
81-90	The investigators stumble into a meeting between two plot factions and must take immediate action to avoid detection. The factions may be mutually friendly or hostile.
91-00	The investigators observe a member of the academic environment involved in a crucial background event to the current episode.

**SURVEILLANCE LOCATIONS TABLE 3:
SOCIETY EVENTS**

D%	Event
01-25	The [GENERAL FACTION] approaches the [GENERAL FACTION] to exchange valuable information on [GENERAL TOPIC].
26-40	The investigators spot the [GENERAL FACTION] in a compromising situation which can be used for blackmail.
41-50	The [GENERAL FACTION] conspire to put one or more of the investigators in a compromising situation which could be used for blackmail.
51-60	The absolute head of the [GENERAL FACTION] in Istanbul is at the event. Do the investigators even recognise him?
61-70	The [GENERAL FACTION] makes an attempt on the life of the [GENERAL FACTION]. Alert investigators may have just enough time to react.
71-80	The investigators barge in on two plot factions interacting regarding the [PLOT SECRET]. They must take immediate action to mitigate their response.
81-90	The investigators overhear the [PLOT FACTION] discussing their best level of knowledge about a [PLOT SECRET]. They must take measures not to be caught.
91-00	The investigators witness the [PLOT FACTION] engaged in a major background event to the current episode or scene.

SOCIETY EVENTS

Istanbul's big society events are lavish yet pretty exclusive affairs, organised by the big families, consulates, and major socialites (perhaps the investigators have enough Credit Rating to throw their own?). There's usually something happening every weekend, and more often when the weather is good. The investigators can't just barge in, though—they need an invitation. That may require charm, influence, or outright bluster if they intend gatecrashing.

PRO-ALLIES LOCATIONS

These include consulates, friendly bars such as the Orient Bar in the Pera Palace, the Grand Hotel de Londres, and so on.

PRO-AXIS LOCATIONS

These include consulates, the Snake Pit bar at the Park Hotel, Ellie's Bar, Abdullah's Restaurant, and so on.

DON'T LOOK NOW —

WE'VE PICKED UP A TAIL.

— SERGEANT RON "FERRET" FARNSWORTH

**SURVEILLANCE LOCATIONS TABLE 4:
PRO-ALLIES LOCATIONS**

D%	Event
01-20	The [GENERAL FACTION] approaches the [GENERAL FACTION] to exchange valuable information on [GENERAL TOPIC].
21-30	An Allied schmoozer makes an outrageously public pass at the investigator with the highest APP. Use tradecraft to avoid damage to your dossier profile as all eyes are turned on you.
31-40	An Axis faction attempts to grill the investigators for information about [GENERAL TOPIC].
41-50	A [GENERAL FACTION] tries to recruit the investigators regarding [GENERAL TOPIC].
51-60	The Emniyet (p.33) spots the investigators. They must use tradecraft to avoid damage to their dossier profile.
61-70	A [GENERAL FACTION] is meeting a [PLOT FACTION] to find out more about a [PLOT SECRET].
71-80	The investigators observe a [PLOT FACTION] waiting to pass on information about a [PLOT SECRET] to an Allied faction. Can the investigators disguise themselves and intercept the information? What are the consequences?
81-90	Apparently the Germans are frantically looking for something—and a Romanian professor called Goleescu is involved.
91-00	The investigators observe an Allied faction involved in a key background event to the current episode.

**SURVEILLANCE LOCATIONS TABLE 5:
PRO-AXIS LOCATIONS**

D%	Event
01-25	The [GENERAL FACTION] approaches the [GENERAL FACTION] to exchange valuable information on [GENERAL TOPIC].
26-35	The pianist or other musician strikes up "Boo, Boo, Baby, I'm a Spy" when the [GENERAL FACTION] enters.
36-45	An Axis faction spots the investigators. Do they recognise them?
46-55	An Axis faction strikes up a conversation with the investigators. Can they bluff their way through it?
56-60	The Emniyet (p.33) spots the investigators. They must use tradecraft to avoid damage to their dossier profile.
61-70	The investigators observe the [GENERAL FACTION] spying on an Axis faction regarding a [GENERAL TOPIC].
71-80	The investigators observe an Axis plot faction meeting a [PLOT FACTION] about a [PLOT SECRET].
81-90	The investigators observe an Axis plot faction waiting to pass on information about a [PLOT SECRET] to a [PLOT FACTION] who hasn't arrived yet. Can they disguise themselves and intercept the information?
91-00	The investigators observe an Axis faction involved in a key background event to the current episode.

SUB-TABLE 1: GENERAL FACTIONS

D%	Public Locations	Academic Environments	Society Events	Pro-Allies Location	Pro-Axis Location
01-10	American Agents	Prof Ahmet Turan	American Agents	American Agents	American Agents
11-20	Betty Carter	American Agents	Betty Carter	Betty Carter	British Agents
21-30	British Agents	British Agents	British Agents	British Agents	Emniyet
31-40	Emniyet	German Agents (<i>Abwehr</i>)	Emniyet	Emniyet	German Agents (<i>Abwehr</i>)
41-50	German Agents (<i>Abwehr</i>)	Ion Goleescu	German Agents (<i>Abwehr</i>)	German Agents (<i>Abwehr</i>)	Heiki-Carlotta Kammler
51-60	Heike-Carlotta Kammler	Japanese Agents	Heiki-Carlotta Kammler	Japanese Agents	Ion Goleescu
61-70	Ion Goleescu	Russian Agents	Ion Goleescu	Nastasya Filippovna Mitroglou	Japanese Agents
71-80	Japanese Agents	Betty Carter	Japanese Agents	Russian Agents	Nastasya Filippovna Mitroglou
81-90	Russian Agents	Emniyet	Nastasya Filippovna Mitroglou	Betty Carter	Russian Agents
91-00	Turkish Police	Heike-Carlotta Kammler	Nastasya Filippovna Mitroglou	British Agents	German Agents (<i>Abwehr</i>)

SUB-TABLE 2: PLOT FACTIONS

D%	Public Locations	Academic Environments	Society Events	Pro-Allies Location	Pro-Axis Location
01-10	Betty Carter	Prof Ahmet Turan	Betty Carter	Betty Carter	The Emniyet
11-20	The Emniyet	The Emniyet	The Emniyet	The Emniyet	German Agents (SD, <i>Ahnenerbe</i>)
21-30	German Agents (SD, <i>Ahnenerbe</i>)	German Agents (SD, <i>Ahnenerbe</i>)	German Agents (SD, <i>Ahnenerbe</i>)	German Agents (SD, <i>Ahnenerbe</i>)	The Handmaidens
31-40	Wali Dede's Children*	Wali Dede's Children*	The Handmaidens	The Handmaidens	Heike-Carlotta Kammler
41-50	The Handmaidens	The Handmaidens	Heike-Carlotta Kammler	Nastasya Filippovna Mitroglou	Ion Golescu
51-60	Heike-Carlotta Kammler	Ion Golescu	Ion Golescu	Ion Golescu	Nastasya Filippovna Mitroglou
61-70	Ion Golescu	Mustafa Basmevi	Nastasya Filippovna Mitroglou	Nastasya Filippovna Mitroglou	Heike-Carlotta Kammler
71-80	Mustafa Basmevi	The Servants of Mehmet	The Handmaidens	Betty Carter	Nastasya Filippovna Mitroglou
81-90	Turkish Police	Prof. Ahmet Turan	Nastasya Filippovna Mitroglou	The Handmaidens	The Handmaidens
91-00	Emniyet	Ion Golescu	Omer Uzuner**	Servants of Mehmet	Ion Golescu

*At night only, otherwise re-roll. **See "The Varangian Order", p.42.

SUB-TABLE 3: GENERAL TOPICS

D% Plot Secret

01-05	Addresses of Agents
06-10	Addresses of Dignitaries
11-15	Agent Dossiers
16-20	Event Dossiers
21-25	Identities of Agents
26-30	Identities of Double-Agents
31-35	Meeting Reports
36-40	Movements of Money
41-45	Movements of Troops
46-50	Personnel Dossiers
51-55	Reconnaissance Photos
56-60	Secret Treaties
61-65	Smuggling People Into Europe
66-70	Smuggling People Out of Europe
71-75	Transport (Explosives)
76-80	Transport (Foodstuffs)
81-85	Transport (Fuel)
86-90	Transport (Weapons)
91-95	Travel by Dignitaries
96-00	Upcoming Attacks

In the event of a faction NPC talking about a plot secret, roll on the table below or select one of the "Clues to be Gained" given in their description in **Chapter 3: Factions and Characters**. See "Secrets" (p.53) for descriptions.

SUB-TABLE 4: PLOT SECRETS

D% Plot Secret

01-05	Acid
06-15	The Akakia
16-20	Beneath Hagia Sophia
21-25	CASE ELEPHANT BLACK
26-35	The Catacombs of Istanbul
35-40	The Gates of Micklegard
41-45	The Handmaidens
46-55	The Marble Emperor
56-60	The Punic Device
61-70	The Ritual of the Empress in Purple
71-75	The Ritual of St Azel's Bell
76-80	The Ritual of the Wedding Feast
81-85	The Servants of Mehmet
86-95	The Tomb of Constantine Palaeologus
96-00	The Varangian Order

DANGER TABLE

Sometimes surveillance goes terribly wrong. Someone gets the wrong idea, perhaps feels in danger of their life, and guns come out and people start shooting. When that happens, roll on the table below.

DANGER TABLE

D%	Plot Secret
01-25	There's been a case of mistaken identity. The faction suddenly attacks!
26-50	The faction shouts accusations at the investigators, who suddenly find themselves surrounded by a violent mob.
51-65	The faction shouts accusations at the investigators. Nearby police attempt to arrest one or more of the investigators.
66-80	The faction does something immediately or later which leads the Emniyet to conclude the investigators are a threat to national security.
81-90	The faction arranges an assassination attempt on the investigators later that day.
91-00	The faction attempts to kill the investigators, regardless of personal danger.

Rumours of Events

You can't be everywhere, all the time. Much of Istanbul's rumour market is second-hand, thriving off the trading of hearsay and events witnessed by the city's legions of informers and freelance spies. You don't have to hang out in the Park Hotel every night; instead, you can check in with your network of (hopefully) reliable informers to see if they've heard anything. In such cases, roll to gather information as usual, and then roll for a surveillance event, but as you're grilling an informer this event is in fact reported as a rumour.

How Much Surveillance?

You can make FOUR attempts to gather information each day: one in the morning, one over lunch, one in the afternoon, and one in the evening, over dinner or drinks. Only mornings and afternoons may be used for gathering information from informants; for lunch and dinner, you have to hoof it yourself.

Remember that too much surveillance can make you very noticeable—especially if you fail. It's best to keep a low profile (see "Dossier Profiles" above), or become very expert at disguise.

SECRETS

Almost everyone knows a secret. The problem is knowing whether that secret is true, and, if it is, how true it is. Secrets often lie hidden inside other secrets, until the nightmarish truth at the centre of it all is revealed.

As Keeper, you're often going to have to make judgement calls as to how much of a specific secret a given NPC will know. Spies are very knowledgeable—but even they aren't likely to have detailed Mythos knowledge. Some of them may know the occult significance of some things, but most likely they'll just have more prosaic, yet still secret, information. As a result, we're going to define four different types of "knowledge" about a secret:

- **Common Knowledge:** What an educated person will know about the secret (it may require a Knowledge roll—ignorant people won't even know this). In many cases this will be "nothing at all".
- **Exoteric Knowledge:** This is what an informed spy will know about a subject. It may require an Espionage roll to determine they actually know it.
- **Esoteric Knowledge:** This is what an occultist will know about a subject. Spies may know some of this, but often they're just not that interested. It may require an Occult roll.
- **Mythos Knowledge:** This is the terrifying truth behind the secret—what it all actually means. It may require a Cthulhu Mythos roll.

The entries below describe the major secrets of *Code of Honour*, which investigators may unearth during play. Investigators are thrown back on their own knowledge, anything they can find in Istanbul's libraries (p.22), or people they can grill or spy on for information. **Chapter 3: Factions and Characters** (p.30) provides suggestions for who might know what; feel free to improvise and come up with your own ways of getting this information into the investigators' hands. Any reasonably well thought-out plan to learn these secrets should have a good chance of success. Remember: your job is to keep things moving, not frustrate the players.

Much of Istanbul's rumour market is second-hand, thriving off the trading of hearsay and events witnessed.

ACIEL

Common Knowledge: None at all.

Exoteric Knowledge: Aciel is an angelic servant according to Jewish mystical lore, charged with overseeing hell. A servant of the angel Raphael, he's referred to in Agrippa and in the Testament of Solomon.



Esoteric Knowledge: Aciel is the name of a powerful Babylonian god, also called the Sun of the Night. The Jews called him King of Gehenna, or Hell. “Vril energy” is said to derive from the Sun of the Night, which is located in the centre of the Earth. The Aryans are the biological descendants of the Sun of the Night.

Mythos Knowledge: Aciel is one of the masks of Nyarlathotep, although some claim he is an Outer God.

AKAKIA

Common Knowledge: The Akakia sounds like an ancient Byzantine artefact. All that material has been lost for hundreds of years—it was probably stolen centuries ago.

Exoteric Knowledge: The Akakia is part of the Imperial regalia of ancient Byzantium, lost for five hundred years. It was shaped like a legate’s baton, a symbol of rule. The regalia also comprised an orb and sceptre, a labarum (a military standard in the shape of a chi-rho symbol, representing Christ), and possibly a crown.

Esoteric Knowledge: The Akakia was said to represent the Byzantine emperor’s pledge to the Holy Mother to protect the city with his life. It symbolises mortality. It gave whoever wielded it great powers, and contained a sacred dust used in secret rituals. Some writings suggest it was covered in snakelike decoration reminiscent of the Serpentine Column (p.25).

Mythos Knowledge: The Akakia is an artefact of the serpent people, said to be sacred to the “Opener of the Way”, and probably part of an ancient Nyarlathotep cult.

BENEATH HAGIA SOPHIA

Common Knowledge: There are no tunnels beneath Hagia Sophia. It’s unique in all Istanbul.

Exoteric Knowledge: There are tunnels there, part of the ancient catacombs. The priest who was performing the liturgy on the morning of the 29th May 1453, when the city fell to the Turks, sleeps beneath Hagia Sophia behind a locked and hidden golden door that even the Sultan could not open. One day he’ll awaken to complete the rite.

Esoteric Knowledge: Beneath Hagia Sophia lies an ancient temple to Isis. The head of the Varangian Order will emerge from the tunnels to complete a great ritual there.

Mythos Knowledge: There’s an ancient entrance beneath Hagia Sophia to a hidden subterranean realm—possibly Red-Litten Yoth, or the ancient Serpent People realm of Valusia.

CASE ELEPHANT BLACK

Common Knowledge: The name sounds like the name of a German military operation.

Exoteric Knowledge: Only Germans have exoteric knowledge of this. Germans without the **absolute** highest clearance

(such as Frau Kammler) know only that it's the name of an Ahnenerbe expedition to a Neolithic / megalithic site in North Africa, nicknamed "the Punic Dig". Those with the highest clearance (senior Ahnenerbe, including Professor Golescu) know that it's located at Mount Jebel Chambi in Tunisia, not far from the ancient Roman town of Cillium.

Esoteric Knowledge: The site appears to have been a temple to a snake-demon called "Aciel" by the Sumerians. Another name is "the Night of the Sun", or "the Black Sun", which illuminates a world inside the world. The temple frescoes contain references to the "Gates of Aciel", which has Himmler's occult division extremely interested. There are whispers of the Hollow Earth and super-weapon research. Professor Golescu and the Istanbul Ahnenerbe are especially interested as nearby Cillium was a Byzantine city until the 7th century AD. They've been trying to find any references in the city's archives.

Mythos Knowledge: The "temple" at Jebel Chambi appears to be a serpent people device, part of their ancient civilisation which existed beneath the Mediterranean. The "Gates of Aciel" may be a portal, summoning device, or even a weapon.

THE CATACOMBS OF ISTANBUL

Common Knowledge: Istanbul is riddled with catacombs, cisterns, and tunnels.

Exoteric Knowledge: There are often strange goings on in the tunnels—they're the meeting place of spies, and worse.

Esoteric Knowledge: There's a hidden snake temple somewhere beneath the city, linked with Hecate and the ancient Varangian Order. The "Gates of Micklegard" are said to be part of the temple, leading to a subterranean world. They're guarded by the Servants of Mehmet, who have sworn to keep them closed.

Mythos Knowledge: Istanbul is built on top of the ancient serpent people realm of Valusia. There may be an entrance to Red-litten Yoth.

THE GATES OF MICKLEGARD

Common Knowledge: None at all.

Exoteric Knowledge: Mickelgard is the ancient Varangian (Viking) name for Constantinople. The "gates of Micklegard" are the gates of the ancient city itself.

Esoteric Knowledge: The Gates of Micklegard are referred to in the *Sacred Wisdom of the Light Within* and the *Valusian Codex* (p.23), and in the 1603 Laibach recension (pub. Jacob Prona) of *De Vermis Mysteriis*, and are said to lead to a great underground kingdom beneath the city where the Marble Emperor and the Empress in Purple lie sleeping. They've been closed for at least 500 years—they must be an entrance to the hollow earth!

Mythos Knowledge: These are actual gates beneath Istanbul, which give access to a subterranean realm known as the **Pillars of Marmoros** or the **Porphiry Spire**, part of the lost serpent people kingdom of Valusia beneath the Mediterranean, and maybe even Red-litten Yoth.

THE HANDMAIDENS

Common Knowledge: There are some seriously sexy women at the posh hotels where the spies hang out...

Exoteric Knowledge: They're clearly working for some faction or other. Maybe Turkish intelligence?

Esoteric Knowledge: They're the occult servants of the cult of the Holy Mother, and often work for the Varangian Club. They believe themselves to be "children of the Mother".

Mythos Knowledge: They're serpent people hybrids, working for the Varangian Order and the cult of the Empress in Purple.

The temple frescoes contain references to the "Gates of Aciel", which has Himmler's occult division extremely interested.

THE MARBLE EMPEROR

Common Knowledge: The Marble Emperor is the name of the last emperor of Byzantium. He was changed to marble or something.

Exoteric Knowledge: Legend says that the Empress of the Great City sat on her throne in the Great Church, and mournfully told the Emperor that the city's sins had doomed it to fall to the Turks. She took away the Emperor's crown and sceptre, and hid them, until such time as God should permit another to come and receive them. Without his crown and sceptre, the Emperor soon perished, and was buried in a hidden tomb of marble.

Esoteric Knowledge: Constantine Palaeologus never had a crown, so it's strange that legend talks about it so much. Also, secret legends say the Marble Emperor's head was cut off and encased in gold, and placed under the altar of Hagia Sophia—although his body was believed to lie elsewhere. He was also unmarried when he died—so it's unknown who the "Empress" of the city is supposed to be.

Mythos Knowledge: The Empress is also called the Empress in Purple. She may have been the Marble Emperor's concubine—or even his mother. The tales point to her dwelling beneath the city—even beneath Hagia Sophia, although there are no known tunnels beneath. She may be linked to the Cult of the Mother, and may even have been the city's true spiritual ruler.

THE PUNIC DEVICE

Common Knowledge: This is probably an artefact dating from the Punic (or Carthaginian) civilisation. It may not even exist—the only evidence for it is on frescoes found on an archaeological dig.

Exoteric Knowledge: The frescoes are from an early, perhaps even pre-Phoenician, cult, and represent a henge-like "door" or "gate" to the Underworld.

Esoteric Knowledge: The device is a bell-shaped physical

portal, with a henge-like framework, created to summon the demon/god Aciel, the ancient pre-Phoenician / Sumerian “Sun of the Night” or “Black Sun”. The *Sacred Wisdom of the Light Within* and the *Valusian Codex* (p.23) both describe a “Ritual of St Azel’s Bell” which may refer to this device—though the connection between the pre-Phoenician frescoes and Byzantium is unknown.

Mythos Knowledge: Aciel is often used as one of the many names of Nyarlathotep, or perhaps an unknown Outer God. The Punic Device therefore appears to describe a way to build a summoning gate, probably to be used together with the otherwise unknown Ritual of St Azel’s Bell. This could be a weird serpent people device: Valusia was the Mediterranean basin; it could even describe a K’n-Yani device. This would explain how mention of an ancient pre-Phoenician artefact could find its way into mediaeval Byzantine writings.

THE RITUAL OF THE EMPRESS IN PURPLE

Common Knowledge: None at all.

Exoteric Knowledge: A ritual practised by the Byzantine court. It’s unknown who the Empress in Purple actually was, although it may have originally referred to one of the empresses of the Porphyrogenitus dynasty. It all sounds a bit Masonic, maybe the sort of thing that the Varangian Club might know about. Could it still be going on? The Turks take this kind of thing pretty seriously—it could be a very useful alliance if we could get one of our people in there...

Esoteric Knowledge: An occult “marriage” of a Byzantine emperor with the head of a demonic snake cult (possibly Hecate, possibly Aciel). The emperor, known as the “Marble Emperor”, would gain the support and the esoteric knowledge of the cult (including access to rituals and paraphernalia believed to be highly powerful), and his child would automatically be a cult initiate. Does the cult still exist? Is that what the legendary Varangian Order is? If so, who is the Empress in Purple, and what does the order know?

Mythos Knowledge: A magical ritual by which a serpent woman named the Empress in Purple, having devoured a human woman and taken on her form, had intercourse with a human man (named as the “Marble Emperor” in the ritual) to give birth to a future emperor of Byzantium. It’s unknown exactly why the serpent people would want to do this. Does the cult still exist? Are the serpent people involved in Istanbul?

THE RITUAL OF ST AZEL’S BELL

Common Knowledge: There are lots of saints in the Church—St Azel is doubtless one of them, though what he or she stands for is anyone’s guess. There are lots of bells, too.

Exoteric Knowledge: “Azel” is probably a corruption of an earlier name, possibly referring to a spirit, god, demon, or other cult, such as Azael, Azazel, Azrael, or Aciel. This kind of thing happens a lot.

Esoteric Knowledge: The Ritual of St Azel’s Bell is

mentioned in the *Sacred Wisdom of the Light Within* and the *Valusian Codex* (p.23). It’s used to open the “Gates of Micklegard” and let you enter the “hollow earth”. St Azel’s own journey is described in the *Sacred Wisdom of the Light Within*, after the ritual was revealed to him by the “Great Mother”. This in turn may be a corruption of an ancient ritual to commune or summon an ancient spirit, god, or demon, such as Azazel or Aciel.

Mythos Knowledge: The ritual was created to power the gate described in the Punic Device frescoes, opening a portal to allow Aciel into the world. Aciel may refer to Nyarlathotep, or an Outer God. Existing texts suggest the ritual is known to the Empress in Purple.

The “Marble Emperor” would gain the support and the esoteric knowledge of the cult (including access to rituals and paraphernalia believed to be highly powerful), and his child would automatically be a cult initiate.

THE RITUAL OF THE WEDDING FEAST

Common Knowledge: There seems to be some kind of Ladies’ Prize at the upcoming Varangian Ball—isn’t that nice?

Exoteric Knowledge: There’s some kind of strange sex ritual or deflowering going on. Look after the ladies!

Esoteric Knowledge: The Varangian Order is looking to kidnap a woman for some kind of ritual—maybe even sacrifice!

Mythos Knowledge: The Varangian Order is looking to kidnap a woman for her to be devoured by the serpent woman, so she can take human form for the Ritual of the Empress in Purple!

THE SERVANTS OF MEHMET

Common Knowledge: There are lots of Mehments. Is this some kind of faction in the old Ottoman court?

Exoteric Knowledge: The Servants of Mehmet were a faction of bodyguards fanatically devoted to the Sultan Mehmet II, the Conqueror, and his successors.

Esoteric Knowledge: There are legends that the Servants of Mehmet still exist. What agenda they serve is unknown—presumably to protect Turkey and perhaps even restore the Ottoman Throne, or prevent any future Byzantine restoration.

Mythos Knowledge: The Servants of Mehmet have considerable Mythos knowledge, and they appear to be at least on neutral if not friendly terms with the ghouls beneath Istanbul. That would make them the enemies of the Empress in Purple.



THE TOMB OF CONSTANTINE PALAEOLOGUS

Common Knowledge: There are many legends about the fabled lost tomb of Constantine Palaeologus, the last Emperor of Byzantium, who died when the city fell to the Sultan. The tomb has never been found, but it's said to be filled with treasure. Many people think it doesn't exist.

Exoteric Knowledge: Legend calls Constantine Palaeologus "the Marble Emperor", and says he's sleeping in his lost tomb with his priceless regalia, and will one day return to restore the city. This is known as the *Megali Idea*, or Great Idea, in Greek legend. One legend says the Tomb lies in a subterranean cave near the Golden Gate, which the Turks walled up immediately after the fall of the city; the Turks have always been superstitious about tampering with the gate, fearing a "great alteration" in the city's fortunes. Another legend says the tomb lies near the Gate of St Romanos; another still that the Emperor is sleeping in a coffin in or beneath Hagia Sophia.

Esoteric Knowledge: The Ahnenerbe have been seeking ancient artefacts across the world, looking for occult "super-weapons". The lost regalia of Byzantium are said to have great occult power. It's possible the Servants of Mehmet knew where they were hidden and the location of the Tomb. If so, the Ahnenerbe must have outsmarted them somehow. But how?

Mythos Knowledge: The secrets of whatever Constantine Palaeologus knew may have been buried with him in his tomb, hidden for centuries by the Servants of Mehmet in league with the ghouls. The Ahnenerbe may have used the Traumstaffel to discover the Tomb's location.

THE VARANGIAN ORDER

Common Knowledge: The Varangian Guard was the Viking guard of old Byzantium. Its members were bodyguards of the Emperor.

Exoteric Knowledge: The Varangian Guard finally ended in 1453, when the city fell. The name is also used to sometimes refer to the Boukoleon Palace (p.16), the lost headquarters of the Guard.

Esoteric Knowledge: "Varangian" is sometimes used interchangeably with "Valusian", which doesn't just refer to the Guard. It may have been a Viking holding in Byzantine lands, or even an independent kingdom of fair-haired people that once existed in this region. It's a very old name. It's possible the order still exists, in secret.

Mythos Knowledge: Varangian is a corruption of "Valusian". The order works for the serpent people. They're keepers of the Ritual of the Empress in Purple.



CHAPTER 5

Plot Episodes

*I eyed him through the bottom of my whisky glass,
wondering if he knew I'd been sniffing around the dig. That's always the thing -
no one knows who knows what, or even if what they know is real.
or a bluff that will leave you in a blind alley with your throat cut.*

The following episodes and scenes are provided as a framework to enable the Keeper to play through the plot of *Code of Honour*, as described in **Chapter 1: Introduction** and below. They represent the events that will happen unless the investigators take action to thwart them. They are presented in the order they are most likely to occur. The Keeper should feel free to ignore this and run scenes in the order that makes most sense for their game; investigators have a notorious habit of jumping the gun, running back to fill in gaps, and generally trashing the Keeper's best laid plans.

Some of the scenes below are marked as "mandatory". Without them, key parts of the plot may not make sense, or may never occur. The Keeper should endeavour to include all mandatory scenes. Optional scenes add more flesh to the bones, and more opportunity for the investigators to work out what's going on. Even then, Istanbul is an ancient city filled with mysteries, reluctant to give up its secrets...

EPISODE PLOT SUMMARY

THE DISCOVERY OF THE LOST TOMB OF CONSTANTINE PALAEOLOGUS

A Nazi archaeological team under Professor Ion Golescu (p.37) has recently found the lost tomb and imperial regalia of Constantine Palaeologus, the legendary "Marble Emperor" and last ruler of Byzantium, said to lie sleeping beneath the Earth to one day rise again. The discovery has sent the Ahnenerbe and the Germans into a frenzy of secret communication (including encrypted messages back to the

Black Sun, the Ahnenerbe's secret handlers, in the Fatherland), tipping off every spy in Istanbul that something big is happening.

THE VARANGIAN ORDER SPRINGS INTO ACTION

As soon as they hear about this discovery, the secret Varangian Order attacks and kills the archaeologist from Golescu's team who has the regalia, and steals the artefact known as the Akakia (p.54). They leave the rest of the regalia untouched.

A Nazi archaeological team under Professor Ion Golescu has recently found the lost tomb and imperial regalia of Constantine Palaeologus.

EPISODE ONE:

THE TOMB OF THE MARBLE EMPEROR

In this episode, the investigators and other factions try to find out what is happening. One or more factions discover that only one item of the regalia was stolen.

The Varangian Order concocts a daring plan to use the stolen Akakia in an ancient ritual—the Ritual of the Empress in Purple—to summon the legendary Empress in Purple (a serpent woman) through the Gates of Micklegard beneath Hagia Sophia, closed for five hundred years. The Empress will devour a female human and take her form, and then have intercourse with a human male and bear a hybrid child, who will be "heir to Micklegard" and an agent of the "Great Idea" of restoring the ancient city to its Byzantine greatness.



At the same time, a secretive Turkish order known as the Servants of Mehmet, sworn to protect the city from the ancient threat of the Empress in Purple, becomes alarmed when they see signs that the Varangian Order still exists, and may have stolen the Akakia, a powerful ritual artefact. Together with the ghouls, their ancient allies, they try to track down the Order and retrieve the Akakia—but without success. They attack and ransack the Varangian Club. There's talk of “assassins” (including ghouls...) kidnapping notable spies and scholars with occult links, as the Servants of Mehmet and the ghouls look for evidence of the Varangian Order, its secret headquarters, and the Akakia.

EPISODE TWO:

THE VARANGIAN ORDER

The Varangian Order intends to conduct the Ritual of the Empress in Purple on the 29th May, the sacred day for the ritual and the day the ancient Byzantine capital fell. **In this episode, they begin their search for the candidate who will take the role of Marble Emperor in the ritual.**

The factions in Istanbul begin to suspect that secret negotiations are occurring which they aren't party to. Many fear Turkey is about to ally itself and enter the war. Professor Ion Golescu of the Ahnenerbe suspects an occult explanation instead; the investigators may agree with him.

The Ahnenerbe capture members of the Servants of Mehmet and interrogate them. They discover the Servants believe the Akakia is part of an ancient “Ritual of the Empress in Purple”, and that a “Varangian Order” (believed extinct in 1453) has stolen it.

The Ahnenerbe realise the Varangians are looking for candidates for a “consort” for the Ritual of the Empress in Purple—a consort who will inherit great power—and contact their Black Sun leaders for instructions.

Both the Varangian Order and the Servants of Mehmet are killing anyone trying to track them down. The Ahnenerbe are trying to find the headquarters of the Varangian Order. They break into the Varangian Club.

Under Black Sun orders, the Ahnenerbe (probably in the person of Professor Ion Golescu) woos the Varangian Order to become “Marble Emperor” and gain the metaphorical key which will unlock the secrets of the Punic Device and the “entrance to the hollow earth” beneath Istanbul.

The Servants of Mehmet find the Varangian Order headquarters and come into conflict with them. The Varangians are probably too powerful to overcome—or at least overcoming them won't thwart the Empress in Purple, as the solstice “Wedding” can still happen as long as some Varangians (such as the priestess or handmaidens) survive and the Akakia remains in their hands. Even if not, the Ahnenerbe Nazis may obtain the Akakia and the Ritual of the Empress in Purple and go ahead with the ritual anyway.

EPISODE THREE:

THE MASKED BALL

The Varangian Club announces a Masked Ball on the 29th of May. Everyone—the intelligence agencies as well as their occult counterparts—believes that this is where a “deal” is going to be struck—that it's some kind of beauty pageant, with the winner getting to enter into a deal with Turkey, the

Timescale

While there's no rigid timescale to the events of Code of Honour, the scenes which follow are assumed to take place between late 1941 and the 29th of May 1942. Pointers to timing and season have been included as suggestions, but the Keeper should feel free to override these with those from his own campaign.

reward being... well, it depends on what you believe. Either a potential alliance, or something decidedly more sinister.

The ball is thick with intrigue, politics, and skulduggery. Neither the Turks nor the Varangians will tolerate open warfare, so proceedings are very cloak and dagger. No faction wants to "scare off the Turks".

An important and attractive female figure is kidnapped from the ball (to be devoured by the serpent woman to become the Empress in Purple).

The Varangians select their consort—probably Professor Goleescu, or another Ahnenerbe representative put forward by the Black Sun. They take him secretly beneath Hagia Sophia, where the Gates of Micklegard are open (a weird glow lighting up the whole cathedral, climbing up from its base—something that hasn't happened since 1453), and the Empress in Purple lies ready to consummate the relationship in full view of the handmaidens and other Varangians.

Once the "wedding" has been consummated, Goleescu is feted as the new Marble Emperor by the Varangian Order, who provide secrets and support further the Black Sun's broader goals. The Nazis gain a huge boost to understanding how the Punic Device is supposed to function, as well as access to the Ritual of St Azel's Bell—unless, of course, the investigators can stop them!

EPISODE ONE: THE TOMB OF THE MARBLE EMPEROR

Scene 1: A Message for Chance (Mandatory Scene)

THE HOOK

Istanbul is the city of spies, always a hotbed of wartime espionage. However, recently, the level of activity has been extraordinary even for Istanbul, and the Allies believe something major is going down—but they don't know what. The Allies suspect secret negotiations between the Turks and—who, exactly? And why?

Against this background, a sudden murder and a mysterious message takes events on an unexpected turn.

As explained in "The Mission" (p.2), Lily Warner, a wealthy American heiress and well-known Istanbul socialite, and also an Allied intelligence asset (codename: ARDENT) and a friend of one of the investigators, has been found, murdered, in the waste land by the Marble Tower in Istanbul's Yedikule neighbourhood (p.28). The only clue—a message apparently written in her diary as she died: "*Tell Chance the regalia has been found*".

Nathan Chance and his team of Section M agents (or whoever the investigators are—the Keeper should change Lily Warner's message accordingly) have been called to Istanbul to investigate.

KEEPER'S INFORMATION

As an Allied spy investigating possible Ahnenerbe intelligence networks in Istanbul, Lily Warner had suspected Professor Ion Goleescu and the Ahnenerbe had been onto something. She followed them to Yedikule Castle (p.28), where she stumbled upon their discovery of the tomb of Constantine Palaeologus. Appreciating the significance of the artefacts the tomb was purported to contain, she tried to tell her superiors but, before she could leave, she was stabbed with a poison dagger by one of the Handmaidens (p.35), an agent of the Varangian Order, who had followed her from the Snakepit Bar. She fled to the Marble Tower (p.28), where the poison overcame her. Meanwhile the Handmaiden killed the Ahnenerbe guard in the tomb and stole the Akakia (p.54).

Lily had just enough time to scribble the message in her diary before dying. She left no information about where the regalia had been found, or who had found it.

She tried to tell her superiors but, before she could leave, she was stabbed with a poison dagger by one of the Handmaidens.

SETTING THE SCENE

Use this scene to establish the environment the investigators are operating in; who they are, what their cover identities are, where they are staying and how they meet every day. Take the opportunity to stress the high levels of espionage in Istanbul—and the need to take precautions to avoid acquiring one or more spies on their tail (p.47). Although a wartime adventure, Istanbul is a city at peace—a tense, fraught, and intrigue-filled peace, but peace nevertheless.

INVESTIGATOR ACTIONS

- **Initial Info Gathering:** The investigators are starting from a position of relative ignorance. Use this opportunity to familiarise everyone with the "Secrets" and "Gathering Information" rules (p.49), using "the Tomb of Constantine Palaeologus" as your example (p.57). Let

the investigators make knowledge rolls (Archaeology, Art, History) to see what they already know about the tomb; and then discuss how they can find out more:

- **Forensics:** Asking about the murder is quite informative, although the Turkish police (p.43) will need careful “handling”. There’s been no autopsy, but if the investigators can persuade the authorities to allow a medical examination, it becomes clear that Lily Warner was killed by a poisoned blade—highly unusual even for exotic Istanbul! Furthermore, analysis of the poison (a Chemistry roll with access to a laboratory) will reveal the poison is of a completely unknown nature!
- **The Libraries:** This is the traditional route, and Istanbul is filled with libraries (p.22). The investigators can make Library Use rolls to find out common and exotic information about the tomb, and possibly even esoteric information if they choose their library carefully. To gain Mythos information about the tomb, they’ll need access to texts such as those described on p.23.
- **Gathering Information:** This is where the true action of *Code of Honour* lies—in espionage, interrogation, spying, and pumping your contacts for information. It’s likely the investigators will gravitate towards academic types—perhaps Professor Ahmet Turan at Istanbul University (p.30); or, alternatively, Lily Warner’s acquaintances, such as Natasha Mitroglou (p.39). Their

investigations may lead them almost anywhere, but perhaps most likely to Professor Ion Goleescu (p.37) or the Ahnenerbe Dig (see Scene 2, below), or further to the Handmaidens (p.35), or the Marble Emperor and the “Megali Idea” (p.57).

Scene 2: The Ahnenerbe Dig (Optional Scene)

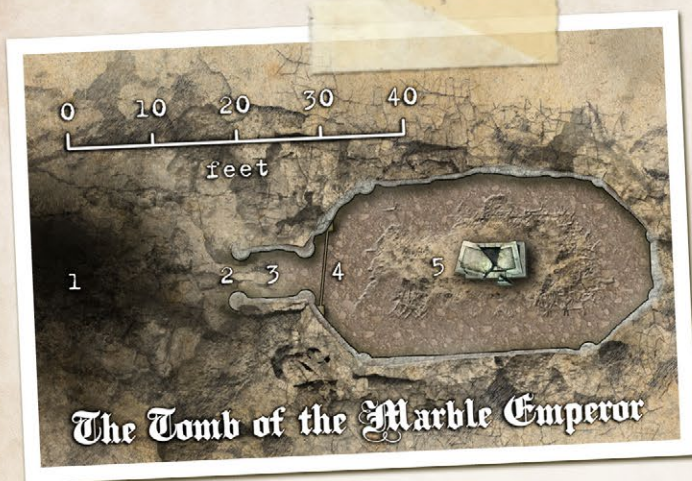
THE HOOK

The investigators may figure out that the tomb of Constantine Palaeologus has been found by the German Ahnenerbe, in a secret dig in Yedikule Castle in southwestern Istanbul (p.61). Professor Turan (p.30) might reveal this information, or perhaps even Heike-Carlotta Kammler (p.36); otherwise the investigators will need to tail the Ahnenerbe, such as Professor Goleescu (p.37), or raid the professor’s rooms in the Park Hotel (p.24) or Yedikule (p.28) and find a clue to the location. This optional scene describes what happens if the investigators decide to pay the dig a visit.

KEEPER’S INFORMATION

The Ahnenerbe dig is located by the legendary Golden Gate in Yedikule Castle, and specifically in the Bloody Well in the Execution Chamber, a side-chamber of the South Pylon (location 6 on the castle map on p.28).





KEY TO THE DIG

1. **The Bloody Well:** The well is a dark pit in the centre of the floor of a small, stone-walled chamber in the South Pylon known as the Execution Chamber. It's guarded by a single Ahnenerbe goon, who'll be ready for the investigators if they don't take steps to be stealthy. See below for his stats. The Bloody Well drops 40ft (15m) into darkness (4D6 damage), and at the bottom links directly to the sea. In Ottoman times severed heads were thrown down here. A wooden ladder has been recently lashed to pitons in the eastern wall of the well, leading down to location 2.

FRITZ LINDAU, AGE 26, "AHNENERBE GOON"

STR 15 DEX 12 INT 09 CON 16
 SIZ 15 APP 08 POW 12 EDU 07
 SAN 45 Hit Points: 16

Damage Bonus: +1D4.

Skills: Close Combat 60%, Demolitions 36%, Espionage 40%, Fieldcraft 65%, Hide 40%, Listen 47%, Sneak 42%, Spot Hidden 51%.

Language Skills: German (own) 35%, French 15%.

Weapons: Luger P08 9mm (Handgun) 70%, damage 1D10, atts 2, base range 15 yards.

Fist 75%, damage 1D3+1D4, atts 1.

Description: Fritz is a heavy-set shaven-headed goon—not one of the Ahnenerbe's brightest, but a capable enforcer. He's not suicidal, either, although he's understandably trigger happy after his colleague was stabbed and poisoned. His job is to keep intruders from the dig if possible, but if driven off he's supposed to try and identify who the intruders are then report back to Professor Goleescu or other Ahnenerbe operatives. If he can't identify intruders, he'll challenge them verbally; if he knows they're foreign spies and thinks he can get away with it, he'll shoot. He won't shoot Emniyet or Turkish police, though.

2. **The Excavated Entrance:** This is the start of the dig proper; the side of the Bloody Well has been dug out with shovels and pickaxes, revealing a rough tunnel which heads east for a metre or so before becoming a smooth-hewn passageway.
3. **The First Trap:** There was a primitive deadfall trap here, hastily built when the tomb was constructed. The Ahnenerbe have left it covered with a gravel-strewn tarpaulin weighted at the corners with rocks. It's a pretty unsophisticated trap, but highly effective if you don't detect it—it's a 10ft (3m) drop causing 1D6 damage.
4. **The Second Trap:** No one would expect two traps in quick succession, right? Well, that's what the Ahnenerbe are hoping. There's a tripwire just after the pit trap, tied to a hand grenade lodged in the wall. Tripping it will cause an explosion doing 4D6 damage in a 12ft (4m) radius, plus 1D6 additional damage due to falling stone in the tunnel back to the well. Characters getting thrown back out of the western tunnel may fall into the well.
5. **The Tomb:** Considering that this is the fabled tomb of the legendary last emperor of Byzantium, it's a bit of a let-down. It was hastily hewn in the days following the fall of the city, and there was little time for ceremony or ornamentation; there's a simple stone coffin on top of a stone-built bier, hastily carved with inscriptions in Greek which read "Beloved of the Empress in Purple" and "Sacrificed for the Holy Mother and Her Eternal City". A *Difficult* History roll can reveal that the Emperor was not married when he died (see also "The Marble Emperor" on p.55).

Most significantly, the tomb is empty. There is no body, no regalia, no remains at all. It's as though the place has been swept clean. Where is everything? (In fact the regalia and remains are stashed in a cheap hotel in Yedikule—see p.37.)

Scene 3: The Game's Afoot (Optional Scene)

THE HOOK

The investigators have worked out that the tomb of Constantine Palaeologus has been found, but that its contents, including some or all of the ancient Byzantine regalia, have been stolen—and someone with access to unusual methods is willing to kill to keep the whole thing quiet. But what has been stolen, and by whom? And who knows what?

KEEPER'S INFORMATION

The investigators aren't the only ones puzzled and alarmed by recent events. Professor Ion Goleescu and the Ahnenerbe (p.34) are trying to work out who has stolen the Akakia, and why, and—behind the scenes—the Servants of Mehmet are starting to become alarmed. Who would have the occult knowledge to just steal specifically the Akakia? Professor Goleescu in particular is intrigued.

INVESTIGATOR ACTIONS

This scene is one of further investigation, tradecraft, and information gathering, possibly now looking for the missing contents of the tomb of Constantine Palaeologus. If they haven't done already, the investigators may visit the Park Hotel and the Snakepit (p.24), and surveil and even meet with Professor Goleescu or other Ahnenerbe representatives. They may also visit libraries or interview scholars such as Professor Turan (p.30) or Mustafa the bookseller (p.38) to research secrets such as the Marble Emperor (p.55), the Holy Mother, the Empress in Purple (p.56), the Byzantine regalia (see "The Akakia" on p.55), and so on.

By the end of the scene, the investigators may have worked out that the Germans are also looking for at least part of the imperial regalia—and that no one knows who stole it. They may also be aware there are other factions interested in the theft—scholars from the *medrese* mosque schools (actually the Servants of Mehmet—see p.41), and other dealers in antiquities, and perhaps even members of the establishment (secretly members of the Varangian Club and Order—see p.27, 42).

The Servants of Mehmet have heard
that the Akakia has been found,
and have panicked.

Scene 4: The Attack on the Varangian Club

THE HOOK

The whole of Istanbul is electrified. There's been an attack, on a little known and low-key private members club called "The Varangian Club", in the Sultanahmet neighbourhood of the old city, not far from Hagia Sophia! Rumours are flying that it was a burglary gone wrong—but there's also talk of other attacks across Istanbul, and even kidnappings of possible spies, informers, and even scholars. What's going on?

KEEPER'S INFORMATION

If the investigators have met an Istanbul scholar (such as Professor Turan—p.30), it might be exciting to have that scholar kidnapped at this point. Don't have Mustafa the bookseller kidnapped if you can help it—but he should be fearful it might be him next.

The Servants of Mehmet (p.41) have heard that the Akakia has been found, and have panicked. Suspecting that the Varangian Order never died out, they've attacked the Varangian Club looking for the regalia, and have even kidnapped others in the city to interrogate them. In particular they're looking for evidence of the Varangian Order, and a possible hidden headquarters (see **Episode Two, Scene 3: The Varangian Order Headquarters**).

INVESTIGATOR ACTIONS

Depending on the astuteness of their tradecraft, the investigators may hear about this attack within hours of it happening, or sometime the next day. Either way, the Turkish police (p.43) will have the Varangian Club (p.27) cordoned off, and by the next day the Emniyet will also be on site (p.33). Any investigative attempts will be *Easy* before the Emniyet arrive, as evidence is fresh, people are panicky and talkative, and the police not in charge of the situation.

A Know roll by any investigator will reveal that the Varangian Guard was the name of the ancient personal bodyguard of the Byzantine Emperors, drawn from Scandinavian and Anglo-Saxon warriors ("Varangian" refers to "Vikings"). A History roll, or interviewing anyone knowledgeable, reveals that the headquarters of the old Varangian Guard, the ruined Boukoleon Palace (p.16), is a stone's throw from the Varangian Club.

If the investigators arrive the same day, several Club members will be present, including a couple of Handmaidens (p.55) and Andronikos Eugenikos (p.43). The police won't allow the investigators to see them; they'll need to bribe, persuade, or intimidate the police, or even use stealth. None of the club members will be forthcoming, even though they've clearly been roughed up, and a Psychology roll will indicate they're hiding something. Investigators familiar with diplomatic circles (perhaps an Idea roll and an appropriate background, or an appropriate Institutional Lore roll) recognise Eugenikos as a minister in the Turkish political establishment—he usually goes by the name Omer Uzuner.

Interviewing witnesses in the neighbourhood is more productive. Several locals saw shady figures in dark robes and face masks ransacking the Club before fleeing empty-handed when the police arrived.

Background Events: The Varangian Order's Plan

KEEPER ONLY

Now that the Varangian Order have recovered the Akakia after centuries of searching, they intend to conduct the Ritual of the Empress in Purple on May 29th, the anniversary of the fall of the city and a ritually crucial date.

They know how to use the Akakia in the Ritual of the Empress in Purple (p.70). In the ritual, the Empress in Purple will come up through the Gates of Micklegard, closed for five hundred years, devour a female human and take her form, before having intercourse with a human male and bearing a hybrid child, who will be the new Marble Emperor and the "heir to Micklegard".

The investigators may wish to search the Varangian Club; this will be difficult the day of the attack, unless the investigators are on good terms with the police. The following day, the Emniyet will be watching, but otherwise the club is empty and can be searched at leisure (see p.27).

HASHISHIN!

If the investigators involve themselves with the attack on the Varangian Club, they'll come to the attentions of the Servants of Mehmet, who are at this stage trying to cover up the whole affair—lethally!

The first attack will be from a single Servant of Mehmet (p.41), likely against a single investigator in his or her accommodation that night. The Servant's goal will be to put the frighteners on the investigators, but above all to escape incognito; they'll kill if they can, but not at the price of getting caught.

If the investigators don't take the hint, the second attack will come the following night, from a single ghoul (probably Nikephoros the Stargazer—see p.45), again against a single investigator if possible. This time Nikephoros will try to kill one of the investigators, and will try again (against the same or a different investigator) every night thereafter until killed or driven off—or until somehow the investigators are able to gain the trust of the Servants.

By the end of the scene, the investigators should be aware of a secretive Varangian Club (and may even have picked up hints about the shadowy Varangian Order behind it), and the Servants of Mehmet—maybe in league with the ghouls!—who seem to be searching for the Akakia, and think the Varangians have it.

It feels like Istanbul is about to blow.

Maybe the Turks are about to ally with
a power and enter the war.

EPISODE TWO: THE VARANGIAN ORDER

This is potentially the longest episode, and the most variable in terms of action. The investigators have begun to realise an ancient struggle has once again broken out in Istanbul—one which may be linked to ghouls, ancient rituals, and an occult prophecy. In this episode, they struggle to find out just whose side they should be on, and what's at stake. The tension is ratcheted up as they realise they're not the only ones interested—some nightmarish game is being played, and the prize begins to seem unimaginable.

After playing through the mandatory scenes, the investigators should appreciate the great secret behind the events of the masked ball in **Episode Three: The Varangian Ball**.

Scene 1: Secret Negotiations

THE HOOK

After the attack on the Varangian Club, the secret world of Istanbul is electrified, and everyone is trying to work out what is going on, and what's at stake. There are all kinds of outlandish theories, but no one is inclined to dismiss the importance of this singularly disturbing event.

KEEPER'S INFORMATION

With the Akakia in their possession, the Varangian Order is now trying to find a consort for the Empress in Purple, for their ritual on the coming 29th May. At the same time, they're keeping a low profile, defending against attacks from the Servants of Mehmet, their ancient and implacable foes.

Everyone suspects secret negotiations—negotiations they're not party to—and that Turkey is about to ally itself and enter the war. People are getting paranoid and jumpy—wondering if they should invade before someone else does.

Although it's not immediately obvious, the Germans are split into two factions—one that believes there's some occult significance to the current events (led by Professor Golescu and the Ahnenerbe, increasingly with Black Sun backing), and one that doesn't (Heike-Carlotta Kammler and the *Abwehr* faction).

INVESTIGATOR ACTIONS

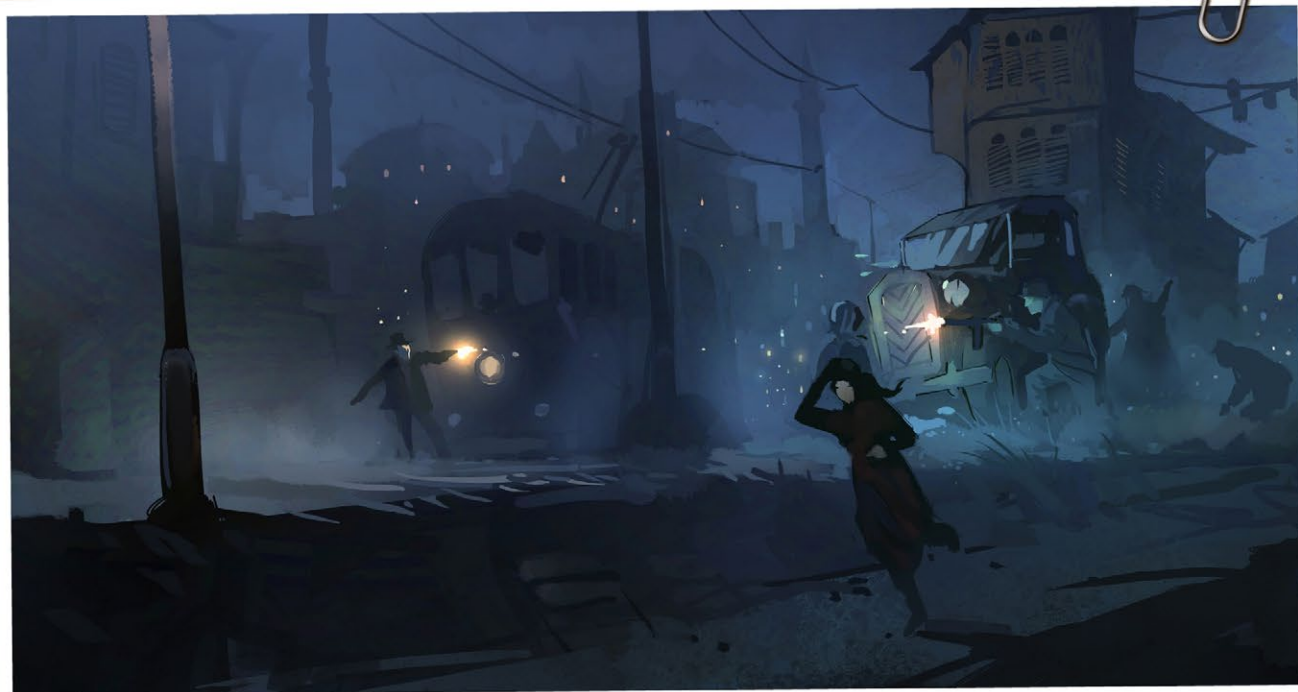
The investigators should play through some tradecraft actions, contacting informers, staking out choice locations, spying on key individuals. As they do so, they should pick up on the strain and near-panic of all the factions.

It feels like Istanbul is about to blow. Maybe the Turks are about to ally with a power and enter the war, and any other power will be willing to get very violent—even to attack Turkey—to prevent this happening. Events may be about to get very bloody.

THE MEETING WITH ANDRONIKOS EUGENIKOS

At some point, one or more of the investigators should be discreetly approached by a Turkish official—possibly from the police, the Emniyet, or the government—named Omer Uzuner. In fact, he's none other than Andronikos Eugenikos from the Varangian Club, whom the investigators may recognise from **Episode One, Scene 4: The Attack on the Varangian Club**.

This is a delicate moment, so play it carefully. Eugenikos has come to test the waters with the investigators, to see whether any of them or their superiors might make good candidates for Marble Emperor in the Ritual of the Empress in Purple (p.70). He'll volunteer no details at all; indeed, to a layperson the conversation is nothing more than a polite talk about the state of the war, touching upon Istanbul's past glories, and the "*Megali Idea*" or "Great Idea" that one day the city might rise again as the capital of a restored Byzantium



(p.57). However, a Psychology roll will reveal that there's a very important subtext to the conversation, and an Occult roll will reveal that Eugenikos appears to be offering an occult ritual bargain which will give the investigators—and their governments—great advantage in the war. On a successful Cthulhu Mythos roll, the investigator understands Eugenikos is referring to an ancient power dwelling beneath Istanbul itself—but one that is not the ghouls.

The Keeper should be careful at this point not to give too much away. Eugenikos is trying to gauge whether the investigators might be allies and contain a suitable candidate to become Marble Emperor, but he won't say as much; in any case, the final decision won't be made until the night of the Masked Ball (see Episode 3).

By the end of this scene, the investigators should be aware that some high-stakes negotiations are going on behind the scenes, and that all of the intelligence services in the city seem about to blow. They may believe that these negotiations have some occult and even Mythos significance.

Scene 2: A Trail of Bodies (Optional Scene)

THE HOOK

This scene can be run more than once. In the strained atmosphere since the attack on the Varangian Club, both the Varangian Order and the Servants of Mehmet are killing anyone trying to track them down. None of the intelligence services in Istanbul know precisely what's going on, but are trying to find out. Things are getting bloody.

The factions are getting paranoid, each thinking the others are close to making a secret deal with the Turks.

Those of a more occult bent are becoming aware of the Varangian Order and the Servants of Mehmet, and are trying to track them down—possibly even tailing the investigators to do so. A lot of the “usual” skulduggery is turning lethal.

KEEPER'S INFORMATION

During this episode, feel free to have otherwise routine scenes turn into a sudden bloodbath. Don't overdo it, but stress that **everyone** is on a knife edge, and very quick to panic.

Historically-minded Keepers can bring in the actual historical event of the attempted assassination of the German Ambassador, von Papen, in Ankara in February 1942 (p.36). Is it linked to current events somehow? In any case, it only adds to the tension. Everyone's on the look out for even suicide bombers now.

INVESTIGATOR ACTIONS

Bring home just how lethal things have become on the streets. Have one or two surveillance events or other scenes turn nasty. Here are some ideas:

- In a routine surveillance event, the other side suddenly pulls out guns and starts shooting.
- The investigators or their targets are suddenly attacked by the Varangian Order or the Servants of Mehmet.
- On a routine journey through the old city to meet informers or contacts, the investigators happen on the aftermath of a bloodbath—locals have been fighting with guns and knives, and no one knows why.

By the end of this scene, the investigators should believe that the intelligence services in Istanbul are on the verge of open war; or, perhaps, some unknown forces are trying to spread terror.

Scene 3: The Varangian Order Headquarters (Optional Scene)

THE HOOK

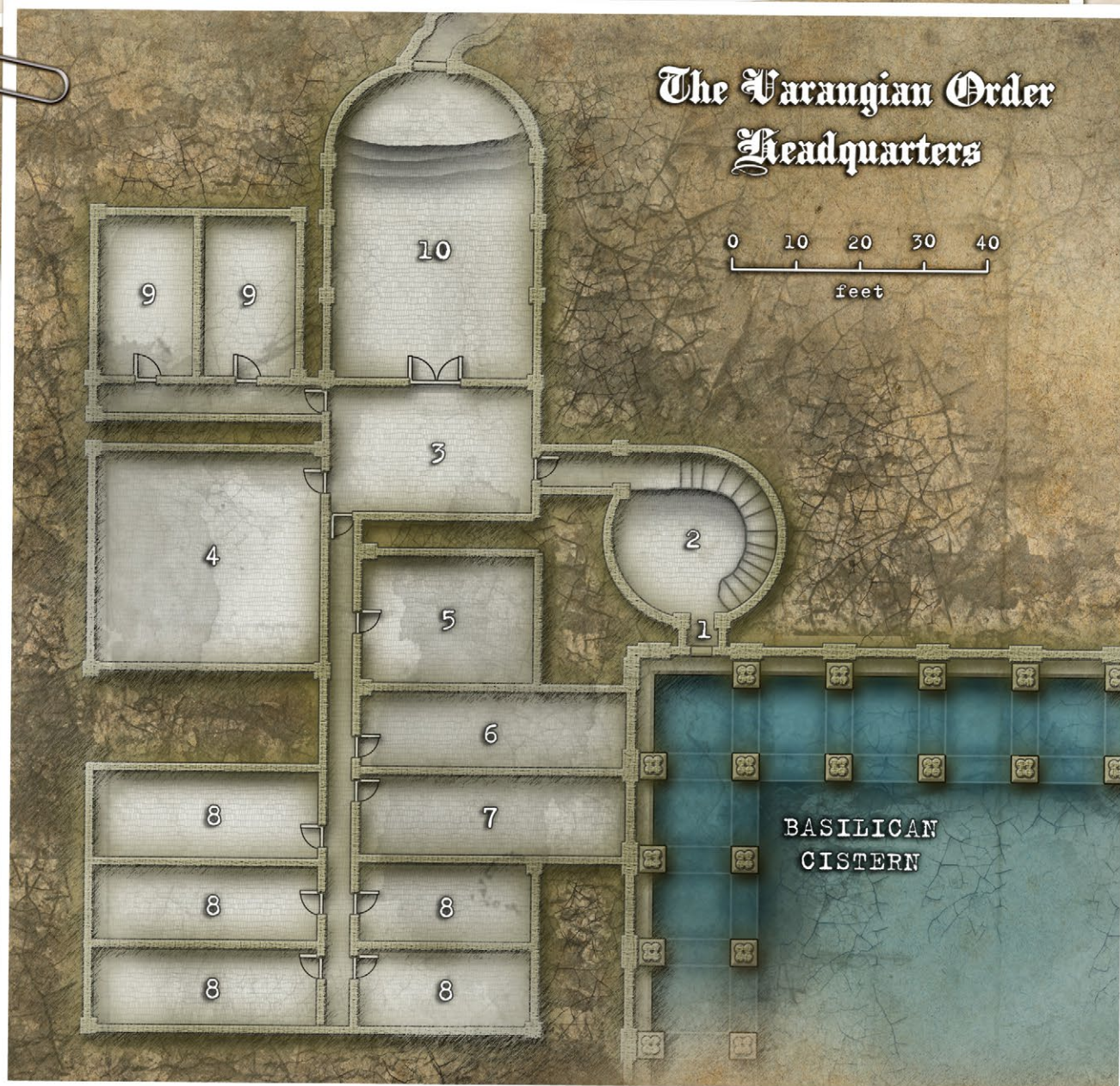
The investigators discover the hidden headquarters of the Varangian Order, in the catacombs beneath the old city of Istanbul.

KEEPER'S INFORMATION

There are several ways the investigators can discover this hidden HQ. They may simply stumble upon it by following the tunnel from the Varangian Club to the Basilican Cistern (p.27). Alternatively, they may tail one of the

Handmaidens or Andronikos Eugenikos after the attack on the Varangian Club, or stake out the entrance to the Basilican Cistern. Or they may simply follow one of the other factions (such as Golestu's Ahnenerbe, or even the Servants of Mehmet).

Note that it's not necessary to find the HQ. Even if the investigators do, they may well find the Varangians are simply too powerful to overcome. Even if they do overcome them at their headquarters, doing so won't derail their plot to conduct the Ritual of the Empress in Purple—it's likely that not all the Order's members are in the headquarters, and the Wedding ritual can still happen as long as **some** Varangians (such as the Priestess or Handmaidens) survive and the Akakia remains in their hands.



If the investigators somehow muster enough luck, cunning, or firepower to disable the Varangian Order completely, you have two options: either to declare the threat to Istanbul defeated, in which case simply see the Epilogue on p.78. Or, to let the Akakia and the knowledge of the Ritual of the Empress in Purple end up in Ahnenerbe hands, and go ahead with the ritual anyway. In this last case, you wouldn't need to run the masked ball at all.

The Varangian Order Headquarters is located behind a secret door in the northernmost corner of the Basilican Cistern (p.66) beneath Istanbul's old city. It's remained hidden for five hundred years, even from the ghouls; it's not at all easy to find.

KEY TO THE HEADQUARTERS

1. **The Secret Door:** This is almost impossible to find unless you're following someone who knows it's there—figure you can only find it on a critical Spot Hidden roll, and then only if you're looking in exactly the right place and suspect something's hidden there. It looks just like the rest of the wall, and pivots open on a counterweight only if a certain stone is pressed just so.
2. **The Rotunda:** The headquarters is protected from flooding from below—this round chamber is featureless apart from a staircase against the wall, leading upwards. If the Varangian Order are even remotely feeling beset (ie, any time after the start of Episode 2), there'll be one of their members on guard here.

YORGO, AGE 35, "VARANGIAN GUARD"

STR 14 DEX 14 INT 11 CON 13
SIZ 12 APP 08 POW 08 EDU 07
SAN 25 Hit Points: 13

Damage Bonus: +1D4.

Skills: Cthulhu Mythos 02%, Dodge 40%, Hide 50%, Occult 16%, Sneak 50%, Spot Hidden 60%, Track 45%.

Language Skills: Turkish (own) 35%, French 17%.

Weapons: ERMA SMG (*Submachine gun*) 60%, damage 1D10, atts 2/burst, base range 30 yards.

MAB Modèle S (*Handgun*) 55%, damage 1D8, atts 3, base range 15 yards.

Fist 55%, damage 1D8+1D4, atts 1.

Description: Yorgo's job is to shoot at intruders and raise the alarm, running up the staircase to the passageway to location (3), which is much easier to defend.

3. **The Camera Esoterica:** The hidden entrance hall to the ancient headquarters of the legendary Varangian Order, this is ornate, candlelit, a true mediaeval secret society in modern-day Istanbul. Its walls are carved and hung with occult sigils and symbols, there are weapons, staves, and

banners on the walls, and many relics of Mythos significance, including:

- » a rack of metallic phials of an unknown nature containing the same POT18 poison that killed Lily Warner;
 - » several 1ft diameter globes of a mica-like substance containing a gaseous form of Domination serum (range 10ft radius if shattered) which looks like a glitter suspension;
 - » and some intricately coiled brooches or netsuke made of a kind of eggshell.
4. **The Valusian Library:** A true treasure trove for bibliophiles, ornate in stone and wood-panelling, with at least 5000 volumes dating up to a thousand years or more. Most are Byzantine. There are copies of the *Codex Porphyrius*, the *Sacred Wisdom of the Light Within*, and the *Valusian Codex* here (see p.23).
 5. **The Hall of Wisdom:** This is the meeting and dining hall of the Order, with a grand table seating up to forty people. These days the Order is lucky to seat a dozen.
 6. **Kitchen:** There are always stores here. Nothing really fresh, but the Order could hole up for a month or more if required. Water can be drawn from the Basilican Cistern pretty much indefinitely.
 7. **Ablutions:** Water for washing and bathing is drawn from the Basilican Cistern; waste water drains through a Byzantine cloaca which eventually links to the Sea of Marmara.
 8. **Cells:** The lesser members of the Order can reside here. Each cell has room for eight beds; right now only two cells are in liveable state, and each contains four beds. The other cells are storage.
 9. **The Highest Chambers:** These are grandiose chambers for the Tribune and High Priestess of the Order—currently Andronikos Eugenikos (p.43) and Sybilla Theraponou (p.42). If the Keeper hasn't decided it should be elsewhere, the Akakia (p.54) will be kept here, in an ornately carved ebony box lined with purple velvet—itself a valuable Byzantine treasure.
 10. **Chapel:** This is clearly not a Christian chapel, but it has obvious Byzantine elements. It more closely resembles something from ancient Greece—perhaps a temple to Hecate. There are obvious snake symbols everywhere; the altar is in the form of carved stone gates, which the investigators may assume are the Gates of Micklegard. The altar is flanked by columns very similar to the famous Serpentine Column in the Hippodrome above (p.25).
 11. **The Approach to the Gates of Micklegard:** The altar gates aren't actually the Gates of Micklegard—but they guard the secret approach to them, a hidden door which can only be found on a special *Difficult* Spot Hidden roll, or a normal Spot Hidden roll if you watch someone else use it first. Behind them lies an ancient and long-disused tunnel to the catacombs beneath Hagia Sophia—see **Episode Three, Scene 4: The Gates of Micklegard**.

Defending the Order

The headquarters of the Varangian Order have never been breached. All of its members are willing to die to protect its secret—the ancient gates beneath Hagia Sophia. However, they won't do this if dying would jeopardise the possible success of the Ritual of the Empress in Purple—instead they'll try and flee through the chapel to the catacombs and regroup.

Everyone in the headquarters will muster in the Camera Esoterica to defend the Order, taking advantage of the chokepoint of the stairs from the Rotunda to hold off any invaders. If Eugenikos and Theraponou the Priestess are here, they'll take part in the defence wholeheartedly, using the Domination globes to disable any attackers until their cause looks doomed, at which point they'll flee through the chapel. The remaining defenders will gladly give their lives to give them time to flee.

Possible defenders at the Order include: seven cultists (a mixture of male and female—use the stats in location 2); any surviving Handmaidens (up to 3); Andronikos Eugenikos; and Sybilla Theraponou.

INVESTIGATOR ACTIONS

As well as discovering the headquarters of the Order, the investigators may find definite links here between the Order and the serpent people—whether they make the connection overtly or not. Additionally, the texts in the Valusian Library are extremely valuable—see p.67.

Scene 4: The Cloister of the Servants of Mehmet (Optional Scene)

THE HOOK

The investigators discover the secret headquarters of the ancient order of the Servants of Mehmet.

KEEPER'S INFORMATION

Known only to a few, one of the disused *medrese* religious schools in the Fatih mosque complex (p.18), closed since 1924, is still secretly in use, by the ancient and noble order of the Servants of Mehmet—sworn protectors of the city and the land (p.41). Locals will describe the servants as “der-vishes”, or Sufi mystics. Much reduced in number, there are today eleven of them: the Grand Master, Wali Hasan Ali Yilmaz (p.41), four “masters”, and six “students”, passing on their ancient and deadly skills.

The *medrese* is quite easy to find, as long as you know what you're looking for—it's the only one of the eight *medrese*

in the complex which shows any signs of use (although even that use is **very** low-key). It isn't easy to enter, however.

KEY TO THE MEDRESE

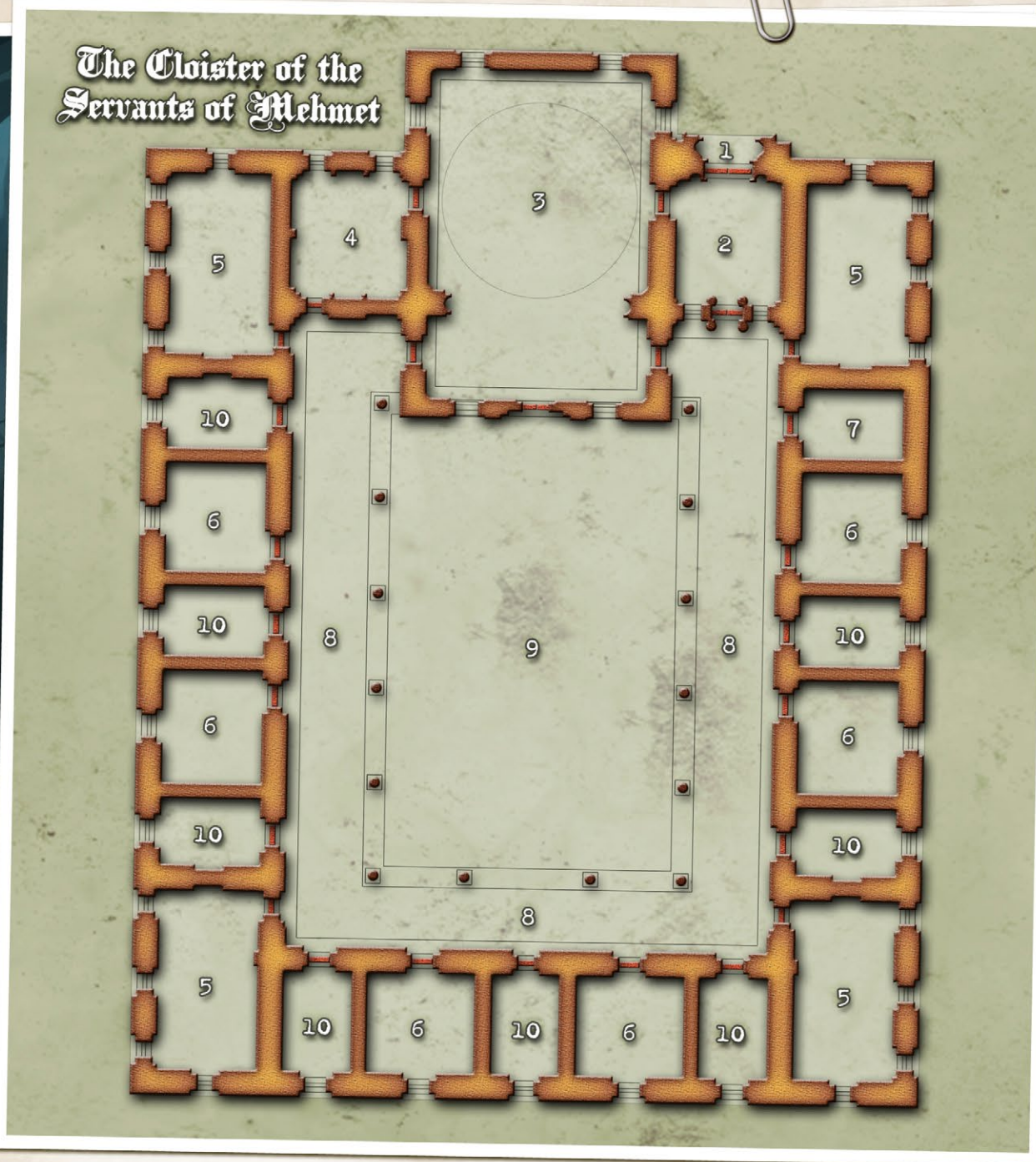
1. **The Entrance:** This door is closed and locked from the inside. Knocking loudly will get the view panel opened by one of the Servants, who will tell any visitors to leave.
2. **The Reception:** Visitors are greeted here; there's a place for shoes, and divans around the walls.
3. **The Teaching Room:** The ancient heart of the old *medrese*, the main room on the ground floor is still used for teaching; at its centre is a table with a beautiful copy of the Edirne recension of the *Commentaries on the Shadow Divan of Avni*, the “instruction manual” of the Servants of Mehmet (there's a *second* copy in the Library of Fatih—see p.24). The upstairs room is used by Wali Hasan Ali Yilmaz, the order's grand master; he'll be here if he isn't teaching below, or at the antiquarian book shop in the Grand Bazaar (p.20), or out in the city. In the basement there's a tunnel which leads into the city's catacombs—from where Wali Dede's children (p.44) sometimes emerge.
4. **The Library:** Fairly small, yet with rare texts, including a manuscript of the *Codex Porphyrius* (p.23).
5. **The Masters' Rooms:** The four masters of the order reside in the corner cells of the Cloister. They have skill levels 20-50% higher than the Aspirants; key skills are at least 90%.
6. **The Aspirants' Rooms:** The six students of the order reside in individual cells around the Cloister. Abdullah (p.41) is one such student.
7. **The Treasury:** The precious belongings of the Servants of Mehmet are stored here. It's quite astounding—antiques,

The Servants Protect Themselves

The Servants of Mehmet have not survived 500 years in secret without good reason. They're extremely low-key, and protect themselves with lethal effectiveness. They will deny entrance to strangers, unless it becomes clear the strangers know who they are, in which case they will allow them entry deeper into the Cloister, where they will silence them—permanently.

Under normal circumstances the Cloister will be at half-strength: two masters, and three aspirants, and possible Wali Hasan. If events are snowballing, however, and there's good reason for the Servants to be on high alert, they may be at full strength, and ready to take on all comers!

The Cloister of the Servants of Mehmet



jewels, sculptures, hangings, all of which should definitely be in a museum somewhere. There are also many antique flintlock pistols and rifles, and traditional *yata-ghan* and stiletto Turkish knives.

- 8. **The Colonnade:** A covered walkway surrounds the courtyard providing access to all the cells.
- 9. **The Courtyard:** This is principally a garden. A large open area is also used for martial arts training.
- 10. **Empty Cells:** All the cells in the Cloister were originally designed for double occupancy, allowing for 38 students and masters. Almost all are empty these days. In theory,

an intruder could climb over the domed roof of one of these cells to break into the cloister, but they'd have to be stealthy to remain undetected. Treat this as a combination roll of Climb and Sneak, *Difficult* during the day.

INVESTIGATOR ACTIONS

Approaching the Servants of Mehmet is extremely dangerous—none of them are inclined to parley, and instead they're more than happy to silence the investigators permanently to keep their secret. Nevertheless, visiting the Cloister can reveal to the investigators the existence of this ancient

order dedicated to preserving the status quo and preventing the Varangians and the serpent people from ever regaining ascendancy over Istanbul. They're likely to have trouble getting out with their lives, though—or their sanity, if they discover the tunnels of Wali Dede's children beneath.

Dedicated investigators may uncover the esoteric texts in the Teaching Room or Library. The *Commentaries on the Shadow Divan of Avni* in particular make the Servants' mission clear, and explain the threat posed by the Varangian Order. If nothing else, having this ancient conflict made clear could be useful confirmation.

Finally, capable (or lucky) investigators may conceivably be able to convince the Servants of their friendship and cooperation. This is a very long shot, but closer to the Masked Ball the Servants will be desperate for information, and may see an alliance with the investigators as a necessary evil.

The investigators aren't the only ones trying to uncover this information – pretty much every faction in Istanbul wants to know the secret bargain being struck.

Scene 5: The Ritual of the Empress in Purple

THE HOOK

In this scene, the investigators finally find out about the Ritual of the Empress in Purple (p.70).

KEEPER'S INFORMATION

Somewhere during Episode 2 the investigators should begin to piece together just what the ritual of the Empress in Purple is: the ritualistic coupling of a man with a serpent woman in human form, with the aim of producing a hybrid offspring to restore serpent people influence over the city of Istanbul. Great occult rewards await whichever power is chosen as the candidate for this ritual—a ritual which the investigators will (probably!) conclude must be stopped!

As such, there's no specific single location for this scene; it could come about in a number of ways, either gradually, or all at once. Also, the investigators aren't the only ones trying to uncover this information—pretty much every faction in Istanbul wants to know the secret bargain being struck.

INVESTIGATOR ACTIONS

The investigators find themselves in a rumour market (p.49) more full of disinformation than ever.

If they know that the Akakia is the item of regalia that has been stolen, they may research it in libraries, occult bookshops, and so on, and consequently find hints about the Empress in Purple.

Apprehending and questioning one of the Servants of Mehmet may reveal the Akakia's role in the Ritual of the Empress in Purple, and that the Servants believe an ancient "Varangian Order" has stolen it to use in this ritual.

Alternatively, another faction may have captured one of the Servants of Mehmet, and the investigators may hear about it in the rumour market.

Investigating the Ritual may lead the investigators to the legends of the snake temple beneath Hagia Sophia (p.54), and the tales of the Gates of Micklegard (p.55). At this point, they may begin to glimpse the overall picture.

By the end of this scene (whenever in Episode Two it is), the investigators should have a good idea of what's at stake; that the Varangian Order is trying to find a candidate to have ritual sex with an ancient snake cultist to birth a new holy leader to restore the ancient city, in return for "great power", and that the Servants of Mehmet are trying to stop them. Any time after this point is a good time to run **Scene 7: Invitations to the Ball**.

Scene 6: Seizing the Akakia (Optional Scene)

THE HOOK

The investigators conspire to steal back the Akakia, the missing item from the lost regalia of ancient Byzantium.

KEEPER'S INFORMATION

The Akakia is a vital part of the Ritual of the Empress in Purple—the Gates of Micklegard (p.55) can't be opened without it. If the investigators understand this, it can effectively mark an early end to the adventure—see **Epilogue** (p.78).

If any other faction knows the investigators have acquired the Akakia, they'll be the target of dogged (and lethal) attempts to steal it. They may decide to give it to the Servants of Mehmet, who will secrete it away, again effectively ending the adventure, or they may decide to somehow use it themselves to conduct the Ritual of the Empress in Purple (see **Episode Three, Scene 4: The Gates of Micklegard**).

INVESTIGATOR ACTIONS

The investigators will need to find out who has the Akakia. It's most likely the Varangian Order, who will be keeping it in their headquarters (p.66); but Professor Goleescu and the Ahnenerbe (p.34) or even the Servants of Mehmet (p.41) might have got it from them. Breaking into any of these places will be a challenge (Professor Goleescu's Yedikule hotel rooms are obviously the easiest).

Seizing the Akakia from whoever possesses it is almost definitely a combat scene. If properly planned and using effective distractions, a stealth-based burglary scene may also work. Getting the Akakia to safety and successfully spiriting it away (perhaps even from the city) will likely involve multiple violent encounters as other factions try to seize it back.



Scene 7: Invitations to the Ball

THE HOOK

At some point after the investigators have begun to appreciate the nature of the Varangian Order and their conflict with the Servants of Mehmet, and in any case no later than a week before Friday, 29th May, the restored Varangian Club issues invites for a “Masked Ball”, to be held at the start of Pentecost weekend in the Taksim Casino—the notorious watering hole for intelligence agents in Istanbul! There are to be celebrations of the generous gifts provided for the restoration of the Varangian Club after the attack earlier in the year (the investigators did contribute to that, right?), and there’ll be a special Ladies’ Prize as the highlight of the ball. All of the great and the good of Istanbul’s foreign community are invited—in all likelihood including one or more of the investigators.

KEEPER’S INFORMATION

Let the investigators’ imaginations run riot about this ball. Why the Taksim Casino? Has someone already done a deal with the Turks? With the Varangians? Everyone is secretly assuming that this is where a “deal” is going to be struck—that it’s some kind of political “beauty pageant”, with the winner getting to enter into a deal with Turkey—or perhaps someone else. The reward being... well, that depends on what you believe.

Note also you don’t have to keep to the precise timeline here; the 29th May is the date of the fall of Constantinople in 1453, and it’s therefore an auspicious day for the Ritual of the Empress in Purple. But don’t be afraid to reschedule to better fit the timing of your game; it won’t disrupt events.

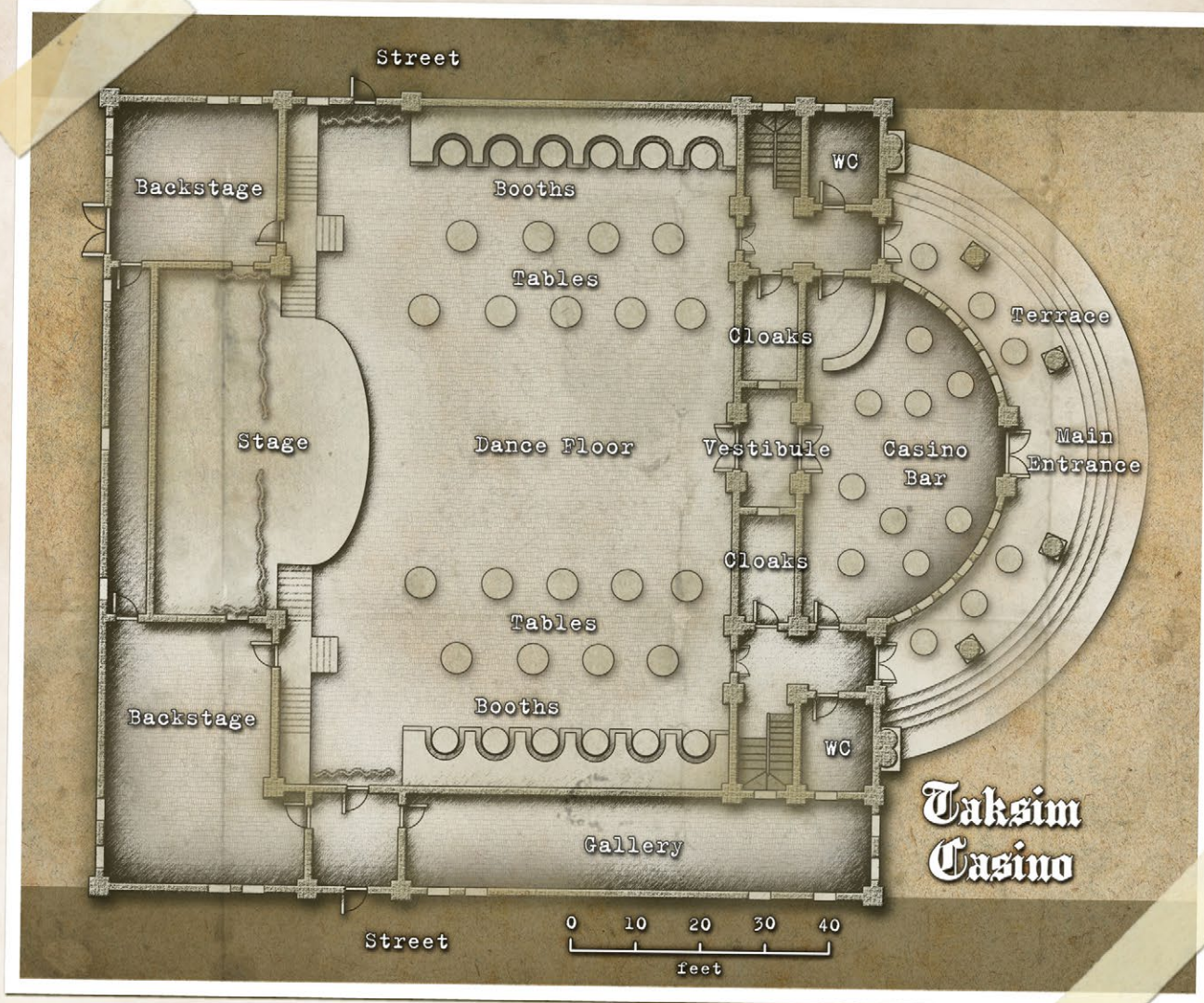
INVESTIGATOR ACTIONS

Between receiving their invites and the night of the ball itself, investigators may join the frenzy of espionage as the rumour market works overtime trying to find out what the purpose of the ball is. They may spy on the Varangian Club—perhaps now might be the right time to stumble upon the Varangian Order headquarters—or any of the other key invitees to find out how they’re reacting.

In the run up to the ball, there are lots of things going on that might be relevant:

- Some of the Handmaidens (p.35) are seen visiting Hagia Sophia.
- There are meetings almost constantly at the Varangian Club—but many of them seem to be very quiet (in fact, the members are assembling in the Varangian Order headquarters, leaving the club house (p.66) empty apart from one guard).

The Servants of Mehmet and even Wali Dede’s children have been seen in Beyoglu, on the other side of the Golden Horn, probably observing comings and goings at the Taksim Casino.



EPISODE THREE: THE VARANGIAN BALL

This is the climax of *Code of Honour* and, unlike the previous episodes, all the action happens on one night—Friday the 29th May, 1942. While the diplomats party, the fate of Istanbul—and perhaps the world—is being decided far beneath...

Scene 1: The Masked Ball

THE HOOK

The Varangian Ball is sumptuous, easily worthy of its place in Istanbul's social calendar in the early summer of 1942. It's a masked ball, with a loose theme of Istanbul's Byzantine and Ottoman heritage. The trees are in bloom, the days and nights are warm, the war seems a thousand miles away—except for all the damn spies... Anyone in the Taksim Casino ballroom tonight knows that something deadly is going on behind the champagne, chandeliers, and smiles. But what?

KEEPER'S INFORMATION

The ball is like Istanbul in microcosm, all condensed into a single place on a single night. The Taksim Casino (p.26 and below) has been entirely turned over to the ball (although there are some swish and high-stakes games being run, of course!). Run the ball like any tradecraft encounter—there are spies everywhere, all watching each other, informants to be pumped for information, and surveillance events to watch.

Let the investigators take advantage of the unique situation as much as they like—let them find things out, observe people, draw conclusions. When you feel they've done enough, move straight on to **Scene 2: The Ladies' Prize**. The game's afoot!

INVESTIGATOR ACTIONS

The investigators may now know that the Varangian Club (or the Varangian Order, even if still unknown to them by name) is looking to make a deal with a "chosen one", with political, economic, and possibly occult power as a reward. Let them

observe people and events during the ball to identify which individuals are representing the Varangians (Andronikos Eugenikos, in his role as Omer Uzuner, is attending, as are one or more Handmaidens), and which of the other factions may be trying to talk to them. Certainly Professor Goleescu will be here, as will representatives of most of the other factions.

At some point the Varangians will select their candidate—a chosen one who will actually become the “consort” of the Empress in Purple (p.46). This may even be one of the investigators, if they’ve been offering themselves. It’s a surveillance event to notice the moment (p.49); if the investigators are chosen, then at least one faction will make a secret attempt on their lives to thwart the choice. As soon as the choice happens, the Ladies’ Prize will be announced.

Scene 2: The Ladies’ Prize

THE HOOK

At the same time as the Varangian Order select their consort behind the scenes, the Varangian Club takes to the stage to announce it’s time to award the Ladies’ Prize, touted as an acknowledgement of the contributions of the “fairer sex” to Istanbul’s cultural life. This is quite a novelty in Turkey’s social life, perhaps all the more unusual in that there are relatively few Turkish women present at the ball.

KEEPER’S INFORMATION

Both the consort and the winner of the Ladies’ Prize are instrumental in the Varangian Order’s plans. The winner of the Ladies’ Prize is to be sacrificed in the Ritual of the Wedding Feast; and the consort is to take part in the Ritual of the Empress in Purple, to become the new Marble Emperor, the Empress in Purple’s representative in Istanbul.

The investigators will be involved in these events, either to thwart them, take advantage of them, or—in the worst case—to helplessly watch them unfold.

INVESTIGATOR ACTIONS

The Ladies’ Prize is awarded to an influential female figure in Istanbul’s foreign community. Depending on how the investigators have played the adventure, it may be one of them, or some other individual. If no better candidate presents herself, the Varangian Club will select Natasha Mitroglou.

The investigators may use tradecraft in advance—or simply persuade key individuals—to find out what the “prize” actually is before the award is announced. It’s a “wonderful romantic tour through night-time Istanbul by horse-drawn carriage”.

Tradecraft can also be used to see how the Varangians are carefully timing their selection of the consort in Scene 1 with the announcement of the Ladies’ Prize winner.

By the end of the scene, it should be clear that two things are happening simultaneously: the Handmaidens are escorting the consort away from the ball, quietly, without people noticing; and Omer Uzuner is escorting the winner

of the Ladies’ Prize out to the front of the Taksim Casino, to be whisked away in a horse-drawn carriage for a ride through night-time Istanbul. The investigators will either have to split up to attempt to follow both, or choose one.

The Handmaidens are escorting the consort away from the ball, quietly, without people noticing.

Scene 3: The Chase Through Night-time Istanbul (Optional Scene)

THE HOOK

Omer Uzuner, secretly Andronikos Eugenikos, has headed off with the winner of the Ladies’ Prize in a horse-drawn carriage through the night-time streets of Istanbul—just at the moment the Handmaidens have left the ball with their newly-selected “chosen one”. What’s going on?

In this scene, the investigators decide to tail either the carriage, or the Handmaiden’s car, or both.

KEEPER’S INFORMATION

Both the Handmaidens and Eugenikos are heading to the same place: the secret catacombs beneath Hagia Sophia. In the meantime, Sybilla Theraponou, high priestess of the Varangian Order, has opened a secret door from the catacombs into the floor of the nave of Hagia Sophia itself, and is awaiting their arrival. Hagia Sophia is closed to the public—but Eugenikos and the Handmaidens have the keys.

This scene comprises either a single vehicle chase, or two chases run side by side.

INVESTIGATOR ACTIVITIES

To follow either the carriage or the car, the investigators will need to commandeer a vehicle. How they do this will determine whether or not they end up being followed by the Turkish police—or even the Emniyet.

Use the Vehicle Chases rules to determine the outcomes—see p.284, *Call of Cthulhu* Sixth Edition.

Eugenikos’s carriage has 4 horses, with a max speed of 2, 30 HP, a handling of -1, a 1X accel/decel, and uses Eugenikos’s Drive 46% skill (see p.43). The Handmaiden’s car has a max speed of 5, 25HP, a handling of 4, a 2X accel/decel, and a 55% Drive skill. Unless they have their own or another vehicle, it’s likely the investigators will end up with something like a *dolmus*, a typical Istanbul shared taxi, with a max speed of 4, 25 HP, a handling of 4, and 2X accel/decel.

The starting distance between the two vehicles in either chase is range 1, plus 1 per round of play the investigators spend trying to obtain a vehicle.

It's about 2 miles (3km) from the Taksim Casino to Hagia Sophia. Remember that the investigators probably won't know the destination of the vehicle they're pursuing—but as the chase proceeds, that will become more obvious. We're going to divide each pursuit into 5 chase rounds of about a minute each, as shown below.

Run the chase as normal. The investigators should decide whether they want to catch up with the vehicle ahead, or simply tail it to its destination; if the latter, they need to decide whether they want to try and remain stealthy, in which case they must make a combination roll of Drive and Sneak; if they exceed the maximum safe speed while attempting to drive stealthily, all rolls become *Difficult*.

Eugenikos will use his authority to paint the investigators as reckless madmen in front of the Turkish police or Emniyet.

Note that Andronikos Eugenikos may decide to try attacking his pursuers, either using firearms or spells such as Mental Suggestion; likewise the Handmaidens may use firearms. Investigators attacking either have a very good chance of hitting the consort or the winner of the Ladies' Prize; assume this happens if the attacker fails his attack roll by 10% or less, or on a fumble.

If the investigators succeed in stopping either of the vehicles, both Eugenikos and the Handmaidens will attempt to complete the journey on foot, particularly if they've made it over the Golden Horn. They'll happily use violence to keep the investigators at bay in this case. If that's not possible,

and capture seems likely, Eugenikos will use his authority to paint the investigators as reckless madmen in front of the Turkish police or Emniyet. Do they have any proof of their accusations?

The Varangians will do whatever they can to get to Hagia Sophia for the rituals. If they do, and the investigators are on their trail, proceed to **Scene 4: The Wedding Feast** or **Scene 5: The Marriage of the Empress in Purple**, as appropriate.

Scene 4: The Wedding Feast (Optional Scene)

THE HOOK

The winner of the Ladies' Prize at the Varangian Ball realises her reward is to be sacrificed in a nightmarish ritual in an ancient temple below Hagia Sophia. Can the investigators save her?

KEEPER'S INFORMATION

This scene only happens if the investigators arrive in time, either by pursuing Eugenikos's carriage directly, or pursuing the Handmaidens and not losing any time. If they are delayed for any reason, this scene is assumed to have happened, and the investigators should move directly to **Scene 5: The Marriage of the Empress in Purple**.

In this scene, Andronikos Eugenikos delivers the Ladies' Prize to the "wedding chamber" in the catacombs beneath Hagia Sophia. There, Sybilla Theraponou, High Priestess of the Empress in Purple, uses the Akakia to open a long-hidden portal in the bedrock of the cavern wall, revealing purple-lit tunnels to a secret world of serpent people beneath—the Gates of Micklegard!

THE CHASE FROM TAKSIM CASINO

Round 1 (carriage): Taksim Casino down Istiklal Avenue. Maximum safe speed is 4. -10% modifier for night.

Round 1 (car): Taksim Casino down the backstreets to the Dolmabahce Palace. Maximum safe speed is 3. -10% modifier for night, -10% for long, downhill grade, additional -10% for high speed turns if you're above speed 3.

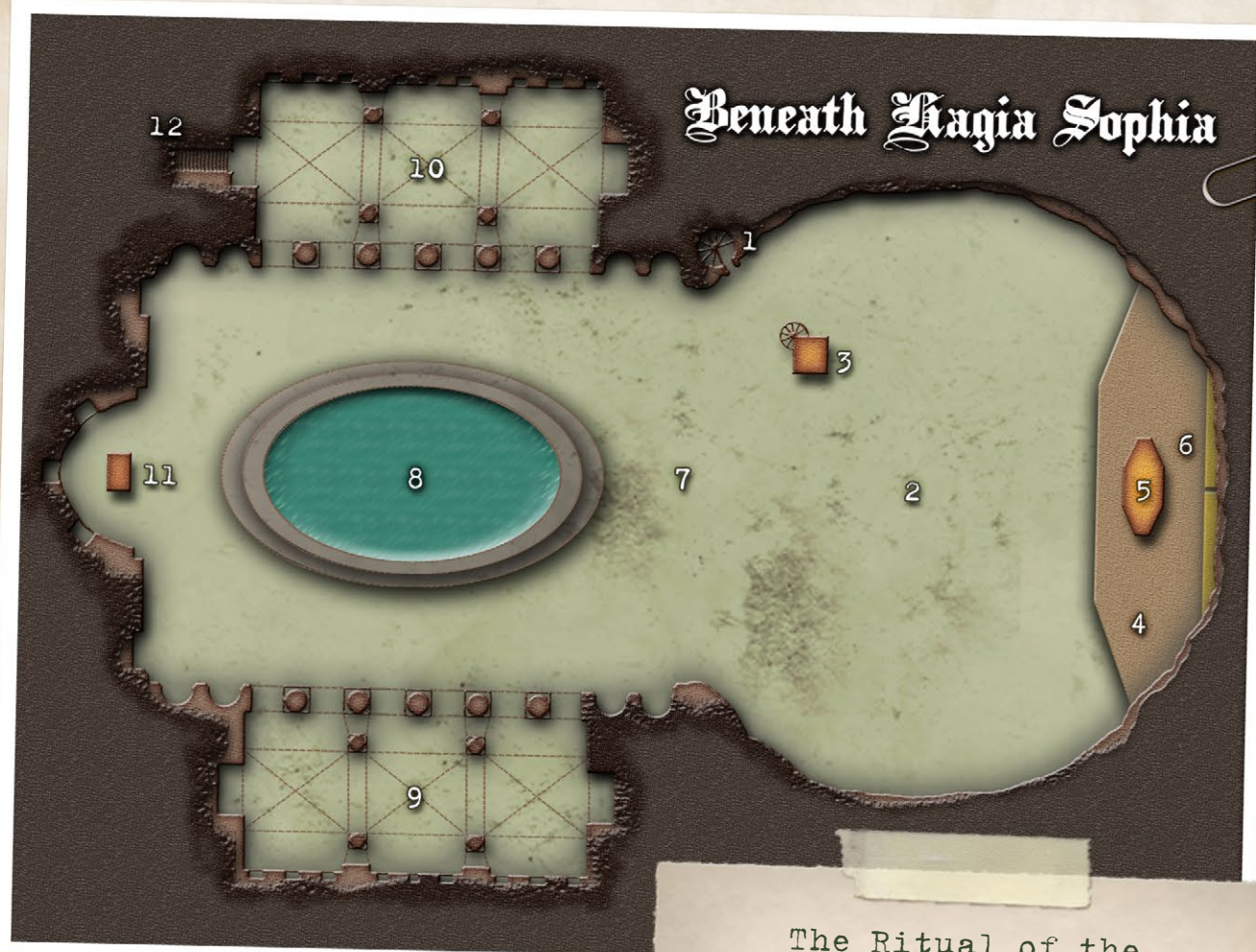
Round 2 (carriage): Down Galata Hill to Karakoy. Narrow, twisting turning streets. Maximum safe speed is 2. -10% modifier for night, -10% for long, downhill grade, additional -10% for high speed turns if you're above speed 2.

Round 2 (car): Along the Tophane waterfront avenues to Karakoy. Mostly a clear open run, narrowing in Karakoy. Maximum safe speed is 4. -10% modifier for night, additional -10% for high speed turns if you're above speed 4.

Round 3 (both): Across the Galata Bridge. A pontoon bridge, quiet but still with some traffic and people even at night. Maximum safe speed is 3. -10% modifier for night, -10% for traffic, additional -10% if you're above speed 3.

Round 4 (both): Uphill through the warrens of Eminonu. Narrow, twisting streets. Maximum safe speed is 2. -10% modifier for night, -10% for long, uphill grade, additional -10% for high speed turns if you're above speed 2.

Round 5 (both): Pulling into Hagia Sophia. Tight turns, obstacles, vegetation, gravel paths. Maximum safe speed is 1. -10% for night, -10% for gravel road, additional -10% for high speed turns if you're above speed 1.



Key to the Snake Cult Temple

1. **The Hidden Stair:** This is the stone stair hidden in the floor of Hagia Sophia.
2. **The Apse:** A vast domed circular chamber, reminiscent of Hagia Sophia above, but carved and painted with exotic and disturbing serpentine themes, which still retain much of their vibrancy today.
3. **The Podium:** A pulpit from which the Snake Priestess (such as Sybilla Theraponou) can harangue a congregation. She will conduct the Ritual of the Wedding Feast from here.
4. **The Dais:** A raised dais inlaid with exotic serpentine mosaics. The rear wall is partly cavernous until the dome above.
5. **The Altar:** This is a large marble altar. The Handmaidens will pin the Ladies' Prize here when the Serpent Woman emerges from the Gates.
6. **The Gates of Micklegard:** These are spectacular stone and alabaster portals, fully 20ft (6m) tall and each 10ft (3m) wide. When the Akakia is placed against them during the Ritual of the Wedding Feast, they will swing noiselessly inwards, and an uncanny purplish glow will illuminate a cavernous tunnel leading downwards

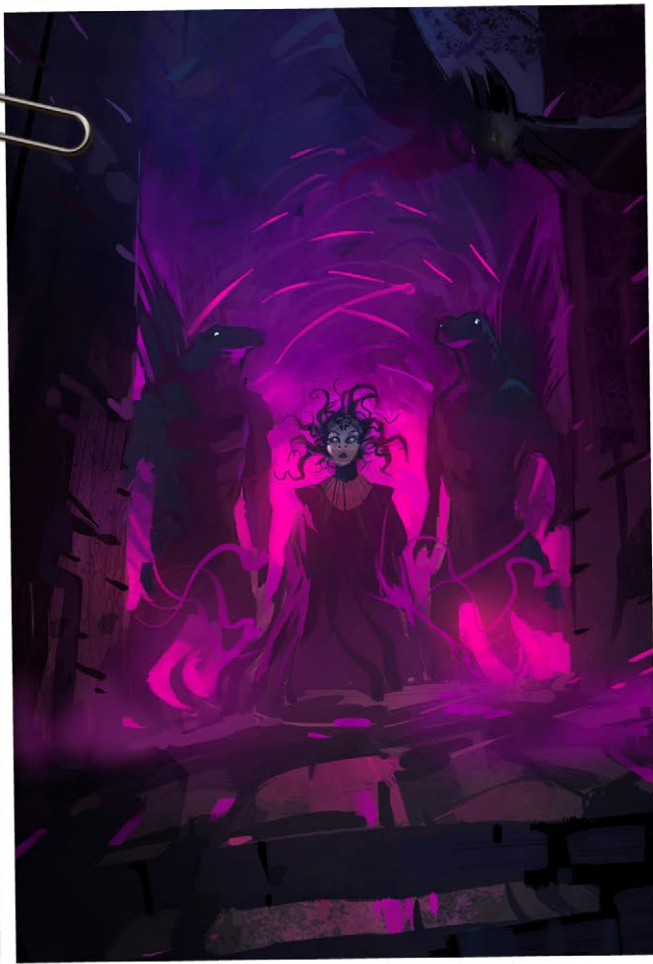
The Ritual of the Wedding Feast

This ancient ritual involves impassioned chanting in Hellenic Greek and the use of the Akakia from the Byzantine Imperial regalia. It costs 4 magic points, and 1D6+1 Sanity points are lost during the course of the ritual, plus any additional Sanity points due to witnessing the feast or the Empress in Purple.

The essential magic of the ritual is to open the Gates of Micklegard and summon the Purple Empress. The ritual continues throughout the Feast, however, ending as the Purple Empress is transformed, permitting the Consume Likeness spell to be completed in a matter of minutes rather than days. It will only fail if interrupted before the Empress is summoned.

beyond, from which the Purple Empress, flanked by two *dimetrodons*, will emerge!

7. **The Nave:** This vast hall is impressive and intimidating, long and echoing. It's flanked all the way down its sides by statues of former Marble Emperors.
8. **The Cistern:** An oval cistern used by the Varangian Order for ablutions before and during rituals.



9. **The Southwest Gallery:** Behind the row of statues is a vaulted galley with stone pews, used in former days when there were many more worshippers.
10. **The Northeast Galley:** Similar to the Southwest Gallery.
11. **The First Emperor:** This is an incredibly ancient statue, depicting a humanoid figure in robes with a face replaced by long, terrifying tentacles.
12. **The Passageway:** This leads to the chapel in the Varangian Order headquarters (location 10 on p.66).

INVESTIGATOR ACTIVITIES

The investigators may follow Eugenikos and the Ladies' Prize beneath Hagia Sophia, either stealthily or as part of a running gun battle. Once beneath, Eugenikos will be reinforced by Sybilla Theraponou, the High Priestess, and any of the seven cultists from the Varangian Order still surviving (p.67).

If there's a running battle, the cultists will engage the investigators while Eugenikos and Theraponou undertake the ritual. Theraponou herself will cast the first part of the ritual to open the Gates of Micklegard; this only takes 1 round, and opens the Gates, revealing the hellish cavernous glow beyond. Witnessing this is a 0/1D3 SAN roll.

Once the Gates are open, the hellish purple glow seems to creep everywhere, up the staircase and into Hagia Sophia above, visible even on the walls outside as an uncanny phosphorescence. A History or Occult roll reveals that something similar was reported on the night the city fell—May 29th, 1453.

Assuming the ritual continues, the Empress in Purple will arrive 1D6 rounds later **if** the ritual is cast on the 29th of May. On any other date, the Empress in Purple arrives within 2D6 hours.

The Empress in Purple is a serpent woman (0/1D6 SAN roll). She arrives flanked by two dimetrodons—early dinosaurs—which themselves are a 0/1D6 SAN roll to see (so that's **three** SAN rolls—one for the opening of the Gates, one for the serpent woman, and one for the dimetrodons!). Stat blocks can be found below.

Once the Empress in Purple arrives, she will immediately fall upon the Ladies' Prize to devour her. Her part of the devouring takes 1D6 rounds; what's left is thrown to the dimetrodons. Watching the devouring is a 0/1D6 SAN roll.

After the devouring, the Empress will transform into the exact likeness of the Ladies' Prize—although one with an intense, domineering, and almost inhuman gaze. Watching the transformation is a 0/1D3 SAN roll. Once the transformation is complete, it's effectively permanent, at least until the magical effect is dismissed.

*After the devouring, the Empress
will transform into the exact likeness
of the Ladies' Prize — although one
with an intense, domineering,
and almost inhuman gaze.*

The investigators may try to interfere with any of these proceedings. They'll have to fight through the cultists to begin with, then Eugenikos, the High Priestess, and the dimetrodons. Additionally, at some point the Handmaidens and the consort will arrive for the Ritual of the Empress in Purple, and will readily join the fray against the investigators. If they somehow defeat all of these foes (did they ever manage to ally themselves with the Servants of Mehmet, or even Wali Dede's Children?), only then will they be able to get to the Empress and Purple and the Ladies' Prize—by which time it may be far too late.

If they are unable to defeat the Empress in Purple at this point, proceed to **Scene 5: The Marriage of the Empress in Purple**.

THE EMPRESS IN PURPLE, SERPENT WOMAN

STR 14 DEX 16 INT 22 CON 16
SIZ 11 POW 18
Hit Points: 14

Damage Bonus: +1D4.

Skills: Cthulhu Mythos 80%, Conceal 60%, Dodge 80%, Hide 90%, Occult 60%, Sneak 95%.

Language Skills: Valusian (own) 90%, Byzantine Greek 90%, 18th Century French 35%, Ottoman Turkish 40%.

Weapons: Bite 95%, damage 1D8+1D4+POT16 poison, atts 1.

Spells: Consume Likeness, Create Barrier of Naach-Tith, Deflect Harm, Dominate, Enthrall Victim, Food of Life, Healing, Implant Fear, Mindblast, Power Drain, Ritual of St Azel's Bell, Shrivelling, Summon / Bind Child of Yig, Vanish, Wrack.

Armour: 1 point.

Sanity Loss: 0/1D6.

Appearance: A strong, tough, and evil-looking serpent woman, wearing diaphanous violet veils and scaled purple leather harnesses decorated with maddening whorls and lurid gems.

TWO DIMETRODONS

STR 28 DEX 10 CON 18

SIZ 28 POW 11

Hit Points: 23

Damage Bonus: +2D6.

Skills: Move Unexpectedly Quickly 60%, Scent Prey 70%.

Weapons: Bite 65%, damage 1D10+2D6, atts 1.

Claw 80%, damage 1D8+2D6, atts 1.

Tail Lash 90%, damage 2D6+2D6, atts 1.

Armour: 6 points.

Sanity Loss: 0/1D3.

Appearance: 15 ft (5m) long, with a huge dorsal fin or crest, massive jaws, lethal claws, and a lashing tail. It weighs approximately 550lbs (250kg). A dimetrodon may

What if the Investigators Agree?

It's possible that the investigators might have considered themselves possible candidates for the role of Marble Emperor, and may have cooperated with the Varangian Order up to this point. Now, however, the true cost of the bargain with the Order starts to become clear. Any investigators siding with the Varangian Order who witness the Ritual of the Wedding Feast face a +1 SAN loss for every SAN roll they must make (so, a 0/1D6 SAN roll becomes a 1/1D6+1 SAN roll).

The Ritual of the Empress in Purple

Once the Ritual of the Wedding Feast is complete, the High Priestess begins the Ritual of the Empress in Purple, aided by the Handmaidens (p.77), who enter an orgiastic frenzy. The ritual costs 18MP, and costs 1 Sanity Point.

This ritual is sex magic, pure and simple. As well as making the consort preternaturally concupiscent, it permits the unholy congress of human and serpent woman which will lead to the birth of a hybrid child, the sinuous and charismatic successor to the Marble Emperor...

attack with claws and bite each round, and also with a tail lash against any target near its hindquarters.

Scene 5: The Marriage of the Empress in Purple

THE HOOK

The Empress in Purple has returned to Byzantium! Now she aims to "wed" the Varangian consort and appoint him Marble Emperor—and in turn give birth to a new dynasty of Marble Emperors. Can the investigators stop her? Or do they even intend to take part?

KEEPER'S INFORMATION

This scene may be simply a continuation of Scene 4: The Wedding Feast. Alternatively, it may be the first time the investigators come face to face with the assembled might of the Varangian Order.

At its core, this is a "sex scene". The Empress in Purple, having taken the form of the devoured Ladies' Prize, is impregnated by the Varangian consort there and then on the altar before the Gates of Micklegard, bathed in the lurid purple glow from the subterranean Valusian realm, and flanked by dinosaurs!

If the investigators haven't already, they should try and disrupt this!

INVESTIGATOR ACTIVITIES

If an investigator is the consort, he must decide what to do! If he's witnessed the Wedding Feast (**Scene 4**, above), he knows who he's expected to bed: the dreaded act is a 1/1D6+1 SAN roll. Otherwise it's a 0/1D2 SAN roll—it's unlikely the investigator has had sex under quite these circumstances before.

If the investigators are opposing the Varangians (probably the most likely situation), they may be continuing the

How Can the Investigators Win?

To be honest, if the investigators are in a pitched battle with an entire snake cult, a serpent woman, and two dinosaurs in the catacombs of Hagia Sophia, they've probably already lost. Even if they survive, the SAN loss may leave them gibbering wrecks.

Succeeding in thwarting the Varangian Order's plans requires organisation—perhaps intercepting the cult before the Empress in Purple can arrive, or not being present when the rituals happen, but attacking the Marble Emperor and the Empress in Purple **after** they've transformed. Even then, there's the little matter of the dinosaurs which now live below the city...

struggle directly from Scene 4. Otherwise they must penetrate into the catacombs, via the staircase in Scene 4, either by stealth or in a running gun battle with the Handmaidens.

Once again, any surviving members of the Varangian Order, and the dimetrodons, will array themselves to protect the Empress in Purple and her carnal plans. The deed itself will take 1D8+2 rounds; if the investigators haven't broken through and disrupted things by then, the "wedding" will have been consummated, and the Varangian plans well under way.

If the investigators have somehow mustered enough firepower to pose a serious threat to the Purple Empress, she and the Marble Emperor and whoever of the Varangians are able will attempt to flee, ideally into the catacombs beneath the city (where they may come into conflict with the ghouls, if the investigators have secured the cooperation of the Servants of Mehmet—p.41). If allowed, they will vanish into obscurity beneath the city—see the **Epilogue**, below.

If the investigators have somehow mustered enough firepower to pose a serious threat to the Purple Empress, she and the Marble Emperor and whoever of the Varangians are able will attempt to flee.

EPILOGUE

So, how did the investigators do?

In the best case, they thwarted all the Varangian Order's plans. The Ladies' Prize was never slain, and the Gates to Micklegard never opened. The secret of the Varangian Order and even the Servants of Mehmet may remain just that—secret.

In the worst case, the Varangian Order succeeded. The Empress in Purple has returned, and has taken the form of a feted socialite in Istanbul's foreign community—possibly Nastasya Filippovna Mitroglou, heiress to the Mitroglou Shipping Company with a vast fortune. She has consummated her relationship with a significant personage—possibly even Professor Goleescu of the Ahnenerbe (and indeed the Black Sun)—who will now receive her wholehearted occult, economic, and political support, in return for secretly pushing for the restoration of the "*Megali Idea*" (p.57) and the pre-eminence of secret serpent people power under the aegis of the Varangian Order. The Empress in Purple will fall pregnant, with a sinuous, seductive male child who will be groomed for political power from birth...

In all likelihood, the result will fall somewhere between these two poles. The key issues are whether a candidate from the Axis becomes Marble Emperor, and whether he survives. If he does, the Black Sun will have a major advantage in their occult research and technological advantages in the rest of the war, gaining access to serpent people knowledge and devices they can't even begin to understand. Most importantly, they gain access to the Ritual of St Azel's Bell, and now need only to **make** a Punic Device—see Scenario 4 of the Zero Point campaign, *The Kasserine Conspiracy*, for more.

Sanity Awards

For the most part, sanity penalties have been dealt with above. Investigator successes are rewarded as follows:

Choose one of the following:

- **The Ladies Prize is not slain, and the Gates to Micklegard are never opened:** +2D6 SAN.
- **The Ladies Prize is not slain:** +1D6+1 SAN.

Then, apply any of the following:

- **The Varangian Order remains secret:** +1D3+1 SAN.
- **The Servants of Mehmet remain secret:** +1D3+1 SAN.
- **An Allied Agent is the Marble Emperor:** +1 SAN.
- **The Ritual of the Purple Empress was thwarted:** +1D3+1 SAN.
- **There is no Marble Emperor:** +1D3 SAN.
- **An Axis Agent is the Marble Emperor:** -1D10 SAN.

What Do We Know Now?

After *Code of Honour*, the investigators know that the Black Sun are trying to recreate an ancient ritual once performed by an ancient Phoenician or Sumerian cult. Its purpose appears to be to gain enormous power, perhaps acting as a superweapon; or to gain powerful inhuman allies; or to summon a demon; or, depending on how much of the serpent folk tech the investigators have been exposed to, to open some kind of portal or gate.



CHAPTER 6

Pre-generated Characters

Killer and Ferret were at a table playing backgammon, their weapons inconspicuous beneath their double-breasted jackets. My face betrayed a flicker of recognition as Sedley entered, stunning in a vibrant crimson evening gown. Golescu followed my gaze, his face breaking into an obscene smile of rotten teeth stained by tobacco.

"Ah... our mysterious new arrival. Beautiful, is she not? My people tell me she was brought here by Chance..."

The pre-generated characters below have been provided with weapons and sometimes an additional special item of gear. General equipment hasn't been mentioned; assume that they'll have any reasonable item to enable them to use their skills. More esoteric equipment can be obtained in Istanbul, although for unusual items prices have skyrocketed in

recent months (see p.9). Military and espionage equipment, if desired, may be available from the SOE offices in Cihangir (p.17), via the British Consulate, or from the US Consulate, but will require combination rolls of Credit Rating and Persuade, which may be *Difficult* in the case of risky, rare, or dangerous items.

Margareta Novakova Sedley

Background: Margareta is a 25-year old special agent with Section M. Moderately attractive, she's inclined to dress like a secretary, which gives her a useful invisibility in offices everywhere. She's half-Czech (on her mother's side), and quite patriotic, although these days she's apt to describe herself as being "on the side of humanity". She's had lots of intelligence training since 1939, but the British soldiers still call her "Miss".

Appearance: Petite, with dark hair and pale skin, she exudes an air of self-confidence that suggests she can take care of herself. Her arms betray a wiry toughness which suggests there's more to her than meets the eye. She carries a Minox Riga Sub-miniature Camera in a perfume case in her handbag (*Achtung! Cthulhu Investigator's Guide* p.121).

Suggested Cover: Secretary at the British Consulate (p.17).

MARGARETA NOVAKOVA SEDLEY, AGE 25, "THE SPY"

STR 08	DEX 12	INT 17	CON 14
SIZ 08	APP 13	POW 14	EDU 16
SAN 52	Hit Points: 11		

Damage Bonus: -1D4.

Skills: Anthropology 41%, Art 36%, Bargain 39%, Chemistry 32%, Comptography 22%, Cryptography 46%, Disguise 45%, Espionage 42%, Fast Talk 60%, First Aid 57%, Forensics 30%, Hide 29%, History 43%, Institutional Lore (diplomatic circles) 42%, Law 45%, Library Use 72%, Listen 61%, Parachute 42%, Persuade 46%, Photography 40%, Psychology 56%, Radio Operator 34%, Sneak 39%, Spot Hidden 67%, Telephony 30%.

Language Skills: Czech (own) 80%, English (own) 80%, French 35%, German 30%, Turkish 20%.

Weapons: Browning Mk I 9mm Automatic Pistol (Handgun) 58%, damage 1D10, atts 2, base range 15 yards.

Thompson (Submachine Gun) 44%, damage 1D10+2, atts 1 or burst, base range 30 yards.

Bonus: Gone Native (*Investigator's Guide* p.65).

Nathan Chance

Background: In 1942, Allied intelligence efforts are in a barely-controlled whirl of activity. Since the Americans joined the war a month or two ago, no one's quite sure who's supporting who, whether briefings have been properly communicated, and whether the right people know what they need to know. The British Secret Intelligence Service has been struggling to find a counterpart Stateside—and, for Chance, Section M is finding itself increasingly forced to improvise and fall back on its own networks and procedures in a very fluid situation.

If only it was that easy! Since the events of *Heroes of the Sea*, Chance has been devoting every spare hour to his deepening interest in what can only be called *magic*—the bizarre powers he saw wielded in Operation WOTAN. After poring over ancient tomes checked out of shuttered libraries and private collections in what's probably an abuse of Section M privileges, he's even managed to memorise some uncanny texts which appear to be spells—and what they imply has unnerved him even more.

He's been getting quite a reputation. Which is why, when Lily Warner's final message about the discovery of mystical regalia from lost Byzantium came to his attention, Chance became only too eager to see what's afoot—and what strange powers he can co-opt in his nightmarish secret war...

Appearance: These days Chance looks haunted—very tired, drawn, and preoccupied, some of which is his a result of his deepening addiction to "sleeping pills". He still has that scholarly air, but it looks like he just forgot to abandon his preppy look and it got increasingly ragged. He tries to be the good listener he's always been, but that works best when the person he's talking to isn't rambling about things which aren't relevant to the mission, dammit—or the secrets

he's begun to uncover ever since the horrendous events of Operation WOTAN (as recounted in *Heroes of the Sea*). Chance can still clean up to look good in a tux, but he's equally likely to sleep in it afterwards...

Suggested Cover: Professor at the University or a private school or college.

NATHAN CHANCE, AGE 29, "THE PROFESSOR"

STR 08 DEX 13 INT 16 CON 09
SIZ 11 APP 11 POW 16 EDU 18
SAN 47 Hit Points: 10

Damage Bonus: None.

Skills: Anthropology 67%, Archaeology 57%, Command 24%, Cryptography 40%, Cthulhu Mythos 18%, Dodge 61%, Drive 28%, Espionage 55%, Fast Talk 50%, Geology 25%, Hide 29%, History 55%, Institutional Lore 35%, Library Use 81%, Listen 35%, Natural History 33%, Occult 55%, Parachute 42%, Persuade 48%, Psychoanalysis 30%, Psychology 49%, Sneak 48%, Spot Hidden 56%, Tactics 29%.

Language Skills: English (own) 90%, French 31%, German 38%, Turkish 11%.

Weapons: Browning M1911A1 Pistol (Handgun) 57%, damage 1D10+2, atts 1, base range 15 yards.

Thompson (Submachine Gun) 43%, damage 1D10+2, atts 1 or burst, base range 30 yards.

Spells: Cloud Memory, Gray Binding, Unmask Demon.

Bonus: Mind Over Matter (*Investigator's Guide* p.66).

*There's a secret here that's been buried for centuries.
What happens here could set the whole world on fire.*

— Nathan Chance

Colour Sergeant Jack "Killer" Killarney

Background: "Killer" Killarney is a 35-year old British army colour sergeant assigned to Section M. Born in Londonderry, his enthusiasm for violence stems from his early life in the 1920s and the Irish civil war; his hand-to-hand combat skills are second to none, especially after the commando training he has received since the events of *Heroes of the Sea*. The training has strangely left him less of a soldier than he was, and more of a special agent, a change which leaves Jack a bit nostalgic for his army life, although he considers it his duty to prepare himself as best he can for the terrifying and uncanny secret war he now finds himself fighting.

Jack is still best enemies with Ferret Farnsworth, although if the truth be told he's come to rely on him more than ever: these days, he finds himself increasingly flying off the handle when provoked, and Ferret's the best antidote for calming him back down.

Appearance: Jack's a big lad, over 6 feet (almost 2 metres) tall, although he's more wiry than he was after recent training. His blond hair looks a lot whiter than it used too, and his grey streak seems to have faded. Sometimes these days he wears a haggard and hungry expression, like a lone wolf about to pounce. He's brought along a couple of tyrebusters (*Achtung! Cthulhu Investigator's Guide* p.122).

Suggested Cover: Driver at the British consulate, university, or a hotel.

COLOUR SERGEANT JACK "KILLER" KILLARNEY, AGE 35, THE COMMANDO KILLER

STR 17 DEX 12 INT 09 CON 16
SIZ 13 APP 13 POW 10 EDU 07
SAN 40 Hit Points: 15

Damage Bonus: +1D4.

Skills: Close Combat 64%, Command 31%, Conceal 47%, Cryptography 29%, Demolitions 39%, Disguise 29%, Dodge 55%, Drive 52%, Espionage 30%, Fieldcraft 61%, First Aid 67%, Folklore 33%, Hide 39%, Martial Arts 72%, Military Doctrine 31%, Parachute 48%, Perform (tin whistle) 58%, Radio Operator 38%, Silent Kill 75%, Sneak 48%, Tactics 29%.

Language Skills: English (own) 48%, French 10%, German 10%, Turkish 07%.

Weapons: *Browning M1911A1 Pistol (Handgun)* 58%, damage 1D10+2, atts 1, base range 15 yards.

P14 Sniper Rifle (Bolt-action Rifle) 67%, damage 2D6+2, atts 1/2, base range 110 yards*.

Thompson (Submachine Gun) 63%, damage 1D10+2, atts 1 or burst, base range 30 yards.

Fist 67%, damage 1D3**+1D4, atts 1.

Grapple 46%, damage special, atts 1.

Head Butt 30%, damage 1D4**+1D4, atts 1.

Kick 44%, damage 1D6**+1D4, atts 1.

Knife 38%, damage 1D4**+2+1D4, atts 1.

*3x Sight doubles base range to 220 yards, quadrupled to 440 yards if using precision aim.

** Martial Arts 72% doubles base damage.

Bonus: Silent Kill (*Investigator's Guide* p.83).

If you do it right, knife work needn't be messy.
The main thing is to be silent -
get in there and out like a ghost.

- Colour Sergeant Jack "Killer" Killarney

Sergeant Ron "Ferret" Farnsworth

Background: Even Section M needs someone who can whistle up essential supplies out of thin air—and Ferret Farnsworth is still that someone. He's a wiry-looking cockney who's much tougher than he looks. These days he lays on the "cheery chappy" act a bit thick for laughs, and can tone it down when required—or when he thinks no one is looking, when his expression becomes almost haunted.

Ferret's always been a born scrounger, but these days he's apt to be a bit of a hoarder, pockets filled with "useful" items he finds along the way. He often finds he's "snaffled" items quite without thinking, and often under the most light-fingered of circumstances, which has got him into hot water with his superiors more than once. He's currently got an M1 pocket incendiary secreted somewhere about his person (*Achtung Cthulhu Investigator's Guide* p.121).

Ron recently underwent commando training with Jack Killarney. Since then, he's found Jack leaning on him for emotional support, and to be honest he's found that an anchor. He'd probably go off the rails without him.

Appearance: Ferret's quite handsome, especially when he drops the chirpy cockney routine, and has a greater presence since commando training. He's less inclined to clam up, too, although he still most definitely does not have the gift of the gab. Whenever he spots something "scroungable", though, he tends to look shifty, and his fingers start twitching.

Suggested Cover: Mechanic at the British consulate.

SERGEANT RON "FERRET" FARNSWORTH, AGE 26, THE FIXER

STR 12	DEX 12	INT 13	CON 17
SIZ 9	APP 14	POW 16	EDU 8
SAN 55	Hit Points: 13		

Damage Bonus: None.

Skills: Close Combat 35%, Command 29%, Conceal 51%, Cryptography 34%, Demolitions 42%, Disguise 38%, Drive 65%, Electrical Repair 53%, Espionage 38%, Fieldcraft 48%, First Aid 61%, Forgery 28%, Hide 45%, Jury Rig 69%, Listen 37%, Mechanical Repair 67%, Military Doctrine 15%, Parachute 43%, Radio Operator 30%, Scrounge 66%, Sneak 49%, Spot Hidden 59%.

Language Skills: English (own) 48%, French 09%, German 27%, Turkish 06%.

Weapons: Webley No 1 Mk VI Service Revolver (*Handgun*) 59%, damage 1D10+2, atts 1, base range 15 yards.

Thompson (Submachine Gun) 52%, damage 1D10+2, atts 1 or burst, base range 30 yards.

Knife 45%, damage 1D4+2, atts 1.

Bonus: Scrounger (*Investigator's Guide* p.75).

BLIMEY, THIS PLACE IS LIKE ALADDIN'S CAVE,
AND NO MISTAKE! ANY CHANCE WE CAN
TAKE THESE CRATES WITH US?

- SERGEANT RON "FERRET" FARNSWORTH



CHAPTER 7

Operational Briefing

*Now look, everyone, Istanbul isn't a war zone.
I want a zero body count on this mission - is that clear?
- Major Archibald Strang, Section M handler*

SECRET

HEADQUARTERS SECTION M
AGENT EYES ONLY

Situation Report

/1942/SCM2.A

Foreign Office Briefing:

Since the start of the war the situation in Istanbul has been precarious. The Turkish government has maintained a policy of strict neutrality and enforcement of its laws within its territory, whilst turning a blind eye to intelligence and diplomatic activities pursued covertly by foreign powers. Their overriding concern is to provide no power (in particular no Axis power) with a pretext for aggressive action. This has worked to our advantage, and we have been able to establish networks which have led to valuable products. However, we anticipate other powers have done the same, and so the situation is one of classic bluff and double-bluff, and verifying intelligence has been problematic.

Overt intelligence agents operating in Istanbul are poorly tolerated by Turkish law enforcement. The British consulate (address provided) can assist with cover identities where required, although resources are scarce and contact must be low-key. City authorities have taken a dim view of open conflict between agents and assets, and have been heavy-handed. Our policy is one of denial where a containment is not possible, and regretfully agents have been lost.

Southeastern Europe Winter 1941-2



/1942/SCM2.A

SECRET

We advise extreme caution when undertaking operations in Istanbul. Trust no one, and expect surveillance everywhere. Intelligence gathered should be treated as suspect and at best adulterated.

Section M Analysis:

Until now Istanbul has not been an arena for activities of interest to Section M. The recent termination of US intelligence asset Lily Warner (codename: ARDENT) and her communique addressed directly to your team suggests this may no longer be the case. Her mission in Istanbul was to investigate Ahnenerbe information networks in the educational and diplomatic community; her message suggests she had discovered an archaeological dig with Ahnenerbe involvement, which had discovered cultural artefacts of a politically sensitive nature (namely the lost regalia of the last Emperor of Byzantium), and of sufficient importance to the Ahnenerbe to have necessitated her termination.

This is an unorthodox situation with no clear objective. Nevertheless, given the direct nature of agent ARDENT's appeal and the delicate situation in Istanbul, London station considers Section M involvement and investigation to be warranted. Matters cannot be allowed to slip out of control.

It is noted that this is also an ideal opportunity to develop further cooperation with SOE, as well as our American counterparts and new Allies. Authorisation is therefore given to Section M to investigate agent ARDENT's death and the events surrounding the discovery of the Byzantine regalia.

If this is true, Turkey entering the war may be the price we pay for this not falling into Nazi hands.

- Major Archibald Strang, Section M handler

de Meesters, 1997

