

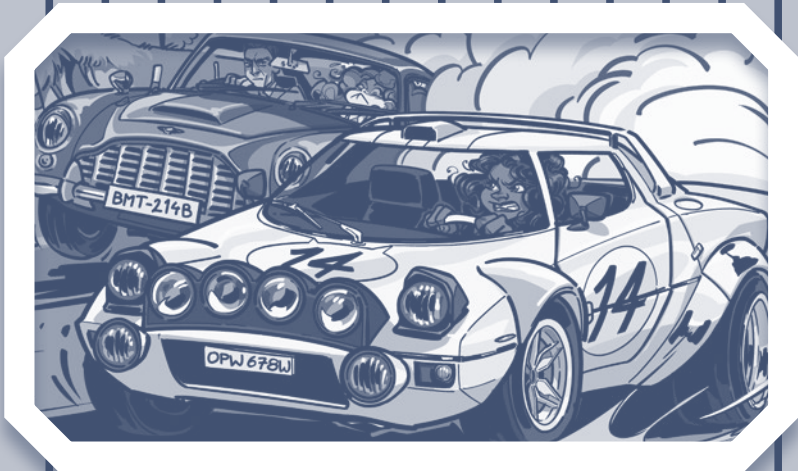
THE  
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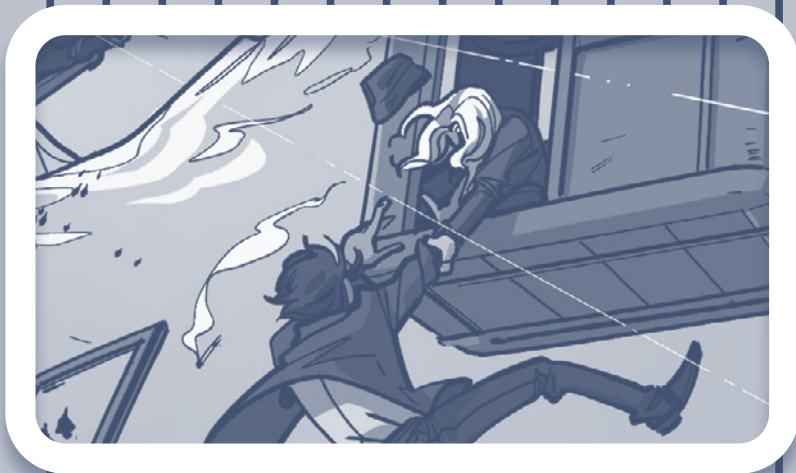
# THE U-BOAT MYSTERY



BY KRISTER SUNDELIN











**THE  
TROUBLESHOOTERS**

# **THE U-BOAT MYSTERY**

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# ABOUT THE U-BOAT MYSTERY

The U-Boat Mystery is an adventure for about 4–6 characters, in which the characters become involved in a plot to recover a painting from a German submarine lost during the Second World War. The adventure starts in Paris, may detour to New York, and ends in Sitomeyang, a fictional island kingdom in Southeast Asia.

## THE STYLE OF THE ADVENTURE

The U-boat Mystery is mostly down-to-earth. It starts as an investigation adventure, and shifts to exploration and action when the characters arrive in Sitomeyang. There is limited weird science, mostly of the McGuffin type.

## BACKGROUND

In the last days of the war, some Nazis saw the writing on the wall. Jurgen Engels, a Nazi official, was tasked with moving the fruits of Nazi wonder weapon research to safety.

One such operation was to send a U-boat, the Type IX-C U-boat *U-890*, to Japan with a painting on board. Hidden on the back of the painting under a wash of water soluble paint, is the encrypted Nazi research into a power source they called “vril”, which could be used for death rays and anti-gravity. Not only was this move intended to protect their findings, but it was also hoped that hiding the painting would deny the Americans and Soviets access to the valuable research, while simultaneously allowing Imperial Japan to possibly turn the tide of the war.

*U-890* never reached its destination. It was discovered by a US navy patrol off the coast of Sitomeyang, an island kingdom between Indonesia and Australia, and sunk.

After the war, Engels took a new identity, Dr Erwin Jäger, and escaped justice. Two decades later, he is a senior member of the Octopus (#172). He has realised that the “vril” research would be of immense value to his new organisation. He has found out the probable location of *U-890*, and decided to mount an expedition to retrieve the lost painting and its invaluable scientific treasure. It is almost time to launch the expedition.

But just then, Richard Wallhaus, an underling of Dr Jäger’s, went rogue and needed to be silenced. The defector’s wife Nena picked up where he left off and then panicked as the Octopus homed in on her. The journalist Pierre Martin also got wind of a potential scoop and followed the trail of clues from his end.

The Octopus must do something about this unfolding situation. They can’t risk the expedition. They shoot

Nena Wallhaus and kidnap Pierre Martin – not knowing that those two actions will inadvertently force the characters to pick up the trail.

## Pierre Martin: the journalist

Pierre Martin is an investigative reporter, and both a rising star and a fifth wheel at *La République*. Sometimes he does regular interviews with famous people, for instance any character with the **Media Darling Plot Hook**. Sometimes he’s going for the big stories, such as the marine expedition to Sitomeyang on *MS Adonia*.

The marine expedition by itself would not be particularly interesting, had it not looked more like a salvage operation than a marine biology expedition as stated in the paperwork. The man in charge of the expedition is also suspicious: he doesn’t seem to have a past before 1945, and he has very precise and peculiar art interests. He always seems to be on the lookout for the painting *Brünnhilde rides to Valhalla*, even fake copies of it, and is not convinced that it was destroyed in Berlin in 1945. He also seems to be on the lookout for *U-890*, a Type IX-C U-boat lost in April 1945.

But Martin’s investigation has attracted interest. After having interviewed the **Media Darling** character (if there is a character with that **Plot Hook**), some Octopus thugs try to kidnap him, right in front of the character, and take him to Sitomeyang aboard the *MS Adonia*.

## Nena Wallhaus: the nervous contact

Richard Wallhaus was a former member of the Octopus. As he was murdered by his co-conspirators, his wife Nena started to investigate things. She has found some very troubling secrets of her late husband’s, and wants to warn someone about it.

The lead-in to any character with the **Arch-Enemy: The Octopus Plot Hook** is that after having been rejected by various “serious” investigators, including the police, she has found the character’s name at the top of a watchlist. Recognising the name from other situations, she contacted the character, explaining that she had information on something big regarding the Octopus.

Just as she hung up, two Octopus thugs broke into her home. She grabbed what she could – a map with the suspected location of the wreckage of the U-boat *U-890* – and ran away. She was chased to a bridge where the thugs caught up with her and shot her in the back, right in front of the character.

The thugs drove off and returned to her home, took everything that remotely looked like something that could implicate the conspiracy, and set her house on fire.



## LOCATIONS

This adventure is broken into four chapters, each one taking place in a different location.

### Paris

The adventure starts in Paris, where the characters pick up the trail from where Martin left off. This chapter is mostly about legwork and investigation. They eventually find that they can't get any further. The clues they have point to Indonesia and New York.

### The Big Apple

Some in-depth information may require a trip to New York City, specifically the *Columbia University* and *Metro-politan Museum of Arts*. It will also lead to some entanglements with the New York mafia.

The New York leg is not mandatory: the characters may skip this chapter and go directly to Sitomeyang, but it should be the characters' decision.

### Sitomeyang

In the Southeast Asian island kingdom Sitomeyang, the trail picks up. The characters get a clearer picture (pun intended) of what they kidnappers are after, and may even rescue Pierre Martin from *MS Adonia*, the kidnapper's expedition ship.

But then the Octopus sets out to sea, not only to escape justice but also to find *U-890* and the hidden treasure.

### U-890

The last chapter takes place both at sea and under it, inside the wreckage of *U-890*. Here the characters find the truth, rescue Martin if they have not done so already, and hopefully foil the Octopus's evil plans.

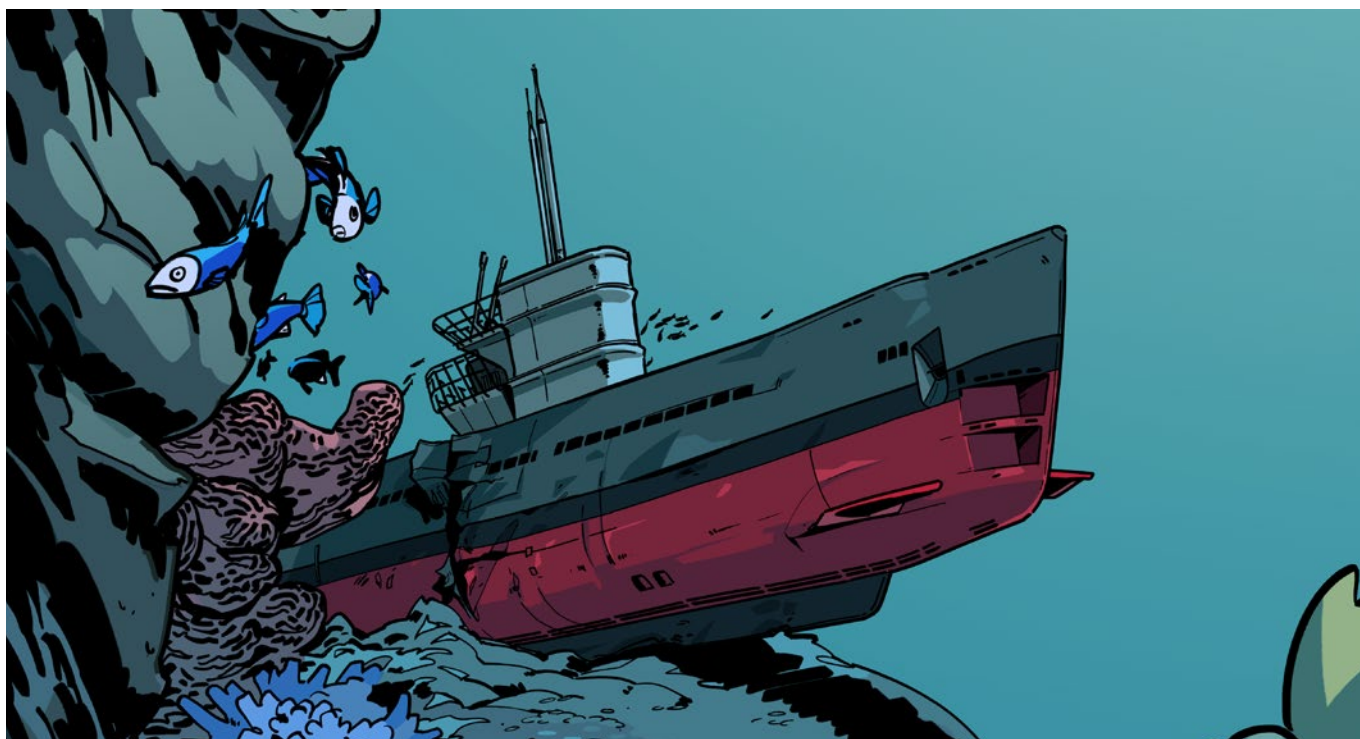
## SUITABLE CHARACTERS

The adventure uses the **Plot Hooks Media Darling**, **Arch-Enemy: The Octopus**, Do-gooder and **Looking for a Case**.

It will be very beneficial for at least one character to have the Diver ability, and it will help if someone has the Divemaster ability as well.

Being fluent in German will make some of the research easier, and knowing Javanese will make communication with the locals easier, but neither language is necessary.

It is a good idea if all characters are at least capable of fighting (**Melee** or **Ranged Combat** at 45% or more). It would be even more advantageous if there is one combat-oriented character with both **Ranged Combat** and **Melee**, and one of them at 65% or more.





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# STARTING THE ADVENTURE

*The U-boat Mystery* starts in Paris in January 1965. You can have it take place in another location as long as these conditions are met:

- The fictional newspaper *La République* has its office or an affiliated office here.
- Nena Wallhaus (and her late husband) lives in a house in town.
- Pierre Martin lives in an apartment in town.
- There is a library in town.

If your campaign is running in another city, just add these locations to your town at suitable addresses, or swap them for establishments that already exist in your campaign.

## RUNNING THE STARTUP

To start the adventure, pick two characters that have at least one of the **Plot Hooks Media Darling, Arch-Enemy: The Octopus, Do-Gooder** or **Looking for a Case**. Give those two characters one handout each that matches their **Plot Hooks**.



## MEDIA DARLING

A friendly journalist, Pierre Martin, mentions that he's off to New York and then Sitomeyang to cover a German marine expedition during an interview with the character. As the interview wraps up, the journalist is suddenly kidnapped by two buffoons who drag him into a van and speed off. His bag contains the book *The One That Got Away: Hitler's Lost U-boat*. A scrap piece of paper used as a bookmark has the words "Wallhaus file?" on it. The bookmark is in the chapter "The Tale of the Survivor".



## LOOKING FOR A CASE

The character gets an anonymous tip about a former Nazi setting up a marine expedition to Indochina. An art catalogue from the *Metropolitan Museum of Art* in New York, with the painting *Brünnhilde Rides to Valhalla* circled, and an octopus and the note "P. Martin, La République" scribbled next to it, is left in the character's mailbox.



## DO-GOODER

Across the street from the character's home, there is a fire in the middle of the night. While helping the tenants evacuate, the character overhears someone claiming to have heard shots and seen a car speed off from the site before the fire broke out. One person is missing, a young widow living on the second floor.



## ARCH-ENEMY: THE OCTOPUS

A very nervous contact, Mrs Wallhaus, calls the character about something big. As they make contact late at night, she is shot in the back by unknown assailants, who then drive off at high speed. She gives the character a map, before falling unconscious. Mrs Wallhaus is taken to a hospital, and the police take testimony from the character.



## WHAT HAPPENED?

Quite a lot happened that night, and it's all linked to the expedition to Sitomeyang. Nena Wallhaus' apartment was attacked and set on fire, and Nena herself was forced to flee. She was eventually gunned down by the Octopus. This was intended as an execution – she definitely knows too much, and is too dangerous to be left alive.

Pierre Martin got too close to the truth of the expedition for the Octopus' comfort. They kidnapped him in order to learn what he knows, and also ransacked his home for good measure.

For a day or two, the Octopus holds Martin in a warehouse, interrogating him. After that, he is smuggled out of France on a private jet owned by an Octopus front company. Dr Erwin Jäger and some of the expedition members will be on the same flight. When the plane reaches Sitomeyang, Martin will be locked up onboard MS *Adonia*.

If the **Looking for a Case Plot Hook** was used, "Source S" also hinted about something from the exhibition catalogue from the *Metropolitan Museum of Art*.

## PARIS IN JANUARY 1965

January is a drab and cold month. It's cold and rainy, with an average temperature of about 5 °C.

### Random facts about 1965

- Charles de Gaulle is president of France.
- Georges Pompidou is the prime minister of France.
- The world's first hatchback, Renault 16, is unveiled.
- Cardinal Pierre-Marie Gerlier dies on January 17th
- General Maxime Weygand, commander in both World Wars, dies on January 28th.

## GET GOING

After the players receive their handouts, have the characters meet at "the usual place" for breakfast, lunch, coffee, or whatever. Encourage the players to describe the usual place, name it, and name the patron and employees there. Make the characters talk about what happened to them in the startup handouts.

## RUSHING INTO THINGS

There is a chance that the characters rush into the matter of the kidnapped journalists if you use the **Media Darling** startup handout. If they do, see *Where in the world is Pierre Martin?*

## LEGWORK

The characters will likely try to follow up on the clues they have from the startup. That's great: you want the characters to know enough to be pointed to New York and Sitomeyang. You can find the clues in the *Clues* section of this chapter.

## PUSHING THE ISSUE

If the players are still not hooked, you have to force the issue. To do that, the Octopus tries to do stupid things in order to "dissuade" others from getting involved after being made aware that Nena Wallhaus and Pierre Martin may have contacted the characters.

- Ask for one random character's **Alertness** Skill value, make a hidden roll ignoring the result, and then tell them that two strangers in sunshades are watching them. They leave immediately if confronted.
- One character's small business or home suffers a break-in in the middle of the night.
- One **Plot Hook** character receives threatening telephone calls at night, telling the character to "stay away from the girl/stop looking for the journalist/not bother about the painting", whichever fits that character's **Plot Hook** best.
- One other **Plot Hook** character is threatened, possibly beaten up, as goons believe that the character is in possession of "the Wallhaus file". They are of course mistaken. If the characters are not aware of the Wallhaus file from earlier, they are now.

## WHERE IN THE WORLD IS PIERRE MARTIN?

Trying to find Pierre Martin is a side trek and not mandatory for the adventure. There is a chance that the characters track down Pierre Martin and the mystery van on their own. If they do, don't stop them! Instead, let them find the warehouse in which Martin is held. Don't let them rescue Martin, though, as retrieving him from his kidnappers is a big motivation for the rest of the adventure.

### THE SITUATION

For the first days after the startup, Pierre Martin is held in a warehouse for interrogation while Dr Jäger decides what to do with him and prepares to leave the country for Sitomeyang. The police are searching for Martin, which makes Dr Jäger nervous – that and the hunt for Nena Wallhaus' shooters. Maybe going after those two wasn't such a good idea after all.

### WHAT THE POLICE KNOW

The Sûreté have no idea where Pierre Martin is, but there is an extensive manhunt for him. Inspector Maurice Galvand is in charge of the case.

The Sûreté are particularly happy if any person (for instance the **Plot Hook** character) can provide the registration number of the van involved in the kidnapping. Days later, it is found burned out in the Seine some distance outside Paris.

The Sûreté's hypothesis is that Pierre Martin will be held for ransom from *La République*, "possibly by some nationalist vigilante group but more likely by some rogue Communists" – i.e. they have no idea, but they don't let that get in the way of inspector Galvand's personal prejudice.

### THE HUNT FOR PIERRE MARTIN

If the characters immediately try and chase down the van after the startup handout scene, it is quite easy to find the warehouse. Finding it later is trickier and requires some serious legwork – have them make an **Investigation task check** to find out where the van went, or make a challenge of it.

The warehouse is a nondescript brick warehouse with a tin roof in Limeil-Brévannes, to the south-east of central Paris and east of Orly, among several identical warehouses. It has sliding gates on the south wall and side entrances on both the east and west walls. There are ruffians patrolling the perimeter of the warehouse.

Getting into the warehouse without being seen is a challenge.

### Challenge: Sneaking into the Warehouse

**Alertness**, to find guards before they find the characters

**Sneak**, to not be found by the guards

**Security**, to figure out the patrol pattern and prepare for picking the locks

**Prestidigitation**, to pick the lock

#### Modifiers

Don't forget that the Lockpicker Ability makes the **Prestidigitation task check** easier.

#### Outcome

**Great outcome:** The characters get in at the East side entrance and find Pierre Martin being interrogated. The characters can get a surprise round if they start a fight.

**Good outcome:** The characters get in at the East side entrance and find Pierre Martin being interrogated. Then someone shouts that the door is unlocked, and every guard is alert and ready while Melisandre prepares to take off with Martin.

**Limited outcome:** The characters open the western side entrance. There is a guard inside who has not noticed them yet. The characters must choose between starting a fight with the guard which will make noise, or closing the door silently and sneaking away. If they fight the guard, the noise will alert the villains.

**Bad outcome:** The characters are discovered before they get in. The thugs chase them off with their submachine guns, while Melisandre drives away with Pierre Martin to the airport.

**Abysmal outcome:** The characters suddenly find themselves at the wrong end of a submachine gun, or rather, a whole bunch of submachine guns wielded by Octopus thugs. They are captured and tied up in the warehouse. Madame Melisandre then drives off with Pierre Martin.



## INSIDE THE WAREHOUSE

The inside of the warehouse is a big open space with wooden crates stacked on top of one another, forming a labyrinth of stored stuff around a central alley.

To the south, near the gates, there's an open space that has not yet been filled with crates.

This is where Pierre Martin is tied up and currently being tortured. He is barefoot and a thug is tickling the soles of his feet with a long feather, while Madame Melisandre sadistically caresses him and promises that it will end and become a lot more pleasurable if he just tells her everything he knows.

In that open space, there is also the Mercedes that the thugs used for the drive-by shooting of Nena Wallhaus, and possibly the van which they used to kidnap Pierre Martin.

**Entrances:** There are four side entrances and the main gate. The side entrances are simple doors. The main entrance is a sliding double gate which is big enough for two trucks to drive through side by side with room to spare. Side entrances are locked. Unlocking a side entrance is an action and requires the correct keys or lock picks and a **Prestidigitation task check** to open.

The main gate is locked with a chain and padlock if nobody is here, and by a bolt on the inside if there are people inside. Opening the main gate so that people can get through is an action, while opening the main gate so that a car can get through requires two consecutive actions, or one action each if two people work together.

**Crates:** Crates are stacked up to four meters high, in layers. Each pile is a zone. Getting on top of the crates is a Move action that requires an **Agility task check** at **-2 pips**. Getting down safely is also a Move action that requires an **Agility task check** at **-2 pips**. Jumping down doesn't require a Move action, but you risk taking damage from falling. Jumping from across a passageway from one pile of crates to another is a Move action that requires an **Agility task check**. If it fails, you end up hanging by your fingernails at the top, and it takes another Move action to pull yourself up or drop down to the floor. At **Bad Karma**, you fall down and risk taking damage from falling. Jumping across open spaces is at **-2 pips**. You cannot reach the interrogation area or the vehicles from atop the crates.

**Passageways:** There are passageways between the stacks of crates, to allow forklifts and trucks to pass. Each passageway is a zone.

**Open spaces:** Here and there, there are open areas throughout the maze, places that have not yet been filled or were recently cleared out.

**Interrogation area:** It's not actually intended for interrogations. It's just the open space near the entrance to the warehouse where Pierre Martin is held while being interrogated.

**Vehicles:** The villains have their vehicles at the interrogation area: at least the Mercedes, and if not yet dumped, the Peugeot van that the villains used to kidnap the journalist.

Two Octopus mooks patrol the passageways and open spaces at all times when the place is occupied. Four Octopus thugs play cards at a table in the interrogation area. Another thug helps Melisandre interrogate Pierre Martin. A number of mooks also patrol the outside, and may appear at any moment as reinforcements.

## ALL HELL BREAKS LOOSE

When a fight starts, or after they can drop the **Surprised** condition, Melisandre orders two thugs to grab Martin and get to the car and another thug to open the gate, while she herself gets behind the wheel. The next round, one of the thugs opens the gate, and the round after that, Melisandre drives off for the private jet at a small airfield south of Paris.

The rest of the mooks and thugs fight until the characters give up or are **Out Cold**, or they are **Out Cold** themselves.

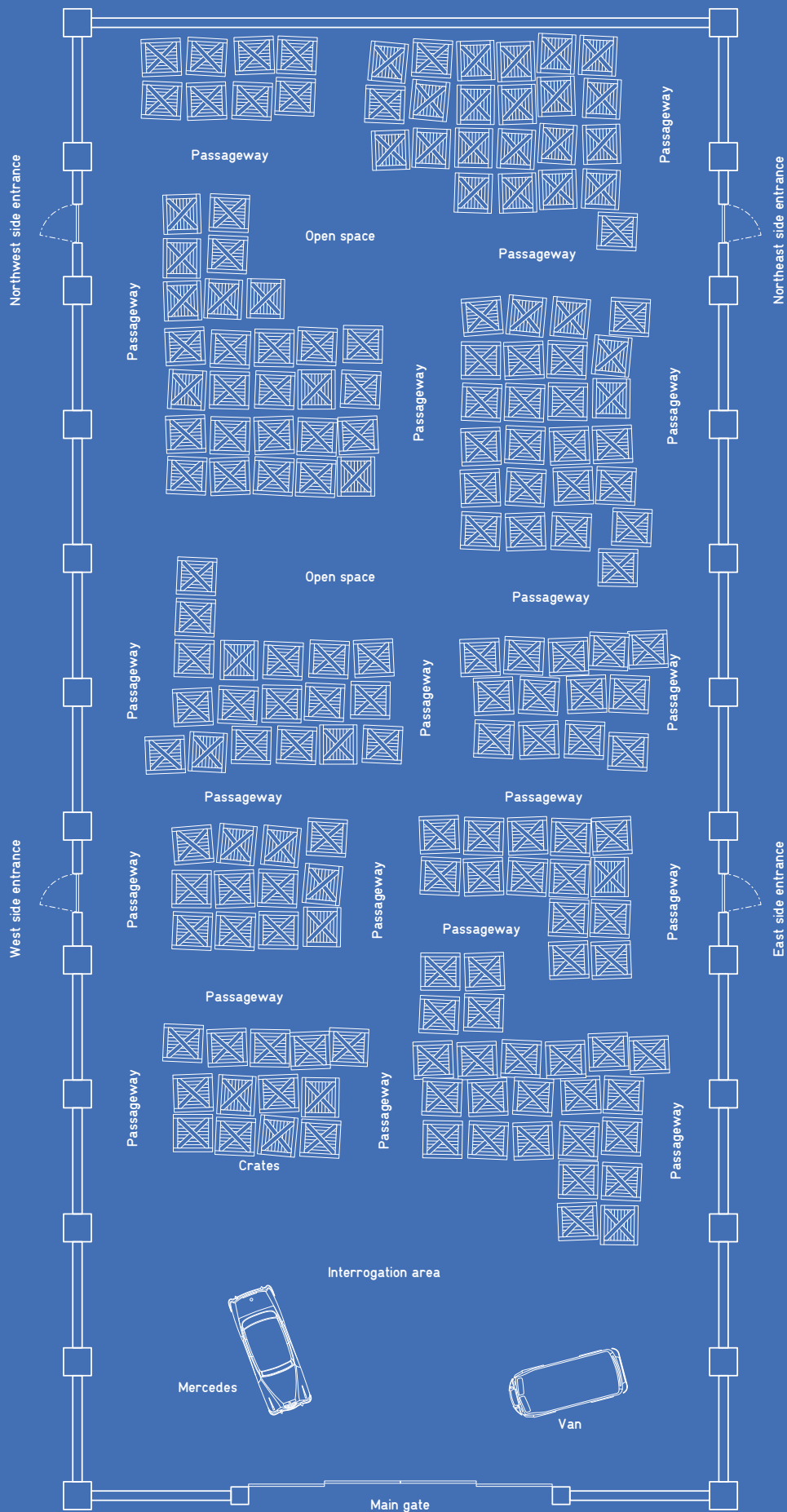
If you need things to be more challenging for the characters, or if a character has **Bad Karma**, mooks from outside can storm in through the gate or a side entrance whenever doing so would be most dramatic.

## IF CAPTURED

Chances are that the characters are captured if they storm the warehouse or are noticed. In that case, the mooks tie them up, lock them into the warehouse, and set it ablaze.

Don't kill the characters: any plan to get out of the warehouse or survive the fire should work.

- The glass windows shatter, and the characters can use glass shards to cut themselves loose.
- A burning plank can be used to burn off the ropes holding them.
- There is a sewer grate. If they can get it open, they can take cover in the sewers.
- They can stack non-burning crates on top of one another and escape through one of the windows.
- Or literally anything else they can think of.



Remplacement pour	Magasin Limeil-Brévannes	Révision	
Remplacé par			
Construction: 1943/44			
GFM		Plan architectural	



### Rescuing Martin too early

Play the fight fair, but remember that Melisandre wants to get away with Martin. He is too dangerous to be let free, she reasons.

There's a certain chance that the characters actually rescue Martin. It is unfortunate but the adventure is not unsalvageable.

The reason is that Martin does not want to lose his scoop. Instead, he tells the Sûreté what they want to hear, that some leftist terrorists wanted to demand ransom from *La République* in return for money and publishing a left-wing propaganda piece about the "brave communist freedom fighters". To his surprise, the Sûreté places him in protective custody, so he can't leave the country. He asks the characters to help him with his scoop and finish the story for him, offering to let them share in the credit.

That way, you can motivate the players to go on and finish the adventure even if they rescue Martin too early.

### WHERE DID HE GO?

After a few days, or if the characters storm the warehouse, Martin is brought to a small airfield, put aboard a private jet and flown to Sitomeyang along with Erwin Jäger and some of the expedition members.

If the players think of whether Martin has been flown out of the country – perhaps to Sitomeyang because of all the clues – they can check with the aviation authority and find out that there is one flight plan filed for Sitomeyang that stands out: a Dassault Falcon owned by *Calamari*, a shipping coordination agency from Venezuela. All other flights are regular commercial flights, but the Dassault Falcon is a private jet. To get the list of flight plans from the aviation authorities, have the players make a **Red Tape task check**.

**Handouts:** If the characters get the flight plan list, give *The flight plan list* handout on [page 63](#) to the players.

## CLUES

The first chapter is very much about legwork to understand what is happening. You want to involve the players in the mystery and give them some background to it, and you also want to send them to either New York or Sitomeyang.

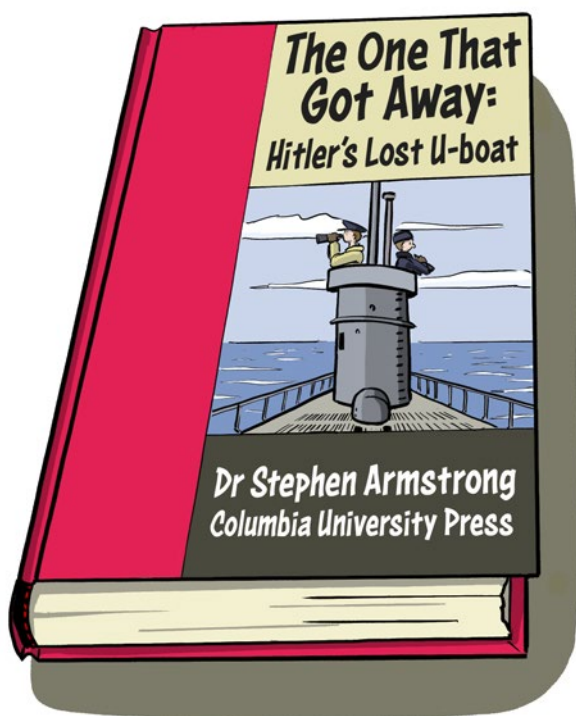
If you need to push the characters along, use the Octopus to motivate them, or use Robert Legros of *La République* to get them moving in the right direction.

### THE ONE THAT GOT AWAY: HITLER'S LOST U-BOAT

Written in English by American historian Stephen Armstrong, the book tells the story of *U-890*, a Type IX-C U-boat on a secret mission to Japan at the end of the war. It sailed from Hamburg on the eve of April 16th, 1945, and never reported in.

The author connects the U-boat's mission with an earlier mission to Zürich, where stolen riches and art were deposited in numbered bank boxes. The value of the riches is just short of ridiculous, even when accounting for inflation. Which boxes, or for that matter which bank, remains unknown even today. The Zürich banks have no records and deny their existence, according to the author.

The author then traces the U-boat to a strait outside Sitomeyang, where it was attacked by the US and Australian navy, and eventually sunk in deep (100 meter)



## CLUE SHEET

Clue	Where	How
<i>The One That Got Away: Hitler's Lost U-boat</i>	Media Darling	Startup handout
Nena's map	Arch-Enemy: The Octopus	Startup handout
The identity of Nena Wallhaus	Do-Gooder	Startup handout
The exhibition catalogue	Looking for a Case	Startup handout
Octopus badge, evidence of arson	The Wallhaus' apartment	Investigation
Photo of Dr Erwin Jäger, tickets to New York and Sitomeyang	Martin's apartment	Investigation
Signature "JE"	Library	Investigation
Information on the book <i>The One That Got Away: Hitler's Lost U-boat</i>	Library	Investigation
Deck plan of Type IX-C U-boats.	Specialised bookstore or library	Search
The Wallhaus file	La République	Automatically
Someone is stalking the characters		Alertness
The story of the original Brünnhilde	Alte Nationalgalerie	Status or Red Tape
Four fakes are known, the original is lost.	Metropolitan Art Museum or Budi Darwaman the art collector	Humanities
Brünnhilde's tale	Metropolitan Art Museum	
Flight plans from France to Sitomeyang	Aviation authorities	Red Tape
Blueprints for Type IX-C U-boats	West German Navy Archives, Stephen Armstrong	Challenge in the archives, automatically at Professor Armstrong if they ask
Blueprints for MS Adonia	University of Hamburg, West German International Shipping Register, Nordenwerft GmbH, Leike Schiffbau	Charm, Credit, Red Tape or Contacts

water. You will need a diving bell and deep-sea suits for any salvage operation.

There is a chapter on the tale from the U-boat's perspective, as told by second hand information from someone who met an alleged survivor named Johann. A piece of scrap paper is used as a bookmark for this chapter in Pierre Martin's copy.

The author lives in New York and works as a professor of history at *Columbia University*, New York.

**How to get it:** The book can be ordered at any library. It will then arrive a few (1d6) work days later. If the characters try to buy the book, have them make a **Credit task check**. If successful, the bookstore has a copy; otherwise it has to be backordered, which will take about a week. A character with the **Media Darling Plot Hook** may already have the book from the startup.

**Handouts:** If the characters get the book, give *The One That Got Away* handout on page 63 to the players.

**Notes:** The connection to the Swiss banks in Zürich is just a red herring. Although Jurgen Engels was responsible for hiding stolen Nazi wealth in Swiss banks, it was independent from the *U-890* mission.

## NENA WALLHAUS

Nena Wallhaus has had surgery to remove the pistol bullet and repair her organs. She is in recovery, in pain and on medication, so she is a bit wobbly and unfocused. Nevertheless, she will offer whatever limited help she can to the character with the **Arch-Enemy: The Octopus Plot Hook**, and any other character that she feels she can trust.

- Her husband was a member of a secret organisation called the Octopus, but defected. They have been on the run for some time. When they finally thought that the Octopus had given up, her husband was murdered. The police dismissed his death as a car accident, but she knows it was murder.
- To keep ahead of the Octopus, the Wallhaus couple continuously gathered information about them. They had recently uncovered plans to raise a German U-boat from the war, under the guise of a marine biology expedition.
- Dr Erwin Jäger was Richard Wallhaus' superior in the Octopus. He had a code number, #172.



**How to meet her:** It is not that hard to find which hospital Nena Wallhaus is at. It is harder to actually meet her.

Nena is in protective custody at the hospital, and a police officer stands guard outside her door. The police officer is very reluctant to allow visitors to enter her room (Hard **Charm** or **Red Tape task check**; possibly just Challenging with Abilities like for instance Press Credentials, Diplomatic Immunity, Police Badge, Called to the Bar, or the right kind of Licensed Professional), though he may be less suspicious of someone impersonating the hospital staff...

It is all but impossible to get permission to meet her from the police (a Very Hard **Red Tape task check**, possibly just Hard with the right Abilities; for the **Arch-Enemy: The Octopus Plot Hook** character, it may even be Challenging).

However, it is reasonably easy for a character to impersonate hospital staff and access her room that way (Easy **Subterfuge task check**).

## NENA'S MAP

Nena had a chart of the Vikraminay strait in the Si-tomeyang archipelago, with a circle and the number "890" on it. Scribbled next to the circle is the text "S. Armstrong". It was in her purse when she was shot. It was either given to a **Plot Hook** character, or it is in a bag with her belongings.

**How to get it:** Either the map is in the possession of a **Plot Hook** character, or it is in among Nena's possessions in a sealed bag at the hospital. When she wakes up after surgery, she can give the characters permission

to have it if she trusts that they are not involved with the Octopus.

**Handouts:** If the characters get the map from Nena, give the *Chart of Vikraminay strait* handout on page 65 to the players.

**Note:** The circle shows the location where Nena's husband thought the U-boat actually sank. It is almost correct. If the characters have read the book *The One That Got Away: Hitler's Lost U-boat*, they will note that the position differs from one listed in the book. "S. Armstrong" refers to the author.

## THE ART CATALOGUE

The art catalogue is from the *Metropolitan Museum of Arts* in New York, and in English. There is an exhibition named "The World of the Nibelungs: Richard Wagner's influence on late 19th Century German Art". One of the paintings, *Brünnhilde rides to Valhalla* attributed to "a follower of Zoege Eberhart", is mentioned in the section "The Nazi's Wagner Obsession".

**How to get it:** The **Looking for a Case Plot Hook** character will have it. Otherwise, make sure that it appears later on – for instance if the characters are threatened by the Octopus, or in Martin's inbox under the Wallhaus file.

**Handouts:** When the characters get the art catalogue as a **Plot Hook**, or later at *La République*, give *The art catalogue* handout on page 64 to the players.

**Note:** A successful **Humanities task check** will reveal some of the information under *Brünnhilde's Tale* on page 22.



## THE WALLHAUS FILE

The Wallhaus file is central to the adventure. It is an envelope from Richard Wallhaus with information that he dug up prior to his death. When he felt that his life was threatened, he posted it to Pierre Martin, who he thought could continue his work.

At the start of the adventure, the Wallhaus file is in the inbox at Pierre Martin's desk at *La République*.

The file is a brown string envelope which contains:

- Photos of MS *Adonia*
- A photo of a Nazi officer with the name "Jurgen Engels" on the back
- A photo of a U-boat sailor with the name "Johann Fressner" on the back
- The application from Dr Jäger for funding of a marine biology expedition to Sitomeyang, approved by the university in Hamburg
- A list of staff on the expedition

**How to get it:** Lead the characters to the Wallhaus file at Martin's desk at *La République*. You want them to get it. Other options include that it is in Pierre Martin's apartment, or in a safe deposit box belonging to Nena Wallhaus. In the worst case, it arrives by mail to one of the characters some days later.

**Handouts:** When the characters get the Wallhaus file, give *The Wallhaus file* handout on page 62 to the players.

**Note:** A successful **Science task check** or the Diver Ability will reveal that the experts listed as part of the expedition staff seem to indicate a salvage operation rather than a marine biology expedition.

## MARTIN'S APARTMENT

When it is evident that Pierre Martin has been kidnapped, the players may want to visit his apartment. He lives with his girlfriend, Françoise Micheaux, in a small two-room apartment.

The landlady, madame Éclairé, is not happy about visitors. She loudly complains about all the trouble with break-ins, police, disturbances and whatnot. "That's what you get for living in sin!" she says, referring to the fact that Pierre and Françoise are not married. It will take a **Charm task check** and some smooth talking from the players to get past the landlady.

Françoise has no reason at all to trust the characters. She will most likely slam the door in their faces, unless they have a reference from *La République*, do some really smooth, or use suitable Abilities (for instance Police badge, Called to the Bar, Good Reputation or Empathy).

If the characters persuade Françoise to let them in, they will notice that the place is a mess. Françoise will tell them that she found the place ransacked as she got home from her job. She called the police who did a



basic forensics investigation and interviewed her. She is now trying to clean up the place, and is worried for Pierre because he has not called her back despite her repeated calls to the office at *La République*.

Among the stuff in the mess are:

- Two plane tickets, one from Paris to New York, and one from New York to Sitomeyang by way of Sydney. Françoise knows that Martin was working on a story that would have him make that journey.
- A photo of the sponsor of the marine expedition, Dr Erwin Jäger. He looks a bit like "Jurgen Engels" in the file, but older, balder, with glasses, and without the SS uniform. Françoise has no idea who the person is.
- A list of contacts and contact information, written with different pens and some ticked and overlined. Among the contacts are Professors Stephen Armstrong and Jebediah Renner.

**We're being watched:** Have one player make an **Alertness task check**. If successful, or if someone says that they look for anyone trailing them, they will notice that two men are watching Martin's apartment from inside a Mercedes on the other side of the street.

If the characters confront these two men, they claim that the characters are mistaken and drive off.



## THE WALLHAUS RESIDENCE

It is the apartment belonging to Nena Wallhaus that is set ablaze in the **Do-Gooder's** startup handout.

If the **Do-Gooder Plot Hook** is not used, the characters are met by flashing blue lights from the fire department as they approach the Nena's home. The fire is still blazing, with the fire department trying to prevent it from spreading to the surrounding buildings.

The firefighters don't have time to talk to random people on the street, but if the characters are good at persuading someone (a successful **Charm** or **Contacts task check**, the Press Credentials Ability, or something similar) the fire chief can tell them that they are trying to prevent the fire from spreading, and that there are probably no casualties inside. He then excuses himself and refers to a future press conference that will possibly include the police.

At a press conference later on, the police make the following remarks:

- Six people are hospitalised as a result of the fire, from burns and smoke inhalation.
- The fire is being investigated as an arson. Some clues have been secured.
- One person is in protective custody at an unnamed hospital. The police will not reveal the identity or the hospital in order to protect the person (it is Nena Wallhaus).

At later visits, the site is fenced off with police marking tape as a crime scene. The characters may sneak in anyway and look for clues.

**What happened here:** After shooting Nena, the Octopus thugs broke in and quickly searched the place for any information that Wallhaus could have left behind, and took it. To hide what had happened here, the thugs poured petrol all over and set fire to the place.

Richard Wallhaus kept his old Octopus uniform in a wardrobe, where it burned. The Octopus insignia survived the fire.

**Handouts:** If the characters find the Octopus badge, give *The Wallhaus residence* handout on [page 62](#) to the players.

### If caught

There's a chance that the characters are caught by the police when snooping around in the ruins of the Wallhaus apartment. If that happens, they will be searched and put in cells. Their property will be bagged, and later given a cursory search by the police.

- The characters will then be interrogated by the police:
- Who are they?
- What were they doing on a crime scene?

## Challenge: Investigating Nena's apartment

**Alertness**, because the burned-down building is a deathtrap

**Sneak**, to get in without being noticed

**Search**, to find clues

**Investigation**, to understand the clues

### Outcomes

**Great outcome:** The fire seems to have started in multiple locations throughout Nena's apartment, indicating a deliberate fire. There is a faint but distinct smell of petrochemicals and telltale signs of intense surface fire at several locations before the fire really got going, almost certainly caused by an accelerant. Drawers are pulled out and strewn all over the place. The contents of the drawers and bookshelves are all badly burned. Among the charred remains of clothes at the bottom of a wardrobe, there is a sooty badge with an Octopus insignia.

**Good outcome:** The fire seems to have started in multiple locations throughout Nena's apartment, indicating a deliberate fire. Drawers are pulled out and strewn all over the place. Among the charred remains of clothes at the bottom of a wardrobe, there is a sooty badge with an Octopus insignia.

**Limited outcome:** The players have to choose between the Good Outcome and get discovered and arrested; or that they find nothing.

**Bad outcome:** No clues.

**Abysmal outcome:** Suddenly, the floor collapses and one random character falls down into the cellar. That character gets a **Wounded** condition.

- Did they know the people living there? Note: if the police find a connection between the characters and either Nena or Richard Wallhaus, they will become very suspicious if the characters deny it.
- If yes, do they know about their whereabouts?

The officer handling the characters' case assumes that they are curious trespassers, and unless suspicion is raised, they will be set free at about lunch the following day. Their names are added to the case file, but nothing really happens.

A good way to not raise any suspicion is to present press credentials. Journalists are always bloody inquisitive – too inquisitive for their own well-being.

A good way to raise suspicion is to have a connection to either Nena or Richard that the police can know about, and lie about it. Then it takes some **Charm task checks** to get out, but they will remain a suspect for the time being.

## LA RÉPUBLIQUE

When the characters first walk into the office of the editor-in-chief, Robert Legros, he is yelling loudly into the phone, spewing out his displeasure regarding the slow bureaucracy of the Sûreté, the French national and metropolitan police, using every known profanity in the French language (and some hitherto unknown ones as well). Legros is upset and worried about the disappearance of one of his best journalists. He is even more upset because thugs threatened to burn down the office, and he demands that the chief inspector strings up the culprits from the *Arc de Triomphe* before lunch!

After slamming the receiver into the handle, he turns steaming towards the characters and yells “WHAT?!!” at them. He calms down when his secretary brings him a cup of coffee, but he appears ready to pop an artery until then.

If the characters appear trustworthy or are already known he will help them in what ways he can, on condition that he gets the exclusive rights to any story that the characters find, or that they find Martin and have him write the exclusive story.

- **Extortion:** Mobster thugs (or so Legros assumes) threatened to burn the office to the ground if the paper did not hand over all of Martin’s property to them. Legros had the mobsters expelled head first by security.
  - If the characters have images of the thugs that have been monitoring Martin’s apartment, the Wallhaus’ apartment or stalking the characters, Legros can identify at least one of them as one of the thugs.
- **Martin’s inbox:** Martin’s inbox has a number of interesting things.
  - **The Wallhaus file:** If the characters have not got the Wallhaus file (see [page 15](#)), it lies in an unopened brown string envelope in Martin’s inbox at his desk.
  - **The Exhibition catalogue:** If the characters have not got the art catalogue (see [page 14](#)), it lies in the inbox.
  - **Telegram from New York:** A telegram (in English) confirms a meeting with professor Armstrong at *Columbia University*.
  - **Hotel booking:** A note from one of the secretaries confirms a hotel room booked for Martin at *St Marks Hotel* in New York.
- **Paid travel:** If the characters can show that the clues point to Sitomeyang or New York, Legros pays for the flight and picks up the bill for hotel rooms and car rental on site. Just remember to keep the receipts. Also, there is a local correspondent in Sitomeyang, Marie Dufresne, who will contact the characters once they reach their destination.

**Handouts:** If the players don’t have *The Wallhaus file* or *The art catalogue* handouts yet, they get them now.

## THE LIBRARY

It doesn’t matter which library the characters visit first. It just happens to be the one where Erwin Jäger borrowed his copy of the book *The One That Got Away*. Madame Adrienne Trémaux, an elderly and very conservative librarian, will aid the characters if they ask for help.

- Someone borrowed the book *The One That Got Away: Hitler’s Lost U-boat*. The signature is “JE”.
- Madame Trémaux recognises the photo of the sponsor, but can’t place him or connect him to the borrowing of the book. She remembers him from his German accent, and from his politeness and academic personality.
- Madame Trémaux knows about the book: “Typical American conspiratorial hogwash”, she says of it. There is no French edition.
- Madame Trémaux can order the book from another library. It takes a few working days to get it. See the description of the book on [page 12](#).

**Handouts:** If the characters get the book, give *The One That Got Away* handout on [page 63](#) to the players.

## U-BOAT PLANS

There are several books on U-boats that can be found in the library or at a bookstore. Some of them contain side views or deck plans of the interior of U-boats, and with a bit of searching, they can find a book with schematics for a Type IX-C U-boat’s deck plan. If the players want a deck plan, they can get a photocopy at a library for a nominal fee, or buy a book with a deck plan in a bookstore.

The original blueprints for a Type IX-C U-boat can be found in the West German Navy archives in Hamburg, though this requires some manoeuvring through the West German Navy bureaucracy. A challenge may be in order (see next page).

The characters can also get a blueprint from professor Armstrong in New York if they ask nicely.

**Handouts:** If characters get the deck plans or blueprints, give the *U-boat deck plans* handout from [page 66](#) to the players.

## Challenge: Get U-Boat Blueprints

**Red Tape**, for navigating the bureaucracy  
**Contacts**, for knowing someone who can write an introduction letter or give them access  
**Investigation**, for finding their way in the old WW2 archives  
**Status**, for being important enough to merit a response

### Modifications

- +2 pips** on any one check if at least one character has the Military Rank Ability.
- +2 pips** on any one check if at least one character has the **Secret Service Plot Hook**.
- +2 pips** on any one check if at least one character is from West Germany.
- 2 pips** on all checks if any participating character is from the Eastern bloc or China.

### Outcome

**Great outcome:** The characters find the blueprints of U-890, with all modifications made to that particular U-boat.

**Good outcome:** Eventually, the characters are able to find a blueprint of a Type IX U-boat and can have a copy of it for a nominal fee.

**Limited outcome:** Eventually, the characters are able to find a blueprint of a Type IX U-boat and can have a copy of it for a large fee. The next **Credit task check** is at -2.

**Bad outcome:** Eventually, the characters are able to find a microfilm copy of the blueprint, but the archive can't make a print of it and refuses to allow the characters to borrow the microfilm to

make their own print. They can photograph the display of the microfilm reader, or copy it by hand.

**Abysmal outcome:** The characters find a note saying that the blueprint they are looking for is classified and refers to the West German Federal Intelligence Service (*Bundesnachrichtendienst*, BND). If they still pursue the blueprint, BND takes notice of the characters' search in the West German Navy archives, and puts them on the watchlist. Checks or challenges for future trips to Germany are at **-2 pips**, and all border crossings to West Germany take a really long time. It may take a few months for the characters to be cleared from the watchlist.

## MS ADONIA

In the Wallhaus file, there are photos of MS *Adonia*. MS *Adonia* is a research vessel owned by the *University of Hamburg*.

If the players want a blueprint or deck plan of that ship, they can find it at the *University of Hamburg, Nordenwerft wharf* where it was modified for the university, the *German International Shipping Register* which also is in Hamburg, or the construction bureau *Leike Schiffbau* in Hamburg which made the plans. It is not hard to get the blueprints: it should only require a task check for **Contacts**, **Credit**, **Charm** or **Red Tape**.

**Handouts:** If the characters get the blueprint or deck plan, give the MS *Adonia* deck plans handout on [page 67](#) to the players.

# THE OCTOPUS STRIKES BACK

The characters' investigation attracts attention from the Octopus. At one point, the Octopus thugs strike back at the characters. Their primary objective is to find out what the characters know and "discourage them" from pursuing the investigation. If they discover that the characters know too much, the thugs will try to eliminate the characters.

## STALKING THE CHARACTERS

As the characters start to investigate the cases of Pierre Martin and Nena Wallhaus, the Octopus investigates the new nosy people.

Ask for an **Alertness task check** from a character who has not had much to do yet. If it succeeds, the character

notices a black BMW driving away from the scene, with two suspicious characters wearing sunshades even in the night. The character is not able to get the registration plates before the car turns around a corner.

## RANSACKING HOMES

The thugs start by ransacking some of the characters' homes. Preferably, pick characters that did not get any startup handouts. Any clues regarding the case that are stored in their homes are found and taken, unless the characters take great care to hide them or lock them in a safe.



## BEATING UP PEOPLE

The thugs also attack and beat up characters. Pick the character that is most likely to go home alone. The thugs corner that character and try to rob her of anything she carries. They're specifically looking for clues the character possesses, but try to make it look like a mugging.

- If the character is **Out Cold**, they are just mugged and left unconscious in an alley. Any thugs that are **Out Cold** are then helped from the location. The character wakes up alone in an alley, at a hospital, or on the sofa of a friendly neighbour, but without

money, passport, ID cards, and any valuables or clues they were carrying on them at the moment.

- If the character beats up the thugs and calls the police, the thugs end up in jail. They are presumed to be muggers, and the case will proceed as normal for a violent mugging. The character will be questioned by the police, but is free to go after giving testimony.

If shots are fired, the police will be very interested in the situation. If the character used a gun, she will have some questions to answer. Some smooth talking is required to get out of the bind.

## OTHER LOCATIONS

There's a chance that the characters run off to different locations to get clues.

### HAMBURG

Dr Jäger works at the *Faculty of Mathematics and Natural Sciences* at the *University of Hamburg*. If the characters call or visit, his secretary regretfully informs the characters that Dr Jäger is currently on a field expedition and will be back in two months time.

The West German Navy also has an office in Hamburg, where you could get the blueprints for *U-890* (see *U-boat deck plans* on page 66).

In Hamburg, there's also the office of *Norderwerft GmbH*, the dockyard which modified *MS Adonia* from a military minesweeper to a research vessel. There, the characters can get the blueprints for the vessel.

It is easier than getting the blueprints to *U-890*, and at most it requires a successful **Contacts**, **Credit**, **Red Tape** or **Charm task check**. You can also get the blueprints from the *German International Shipping Register*, which has an office in Hamburg, or from the university who owns the ship. The construction company *Leike Schiffbau* in Hamburg has the original black-and-white plan.

### BERLIN

Read more about Berlin in the Core book on page 147.

Staff at the *Alte Nationalgalerie* can check in their archives with the right credentials (a successful **Status** or **Red Tape task check**), but cannot find the painting *Brünnhilde Rides to Valhalla*.

In the old ledgers, they can find that they did own such a painting from about 1920 and onwards, and old staff can tell that Hitler personally demanded it to be displayed at a much more prominent position after he came to power.

But the painting itself is lost. Most likely, it was destroyed or looted in the war, and if it survived at all, it is probably hidden in a vault somewhere in the Kremlin or hangs on the wall of an unknown Soviet soldier.

The staff can also inform the characters that the *Metropolitan Museum of Art* in New York has an exhibition about Wagnerian art, including a copy of the painting.

Going to Berlin to visit the *Alte Nationalgalerie* is mostly a waste of time. Correspondence by mail, telegram or telephone will reveal the same thing much cheaper, but without the details about Hitler's obsession, and at least telephone will be a lot quicker. But if the characters want to go to Berlin, let them! Have a couple of Octopus agents shadow them as they go, and maybe have an encounter with them while in Berlin.

## WHAT NEXT?

The clues should point the characters to either Sitomeyang directly, or to Sitomeyang by way of New York.

Preferably, they should have identified the following:

- Pierre Martin's disappearance and Nena Wallhaus' shooting both seem to have something to do with the marine expedition of *MS Adonia* in Sitomeyang.
- It is possible that Pierre Martin was taken to Sitomeyang.
- The marine expedition is connected to the painting of Brünnhilde and a sunken U-boat from the war.
- Some more clues about the painting and the U-boat can be found in New York.
- And of course, the Octopus is involved.

Additionally, the characters might have acquired the blueprints for the U-boat and *MS Adonia*.



# THE BIG APPLE

This part of the adventure is not mandatory, but there are leads to New York that the characters may pursue. Following up on those leads provides an opportunity to delve deeper into the available information. It prepares the characters for what they are to expect in Si-tomeyang and gives them some additional information about the Brünnhilde painting, and introduces them to a little “reverse psychology motivation” from the mob.

## WHY THE CHARACTERS ARE IN NEW YORK

The most likely reasons that the characters make the trip to New York are:

- To follow up leads on the U-boat from Stephen Armstrong’s book. Clues include the actual book (**Media Darling** startup handout), Nena Wallhaus’ map (**Arch-Enemy: The Octopus** startup handout), and Martin’s contact list (from his apartment).
- To get information about the painting *Brünnhilde Rides to Valhalla*. The exhibition catalogue (**Looking for a Case** startup handout) is the main clue.

## NEW YORK CITY

### New York City in a nutshell

**Foundation:** 1624 CE

**Population:** 7,850,000

**Area:** 783.84 km<sup>2</sup>

**Elevation:** 10 m

**Climate:** Humid subtropical

**Notable landmarks:** Statue of Liberty, Central Park, Broadway, Headquarters of the United Nations, Empire State Building, Brooklyn Bridge, Coney Island

For many years, New York City has been the gateway to the United States. New York City’s skyline is the first glimpse of the United States that passengers on the great Atlantic liners get to see. Even though the jet age is coming, liners are still more common due to the high cost associated with flying.



Being a port city and a trade city, New York has attracted millions of people, and it is a major powerhouse in global trade and economics. It's right up there with London as an economic hub, and surpassing Hong Kong and Tokyo.

New York has a subtropical climate, which can get really hot and humid in the summer, but winters are chilly and damp. In the summer, the average temperature is around 25°C and it can get as hot as 36°C; in winter, the temperature hovers around 0°C, making the city even colder and more humid than Paris.

A combination of the city's traditional textile industry and the population moving to the suburbs have, among other things, led to New York entering an economic decline. On the other hand, thanks to the Immigration Act of 1964, the city is as culturally vibrant as ever, if not moreso. In this crucible of cultures, new expressions have evolved. Chinese food as Westerners know it is rapidly developing in New York thanks to an influx of Chinese immigrants, and many of the dishes that people outside Italy think are Italian were invented in New York.

Troubled times are ahead, though: crime is rising, and the mafia's foothold is getting stronger.

### Languages in New York

Most people in New York speak English. However, there are significant communities of Chinese and Italian immigrants who still speak the language of their respective former home countries.

### Money in New York

The US dollar is the legal tender of the United States. Exchanging currency is easy: any bank or currency exchange office can do it. At posh hotels, the concierge can handle the currency exchange.

### HOW TO GET TO NEW YORK

It is reasonably easy to get to New York. Air Majestique, Air France and Pan Am have regular flights from Le Bourget and Orly in Paris to the newly renamed *John F. Kennedy Airport* in New York (IATA code "JFK"). You can also get to New York in style by ocean liner from Le Havre and Southampton. It will take about 7–8 days.

Characters will need a passport and a visa to enter the United States, but a 72-hour business or tourist visa could be applied for at the airport in New York.

The US train network is nowhere near as extensive as in Europe, but that doesn't mean that it's non-existent. Thousands of travellers come and go through New York's Grand Central Terminal every day, and even if train travel doesn't have the flair of European trains, the 20th Century Limited service from Grand Central to Chicago defined the terms "red carpet" and "red-carpet treatment".

The United States has some of the finest highways in the world, and if you don't have a car to cruise them or don't want to rent one, coach services connect the vast continent.

Within New York, traffic congestion is commonplace, especially at rush hour and if you cross the Hudson river. At times, it may be impossible to hail one of the famous yellow cabs of New York, but don't worry – you would get there faster on foot anyway.

The extensive subway system is at many times the best option to get around in New York. The subway and commuter train network reaches out to the suburbs and surrounding cities and boroughs, making it somewhat easy to get into or out of the city, even during rush hour.

### WHERE TO STAY

- **New York Hilton:** The largest hotel in New York, on Sixth Avenue and right in the middle of Midtown, the New York Hilton offers 2,153 rooms.
- **Waldorf-Astoria:** Just until recently, the tallest hotel building in the world, the Waldorf-Astoria is an icon of glamour and luxury. The hotel has its own railway platform, part of the New York Central Railroad. It is rarely open to the public.
- **Statler Hilton:** Formerly Hotel Pennsylvania and Hotel Statler, Statler Hilton is the fourth largest hotel in New York City. Its restaurant, the Café Rouge, was the focus of the big band scene in New York.
- **YMCA:** The Young Men's Christian Association runs several hostels in New York, as well as a lot of other activities. The Harlem YMCA residence is open to women, but the West Side hostel does not allow female residents, although women are allowed to be members.

### THINGS TO DO IN NEW YORK

- **Broadway:** One of the big reasons to go to New York is the musical scene on Broadway. *Fiddler on the Roof* opened in September 1964 and is still pulling in full house attendance.
- **Metropolitan Opera:** The Met, as it is popularly called, houses one of the most famous opera companies in the world and is widely known for both its fantastic productions and its architecture.
- **Food:** Being the crucible of cultures that New York City is, cuisine constantly changes. The "Chinese food" that Europeans and Americans are used to originated in New York, and the New York Italian kitchen has diverged a lot from the Italian kitchen in Italy.
- **Finance:** New York City and Wall Street is a powerhouse when it comes to international finance. If you want a financial deal, this is where you go – especially if it is a financial deal that concerns the United States.



## WHY NEW YORK IS IN YOUR (FUTURE) ADVENTURES

- **The Godfather's West Side Story:** With different groups of organised crime focused on such a small place – Italian mafia, Irish gangs, Chinese tongs, Japanese Yakuza – it's only a matter of time before a person from one group falls in love with a person from another gang, and the characters are caught in between.
- **Going Ape:** If you ever let a humongous ape lose, perhaps from a lost valley or uncharted island, it has

to be in New York. Who doesn't want to see their name up in lights, after all? And as it happens, the humongous ape's mysterious place of origin is somewhere the characters have visited in the past.

- **Spooky:** There's a ghost haunting the Waldorf-Astoria, scaring rich guests into leaving the hotel. The city council, police, firefighters and even perky youngsters and their dog have all failed to solve the problem. But someone happens to know that the characters have experience dealing with this kind of situation.

## INVESTIGATIONS IN NEW YORK

The two reasons for the characters to go to New York during this adventure are to visit the Metropolitan exhibition and the author of the book *The One That Got Away: Hitler's Lost U-Boat*.

### COLUMBIA UNIVERSITY

Columbia is an Ivy League university covering six city blocks at Morningside Heights in Upper Manhattan. The university was founded even before the United States. It is a very selective university, where only one in twenty applicants are admitted.

Professor Stephen Armstrong is working on a second revised edition of his book. He was motivated to do it after being consulted by a nice German gentleman, Dr Erwin Jäger from the *University of Hamburg*, who showed a lot of interest in the U-boat and shared some interesting hypotheses and evidence.

Some time after the visit from Dr Jäger, Armstrong was also contacted by a German-French colleague, Richard Wallhaus, who provided compelling evidence supporting a second hypothesis regarding the position of the U-boat. He was impressed by the young historian, but has not heard from him for some time.

Armstrong was particularly impressed that Monsieur Wallhaus had managed to identify the survivor, able seaman Johann Fressner. He plans to go to Sitomeyang to try to find and interview the survivor directly for the second edition – he just needs a grant from the publisher or from the university to do so.

If the characters ask, or if they mention that they plan to try wreck diving to find the U-boat, he can provide them with the blueprint of the U-boat which he used as reference for the deck plan in his book. In return, he only wants them to write down their impression and description of the U-boat if they find it, and copies of negatives of any photos they take while diving. Also, if they can interview the survivor, he would be really grateful.

**Handouts:** If the characters don't have the deck plan or blueprints of *U-890* already, give the *U-boat deck plans* handout on [page 66](#) to the players now.

### METROPOLITAN MUSEUM OF ART

The *Metropolitan Museum of Art* currently has an exhibition named "The World of the Nibelungs: Richard Wagner's influence on late 19th Century German Art". One section is called "The Nazi's Wagner Obsession", and it is in that section that you can find one copy of the painting *Brünnhilde rides to Valhalla*, attributed to "a follower of Zoege Eberhardt".

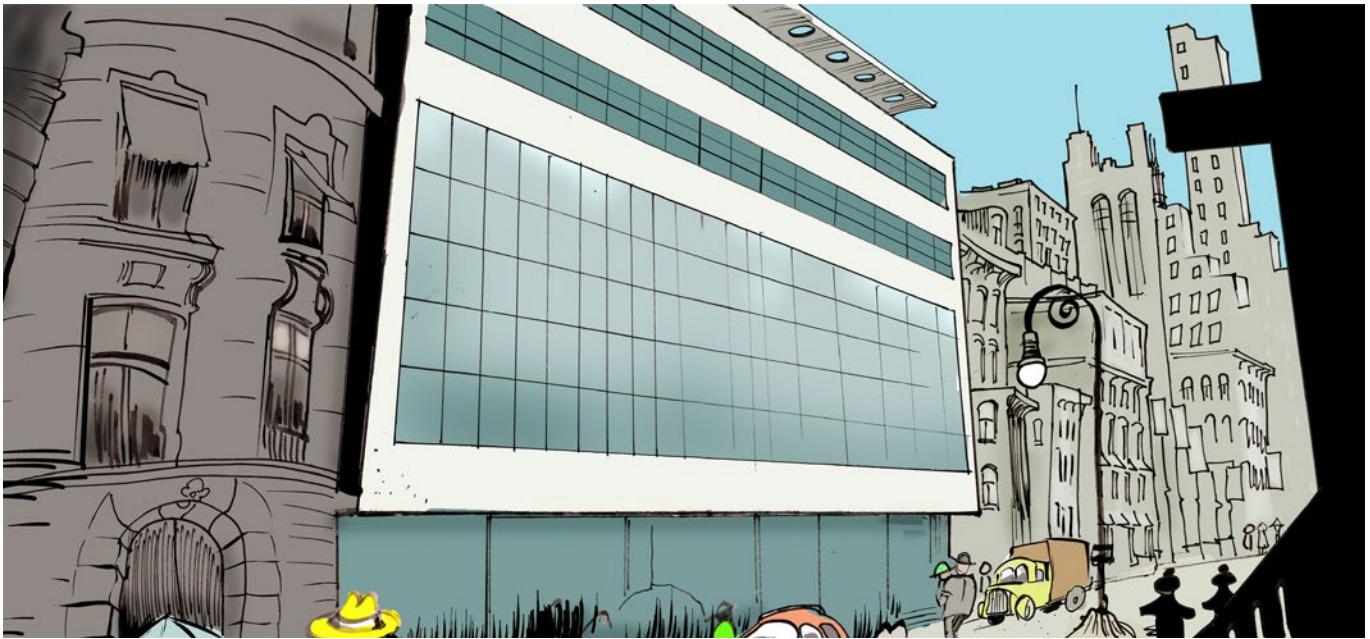
Some of the information about the painting is found in the art catalogue, or on a plaque next to the painting, but to get the full story, it is best to ask the exhibition guide, miss Anna Hallman, or the exhibition director, professor Jebediah Renner. Miss Hallman is always available, but it takes a successful **Status task check** to see professor Renner.

### BRÜNNHILDE'S TALE

The original painting *Brünnhilde rides to Valhalla* was made by the German romance painter Zoege Eberhardt in 1880, some years after the premiere of Wagner's opera *Götterdämmerung*.

The story goes that when Eberhardt watched *Götterdämmerung* being performed at the opera house in Hamburg, he was overcome by emotion, crying and sobbing to the annoyance of the rest of the audience. As soon as the curtains fell, he ran to his study and started painting. When it was done, he gave it to the soprano Astrid Vogl, who played the character Brünnhilde at the Hamburg opera, in an attempt to woo her. She denied his advances but kept the painting.

The painting itself is a rather typical late Romance painting. It shows some talent and dedication, but unremarkable technique and choice of motif – in short, it is



boring. It only got notorious after Hitler showed interest in the painting. It is said that Hitler often admired the painting, muttering, “This is the Germany I want to build.”

The original painting was last seen in the *Alte Nationalgalerie* in Berlin in spring 1945. It is presumed that it was either destroyed or looted by Soviet soldiers during the last days of the Reich.

Boring as the painting was, it was still subject to imitation and copying, mostly because of Hitler’s interest in it. There are four known wartime or pre-war copies that survived the war. One is known to be in New York at the *Metropolitan Museum of Art*. One is in the hands of Mr Budi Darwaman, an art collector in

Sitomeyang. The other two are in the hands of anonymous private collectors.

The copy at the *Metropolitan Museum* was found after the liberation of France in a châteaux used by the German Army as a forward command post. The painting was “appropriated” by American soldier Fred Wilkins. His daughter, Adelaide Wilkins, donated the painting to the *Metropolitan Museum*, which put it in storage and has only put it on display for this exhibition. The painter is unknown. It was probably commissioned in 1935 or 1936 by general Otto Schwarzkopf, an ardent Nazi, to impress Hitler. None of Schwarzkopf’s children or grandchildren want anything to do with the painting.



## THUG LIFE

As the Octopus learns that the characters are still following their trail by way of New York, they ask some of their “friends” in the area to “persuade” them to go back. So the characters get beaten up by the mob at their hotel and then taken to the airport and put on the next flight to France. At least, that is the plan.

### THE PERSUADERS

When the characters return to their hotel, Vito Calzone is waiting in one of the rooms. With him are two massive thugs, aiming guns at the characters. Before they have the chance to respond, more thugs with more guns force the characters into the room, where the “persuasion” begins.



None of the characters are **Wounded** at the end of the “persuasion”, just roughed up a bit. There will be bruises, bleeding lips and black eyes, but nothing so severe that it counts as being **Wounded**. At most, the roughed-up characters are **Stunned**.

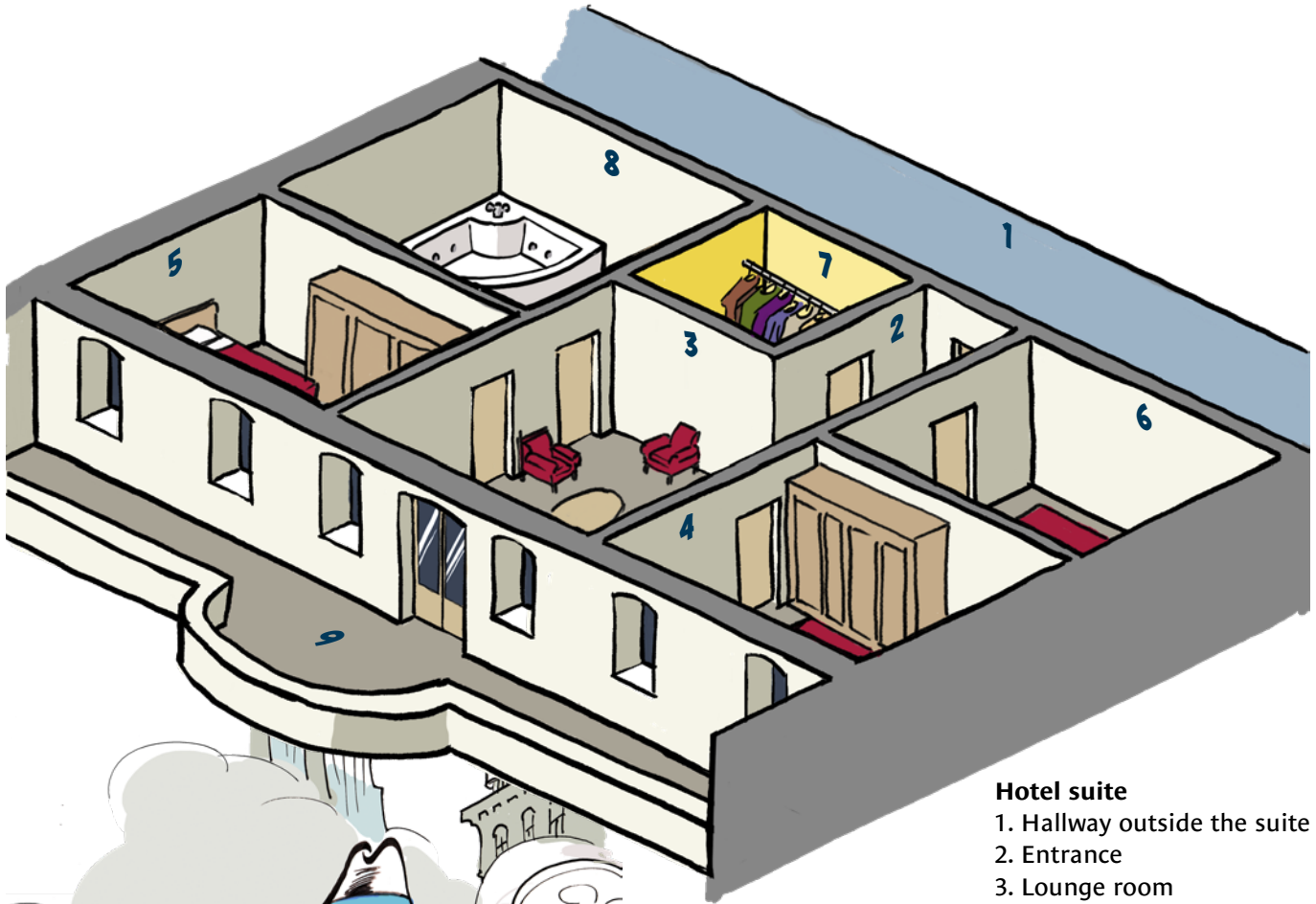
### WHEN CAPTURED

This scene is not an “if captured”, but a “when captured” moment. The purpose of the scene is to deliver the warning, and to initiate an action sequence as the characters escape. The escape may require some improvisation on your part, as it is hard to plan when the players will act.

- **When being roughed up:** The characters may try to fight the thugs, or escape the room. Ways out could be through the guarded door, or out the window and onto a balcony.
- **When being moved out of the hotel:** The mobsters have some control over the characters as they are being roughed up in their room, but when they are transported to the car to be taken to the airport, chances of getting away increase a lot. Options include beating up mobsters in the elevator and getting off on another floor, dashing for the fire escape, head-butting mobsters on the sidewalk, and so on.
- **At the airport:** This is the weakest link in the mobsters’ plan. Although they have bribed key security guards, there’s plenty of opportunity to get off the plane, run away from the mobsters in the terminal, alert customs officials and so on.
- **On the plane:** If the plane takes off with the characters on board, they’re just stuck on the plane and may as well enjoy the in-flight entertainment and the food. Really reckless characters may try to hijack the plane. This will get them in really big trouble, so actively try to discourage them from doing it.
- **In France:** It may happen that the mobsters succeed. In the end, it just means that the characters land at Orly a day later, without any harassing mobsters. They also have an interesting tale to add to the story in *La République*.

As usual, the players receive **9 Story Points** each for being captured.





#### Hotel suite

1. Hallway outside the suite
2. Entrance
3. Lounge room
4. Master bedroom
5. Second bedroom
6. Spare bedroom
7. Closet
8. Bathroom with jacuzzi
9. Terrace



## WHAT NEXT?

By now, the characters should realise it is time to travel to Sitomeyang.

Preferably, the characters should have discovered the following by this point:

- The almost complete history of the painting.
- The identity of the survivor, Johann Fressner.
- The name of Budi Darwaman, art collector in Sitomeyang.



# SITOMEYANG

Sitomeyang is a small kingdom in Southeast Asia on an island chain of about a thousand mostly volcanic islands located between Australia and Indonesia.

Sitomeyang is a cultural melting pot. The population is mainly Javanese, with large Malay, French, Chinese and English minorities. The kingdom has never been a colony, but entire islands have historically been rented to or occupied by the English, French and Chinese. After World War 2, all islands were restored to the Kingdom of Sitomeyang, except some in the north that ended up in Indonesia. There's still a border dispute surrounding ownership of those islands.

## Languages in Sitomeyang

Languages in Sitomeyang	Chance (%)
Javanese	95%
English	55%
Malay	35%
French	35%
Mandarin	15%

## Money in Sitomeyang

The official currency of Sitomeyang is the Sitomeyese Rupee, or just “rupee”, which is tied to the US Dollar at an exchange rate of 0.09, which means that it has an exchange rate to the Franc at about 0.45. You can often pay with US currency directly at a rate of 1:10 and Australian currency at a 1:1 rate.

## WHY THE CHARACTERS ARE IN SITOMEYANG

The three most likely reasons that the characters are in Sitomeyang are:

- They are looking for Pierre Martin.
- They are looking for whatever Pierre Martin was looking for, i.e. MS *Adonia* and Dr Erwin Jäger.
- They are looking for the missing U-boat.

Preferably, it should be all three. If one or more reasons is missing – for instance because the characters impulsively jumped on the first plane to Sitomeyang – you have to get the missing reasons on track again. Use Marie Dufresne for this.

## SELANGIT

### Selangit in a nutshell

**Foundation:** 1879

**Population:** 552,000

**Area:** 373 km<sup>2</sup>

**Elevation:** 3 m

**Climate:** Tropical monsoon

**Notable landmarks:** B-29 Liberator at the airport, wreck of the cruiser *USS Montgomery*, Maharaja casino and hotel, The Toll House, Ambassador House, Royal Palace

Selangit (see map on page 68) is the capital of Sitomeyang. As a capital, it is a rather new locale: although there has been a fishing village in the natural harbour for centuries, it was only established as a capital in 1879 as King Tirtomakan wanted a capital for real, and had a royal palace built for him on a hill overlooking a natural harbour and a village on the main island Wasakan. The village quickly developed into a city. He renamed his new city “Selangit”, or “beautiful bay” in the local language. The original palace was consumed by fire in 1894, but a new and grander palace was built to replace the old one.

During World War 2, a level plain outside the city was “rented” by the Royal Air Force to be used as an air base. The king was compensated, but had no real choice in the matter, as the British intended to use the land anyway. The US Air Force also used the base for its operations. As an effect of the US and British military presence, the city grew significantly.

After the war, the land and its accompanying base were returned to Sitomeyang, and the king had the air base developed into a proper civilian airport. The new airport, *Royal Selangit International Airport*, led to a boom in tourism and further development of the city and the kingdom as a whole.

The harbour has also developed from a small fishing harbour to a deepwater harbour, increasing the trade in the region. It is common for ships from Hong Kong and the Philippines to load additional cargo

from Australia before continuing to Europe, and ships bound the other way often make a stop to unload goods bound for Australia, particular its north coast. For that reason, Selangit has earned the nickname “Crossroads of Southeast Asia.”

The current king of Sitomeyang, King Unamashrita, is not a bad king per se. He is just a vain king, and very fond of gambling and women. He has five legitimate children and numerous bastard children all over the world. But as a king, he is moderately successful – the world and Sitomeyang have certainly seen worse monarchs.

### HOW TO GET TO SELANGIT

*Royal Selangit International Airport* (IATA code “RSG”) is the kingdom’s only major airport. It was once a military airfield operated by the Royal Air Force and US Air Force in the Pacific war, but was later returned to the kingdom and has since been reinforced with concrete and expanded with a second runway.

Garuda Indonesia, Air France, Qantas and British Overseas Airways Corporation (BOAC) offer regular flights to Selangit. Both Garuda Indonesia and Qantas fly two flights south to Australia per day and two flights north to Jakarta per day. The other flies regular flights once or twice per week. Chartered flights with tourists arrive more often.

There are some small grass airfields on the island which can serve small planes. Seaplanes are more common, as they can reach and be served in just about every little fishing village there is. In conjunction to the airport, there is a marina and small boat harbour, from which amphibious taxi flights, taxi boats and ferries can transport tourists to the many islands of the kingdom.

There are bus lines serving both Selangit and the main island Wasakan. Inside the city, there is also a trolleybus network. There are a lot of taxis available, and the drivers in Selangit are notoriously aggressive. As the roads are often congested, it is generally faster to take a taxi bike or rickshaw than a proper car or bus.



### Unavailable signature gadgets

Some signature gadgets, for instance vehicles, are likely not available when the characters go to Sitomeyang. Those characters should get **Story Points** for those gadgets being unavailable.

## WHERE TO STAY

- **Hilton Selangit:** The newest hotel is the *Hilton Selangit*, a huge hotel complex and conference centre. It is not quite finished yet, but still open to business even if the west wing remains under construction.
- **The Maharaja:** The most luxurious hotel in Selangit, *The Maharaja* is also a casino. *The Maharaja* does everything it can to imitate a royal Indian atmosphere. As a luxury hotel, it is quite affordable, but still not cheap. Most of the guests are Japanese and American. The king is a recurring customer at the casino.
- **Grand Jakarta:** The former top hotel of Selangit, *Grand Jakarta* has a restrained atmosphere. The service is still top notch, but it is not quite as kitsch as some other hotels in Selangit.
- **St George:** Situated some distance outside the city, *St George* was originally an empty manor that was given to the British to use as a war hospital, and was thus restored and expanded. After the war, a new hospital was built in the city centre, and *St George Hospital* was refurbished as the *St George Hotel*. The hotel and its bungalows overlook a beautiful bay, and the distance and seclusion from the city means that *St George* has a calm and soothing atmosphere. However, there is a road leading directly to *Royal Selangit International Airport*.

## THINGS TO DO IN SELANGIT

- **Diving and fishing:** The waters around Selangit are a popular destination for those wishing to fish or dive, and many local fishermen rent their boats to tourists for this purpose. Many skippers have equipped their boats with air compressors for divers, and there is a lot of cooperation with dive masters with offices in the small boat marina.

- **Boat safari:** The archipelago of Sitomeyang is beautiful and offers diverse sights, from volcanic islands, jungles, exotic birds and other animals, and many marine animals including sharks and dolphins. Take the opportunity for a trip over several days to fully enjoy the kingdom of a thousand islands.
- **Gambling:** Selangit is not only the royal capital of Sitomeyang, but also the gambling capital of Southeast Asia. High stakes gambling happens at *The Maharaja*, but there are other casinos as well. The fishing harbour in particular is renowned for its (smelly) street corner gambling.

## WHY SELANGIT AND SITOMEYANG IS IN YOUR (FUTURE) ADVENTURES

Not counting *The U-Boat Mystery*, Selangit and Sitomeyang offer many opportunities for adventure.

- On a remote island in Sitomeyang, an old volcano seems to be waking up. It is rumoured that the local villages have revived the tradition of sacrificing young people to the volcano god and the old temple dedicated to this has seen renewed activity. In reality, the volcano is a hidden Octopus base and they have manipulated the villagers into reviving their old customs. The base is staffed in large part by the “sacrificed” people who now have a real career opportunity as assassins, troops and support personnel in a world-disrupting evil organisation.
- One character has a Sitomeyese friend from school. Unknown to the character, the school mate is actually prince Amayat, one of King Unamashrita’s sons, who attended school under a pseudonym. Having returned home and been forced into the oppressive life of a royal prince, he now wants to get out and live as an ordinary person, and asks his old school-mate for help.
- The Octopus has a plan: to use the massive fireworks during the rice planting festival to spread a disease which will kill off most of the rice harvest of Sitomeyang. This will force the kingdom to import rice, and the Octopus of course has a supply of rice to sell, but which cannot be used for planting. The characters must stop the evil plan, but also cannot disturb the festival with its fireworks.

## WHERE IS EVERYONE?

At the start of this chapter, the characters land in Sitomeyang, and Marie Dufresne is waiting for them at the airport.

**Erwin Jäger:** Stays at the mansion of Eri Sidariman, a local and very corrupt politician and potential recruit for the Octopus, until MS *Adonia* sets sail.

**The expedition's scientists:** Stay at the Grand Jakarta hotel until MS *Adonia* sets sail. During the daytime, they walk in the city as tourists.

**The divers:** Stay at the Grand Jakarta hotel. During the daytime, they either prepare the equipment or walk in the city as tourists.

**The crew of MS *Adonia*:** During the daytime, they prepare the ship and load supplies. At night, they party in town, and get back late and collapse in their bunks. A few rotate to guard the ship.

**Marie Dufresne:** Lives in a bungalow outside town, near the sea.

### MARIE DUFRESNE, LOCAL CORRESPONDENT

At the airport, a woman is waiting outside customs and immigration with a sign with a character's name on it (pick the name of a journalist character or a **Plot Hook** character). Her name is Marie Dufresne, and she is the local correspondent for La République. She is smart, capable and independent, but due to her relative lack of experience, she has been posted to this remote location.

Dufresne has been instructed to pick up the characters at the airport, help them on arrival, drive them to the hotel, and cover some expenses within reason. She has been told that the case involves the disappearance of a colleague in Europe.

Marie Dufresne can:

- Guide the characters and drive them through Selangit
- Get the characters in touch with the right people
- Cover some expenses (lunches, hotel rooms, some minor bribes)
- Be a “deus ex machina” to rescue characters if needed
- Point the characters to MS *Adonia* and Erwin Jäger
- Motivate the characters to find the U-boat first

### DUFRESNE'S CAR

Dufresne has a rundown Toyota Land Cruiser, affectionately called “ma chérie”, which spews out a cloud of black smoke behind it when it starts or shifts gear. But it runs – if you know how to handle it.

If you don't know how to handle it, it will stop at the most inopportune moment, or refuse to start at all.

### Challenge: Driving “ma chérie”

**Engineering**, to understand the nature of the problem

**Search**, to figure out how to handle the vehicle

**Vehicles**, to “feel” the mood of the pickup

#### Outcomes

**Great outcome:** You coddle the pickup in exactly the right way. It fires on all cylinders and roars, giving you a **+2 pips** modification on Drive task checks until you stop again.

**Good outcome:** The pickup coughs threateningly but works as intended.

**Limited outcome:** The pickup starts, but loses power at inopportune moments or even dies. **–2 pips** modification on all Drive task checks during the trip.

**Bad outcome:** The pickup won't start.

**Abysmal outcome:** The pickup not only won't start, but also spews out a cloud of smoke poisoning everyone. Anyone in the car gets soot everywhere and the **Exhausted** condition.



## CLUES IN SITOMEYANG

There are a lot of clues available in Sitomeyang. Some of them are resources to the characters if they ask. Others are events that will happen to them.

### EVENT: LOVELY PAINTING, SPECIAL PRICE FOR YOU

Not that long ago, there was a news story of some Westerner buying a painting called *Brünnhilde rides to Valhalla* from a local art collector at a ridiculous price. Now that particular painting is very popular among street artists to copy and try to push on Western tourists – for instance the characters.

The street artist will be very pushy about the sale, but will also tell them everything he knows – if they pay for it. Unfortunately, he doesn't know very much, except the name of the art collector.

### RESOURCE: BUDI DARWAMAN, ART COLLECTOR

Budi Darwaman is a short and stout little man, very polite, and very knowledgeable about art and the black market.

He can identify the buyer as the man in the photo of the MS *Adonia*, expedition sponsor Erwin Jäger.

Darwaman's painting was most likely one of the four known wartime or pre-war copies of *Brünnhilde*, and a very well-made one. He was paid a ridiculous amount of money for it by a German gentleman and scientist, a doctor Erwin Jäger.

Because of the news of the sale, the painting has been copied (badly) by street artists in the town, hoping to make a quick buck. Darwaman is not worried about it – the fad will die soon.

### RESOURCE: ASKING THE LOCALS

The Octopus expedition is somewhat paranoid about security. They want to keep things under wraps, so they have kept to themselves and not had much contact with the locals. This is a possible advantage for the characters, who can ask around in both Selangit and on the islands. Talking to the fishermen in Selangit is a good place to start.

- There are many known wrecks in the area.
- Locals watched a sea battle 25 years ago against an invisible enemy.
- The invisible enemy eventually sunk off a coral reef nearby. It is usually covered in sand, but nets and fishing gear regularly get stuck on the conning tower and the masts.
- The coral reef is believed to be haunted, so not many fishermen go there. But they know where it is.
- There was one survivor from the invisible enemy, a Western man that lives in a fishing village.



### RESOURCE: JOHANN, THE SURVIVOR

Johann Fressner was an able seaman on *U-890*. He is in his late forties, living with his wife and children in a small fishing village on an island where he was washed ashore 20 years ago. He lives a simple life in obscurity, fishing and repairing things in the village. Off the shore of his island is the strait where *U-890* was sunk.

As the U-boat tried to sneak through the strait at night, a PBY Catalina ambushed the U-boat and bombed it. The initial bombs missed their mark, but Johann, standing watch on the bridge, was thrown overboard by the blast. The last thing he remembers is someone screaming “alarm”, “dive” and “man overboard”, before waking up in the sun on a sandy beach, being poked with sticks by local children.

Off the shore, he witnessed American and Australian navy ships gather to hunt down his comrades. From the beach, he watched the hunt for the U-boat. When he saw oil and debris spreading on the surface, he understood that the U-boat had been sunk and that his friends were dead.

Only later did he hear of Hitler's death and that the war was over. He then stayed in the village and assimilated. Nobody has checked on him since, neither from the Allied powers nor from Germany.

The characters may know that Johann survived the sinking of the U-boat from professor Armstrong. They may know that there is a survivor from the book, and try to find him (there can't be that many Germans from sunk U-boats in Sitomeyang). Either way, it requires an



**Investigation task check** to find him, and it will take a couple of days. The task check is at **-2 pips** if the characters don't have the book "The One That Got Away" and its crew manifest, unmodified if they have it, and at **+2 pips** if the characters have the name "Johann Fressner". If successful, they manage to find him.

The characters could also find Johann Fressner by chance if they set up base camp at a fishing village for their own diving expedition. He will stick out from the crowd a bit, being a European in an Asian population.

No matter which way they meet, he can tell them this information:

- Johann knows that their destination was Japan, but he does not know the purpose of the journey.
- The morale of the crew was low. They knew the war was over. They even considered surrendering their U-boat to the Allies, but the *kaleun* ("kapitänleutnant", often the rank of a U-boat commander) would not have it.
- If asked if there is a location where something valuable could be stored, Johann's guess is that it is in the safe in the radio room, together with the code books. He also understands that the characters want to enter the sub if they ask this.
- Johann can point out where the U-boat sank, but he does not want to go there. If the characters mention that they want to enter the sub before they learn the location, the characters must make a successful **Charm task check** and promise to treat the site with respect.
- If the characters mention that they want to enter the sub, Johann asks if they could look for his father's fob watch, which should be in his locker in the bow torpedo room. It is his only tie to Germany.

Telegraphing back to *La République* to check on Johann's story will reveal that he is declared lost at sea and has been presumed dead for some 20 years, but that he indeed served on *U-890*. It will take about a day or two for the reply to come back to the characters – by telegram, of course.

### RESOURCE: THE EXPEDITION'S SHIPPING MANIFEST

The characters can get the shipping manifest at the harbour office. It will require some lubrication, either by means of cash (successful **Credit task check**), smooth talking (successful **Charm task check**), knowing someone (successful **Contacts task check**), or calling in a favour (successful **Status task check**). If nothing else works, someone can use a **Story Point**.

MS *Adonia* is registered in Venezuela and owned by *Adenauer Schifffahrt, GmbH*.

The expedition manifest lists MS *Adonia* as currently chartered to a marine biology expedition with the purpose of mapping the migration of coelacanths in the waters

around Sitomeyang. The expedition is sponsored by Dr Erwin Jäger of the marine biology institute of Hamburg.

The manifest also lists expedition members and equipment.

Equipment:

- Diving bell with airlock
- Pressurised diving suits
- Deep sea air compressor
- Air compressor
- Scuba gear
- Underwater cutting torches

The elephant in the room is that there's no fishing equipment and no marine biologists, beyond Dr Jäger.

### EVENT: WE ARE BEING FOLLOWED

When the characters make too much noise, the Octopus again takes action to eliminate them. At one point on their journey as they go by car, the characters find that they are being followed by people in a dark blue Mercedes. Suddenly, their pursuers start shooting at them with a submachine gun! The chase is on!

"Suddenly, the Mercedes lurches forward, bumping into your rear fender and trying to push you off the road!

We'll run this as a duel with a target number of 3 – whoever wins three opposed task checks first wins the duel. They're trying to run you off the road, and will start with a **Vehicles task check**. What outcome would you want?"

Run the chase as a duel. The villains and the characters take turns selecting one Skill for an opposed task check. The side who wins the task check gets to narrate the outcome, and the one who wins three task checks first wins the duel. If the characters pick a Skill that has been used before, they get a **-2 pips** modification on that task check.

Any character in the car can contribute, provided they explain how their efforts will be of benefit to the situation.

- "I look out for an alley to go down with an **Alertness task check**."
- "I try to shoot their tyres with a **Ranged Combat task check**."
- "I pull out the choke to send out a cloud of black smoke from the exhaust, with a **Machinery task check**."

The villains' Mercedes has the Sturdy tag, which makes their actions **+2 pips** easier.

If the thugs win the duel, this happens:

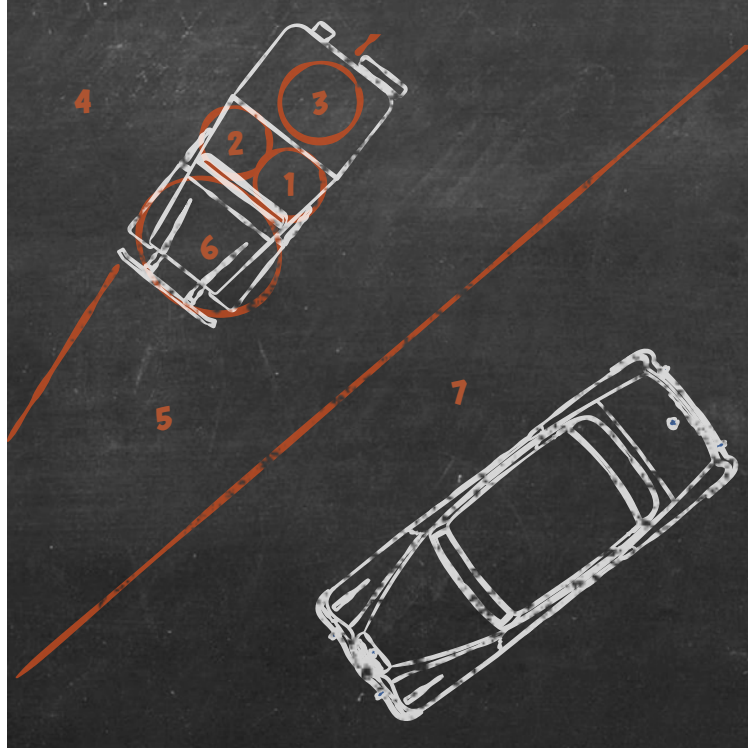
“You lose control of the car, spin around and hit a light post sideways at high speed. The car is a wreck, the horn goes off, and you’re almost torn in half by the seat belt. You all have the **Stunned** condition, and out of focus you notice how the villains get out of the car carrying their submachine guns to finish you off. Roll for Initiative.”

This starts the fight against the Car Thugs. Make a quick sketch of the battlefield. It has the following zones:

- 1 Driver’s seat
- 2 Passenger seat
- 3 Rear seat
- 4 Far side of the car
- 5 In front of the car
- 6 On top of the car
- 7 At the villains’ car

Add more zones as needed. The villains start at the villains’ car. Use four Car Thugs for the fight.

If there is a fight and it ends badly, the characters are just about to get the coup de grace when, through the



dizziness, they hear the “be-bu-be-bu” as the Sitomeyese police come racing to the scene. The villains make a quick search for any clues or evidence on the characters, and zoom off. Then everything goes dark.

Some time later, the characters wake up at a hospital.

## MS ADONIA

MS *Adonia* is a former Royal Navy BYMS class minesweeper which was donated to the *University of Hamburg* some time after the war and converted to a marine biology research vessel. Its wooden hull is 42 metres long, and 7.6 m across the beam. She can carry up to 27 passengers and crew in cabins and state rooms.

MS *Adonia* is anchored in Sitomeyang harbour to resupply before it leaves on an expedition to find the wreck. During this time, it’s possible to sneak aboard and investigate.

If they do, this is what they may find:

- Diving bell in the aft hold.
- Deep sea diving equipment (100 m+) in the diving storage.
- Towed sonar and magnetometer scanners in the workshop or aft hold.
- The fishing equipment and marine biology lab equipment is stowed in the forward hold.
- Pierre Martin (see *Where in the world is Pierre Martin?* on page 9).

The blueprint on page 67 shows the layout of the ship. It is not secret, but is available as a black & white

original from the construction bureau *Leike Schiffbau* which designed the modifications of the ship, or as a blueprint copy from *Norderwerft GmbH*, the Hamburg shipyard which constructed the ship; the *German International Shipping Register* in Hamburg; or from the *University of Hamburg* which owns the ship. It could also be faxed from any of those to anywhere in the world.

### SNEAKING ABOARD

While moored in Selangit, the crew is mostly busy preparing for the expedition. During the day, the quay is bustling with activity: maintenance of the diving equipment and machinery, loading supplies, maintenance and repairs of the ship itself, and so on. It takes a **Subterfuge task check** to get onboard disguised as a dock worker, and they are not allowed anywhere except the holds, the aft deck and the main deck.

At night, things are calmer. Most of the crew has shore leave and does not get back until late to collapse in their bunks, and the scientists stay at their hotel rooms for the night. There is a guard on the quay and another person on the bridge. Both are relatively easy to sneak past.

**BRIDGE (upper deck)**

Raised above the upper deck to get a better view, the bridge is where the ship is steered from. There are two wings where lookouts can stand. A ladder leads to the roof of the upper deck, which is often used as a lookout and a sunbathing spot.

On the bridge, there's also the weapons locker. Inside, guns and ammunition for the crew are stored, including pistols, submachine guns, two light machine guns (to be mounted on the foredeck railing), and underwater rifles (see [page 57](#)).

While at sea, the bridge is occupied by at least a commanding officer (the Captain or First Mate, or any of the more competent seamen that the captain trusts), a navigator, and a helmsman. Sometimes they also have a harbour pilot onboard. At port, there's just one man posted here as a guard, and often not even that.

**RADIO ROOM (upper deck)**

Behind the bridge on the port side is a radio room with long-wave radio, PA system and switchboard. There is also an Octocryptex machine here, locked in a safe with its code key punch cards (see [page 58](#)).

At sea, the radio room is always manned. You will often find the radio operator Urban Hoffman or a ship's mate here. At port, it's usually empty.

**LABORATORY (upper deck)**

The laboratory is normally used to process and document specimens caught by the marine biologists. It is filled with the necessary equipment including a fixed camera, preservation chemicals, and medical equipment for dissection.

On this expedition, the laboratory will not be used for marine biology. Instead, it's set up with equipment for towed sonar and magnetometry scanners, a small but well-selected library of reference books on wartime history, mathematics and cryptography, and maps and charts of the area. This is where you will find doctors Reinhart, Walter and König, pouring over any clues they can find about the whereabouts of the U-boat. König will have nothing to do until they actually find the submarine, and will be utterly bored until then.

**PHOTO LAB/OPERATIONS CENTRE (upper deck)**

This room doubles as a photo lab, and as an operations centre where daily activities are coordinated. When diving, the dive master Simon Hinkler will be here to coordinate undersea activities.

There will probably be some conflicts when the dives start, and the photo lab has to be used as a photo lab to develop films from the dives.

**CAPTAIN'S QUARTERS (upper deck)**

This is Captain Volgt's private quarters. It has a hidden stash of rum. There is also a safe, and a hidden safe just for the captain.

Unless Captain Volgt is somewhere else (usually the bridge), you will find him here.

**SHIP'S BOATS (upper deck)**

Two boats are stored on the upper deck, next to the cranes used to lower them to the sea. They are often used to retrieve divers and to bring supplies to the boat.

**FOREDECK (upper deck)**

On the foredeck, there is the bow cargo hatch, the windlass for the anchor, the mast, and often crew members taking care of equipment. There are mounts on the railings for two light machine guns, which are locked in the weapons locker on the bridge. Unless loading cargo, the foredeck is usually empty.

**HELICOPTER PAD (upper deck)**

On top of the diving station, there is an extension of the upper deck where the helicopter can land. The helicopter is a Hughes 300 helicopter, capable of carrying one pilot and two passengers, or up to 430 kg including the pilot.

The helicopter pad is always empty for safety reasons, unless people are getting on and off the helicopter.

**FUNNEL (upper deck)**

The funnel also serves as an exhaust filter and cooler. There is a door on the side where you can enter the funnel to service the filters and cooler. It is a good place to hide if you're hunted by the Octopus.

**ANCHOR PIT (main deck)**

The bow is mostly empty, but for the pit where the anchor chain drops down to the lower deck. Nobody goes here, unless there's a problem with the bow or anchor chain, or if the crew is searching for an escaped prisoner.

**HEADS (main deck)**

Toilets are called "heads" on a ship, because in the age of sail, they were usually at the bow of the ship. On modern ships, the heads can be anywhere, but the name lives on. They are stainless steel heads leading to a septic tank which is emptied in port.



**SHOWERS (main deck)**

The shower stalls are small and narrow. The crew is used to segregating the showers according to gender, and respects the times allotted to the other gender even if they are not onboard. The water is not heated, but holds the same temperature as the indoor temperature of the ship. This usually guarantees that nobody stays in the shower longer than absolutely necessary, which saves water.

**BOW CARGO HATCH**

The bow cargo hatch does not have a crane, but is dependent on loading from the quay. It goes all the way from the foredeck to the bottom of the ship and the forward cargo hold. When at sea, the hatch is closed and is in fact the floor of the hygiene compartment of the ship.

**CREW QUARTERS (main deck and lower deck)**

Most of the crew share a cabin with one other crew member. The cabins have a double bunk, a small desk, and lockable closets and drawers for personal belongings. You often find crew members not on duty or eating sleeping in their bunks.

**DAY ROOM (main deck)**

An area for the crew when not on duty but while not asleep. There are a number of board games stored in a closet, a soccer game, a radio set, a stereo gramophone and a small portable black-and-white television set in a corner. The television set is mostly turned off: often it cannot receive a signal at all, and if they do, it's in the local language.

There are usually one or two crewmembers here, except at night or in port.

**GALLEY (main deck)**

The galley is also known as a "kitchen" to landlubbers. It is compact but well-equipped and able to feed up to 30 passengers and crew. You find the cook Jan Pietsch here and in the mess almost all day preparing food or washing up, often with one or two shipmates helping out.

**MESS (main deck)**

The mess is where the crew eats. There are usually three hardy meals per day when at sea, plus a snack during night shifts if necessary. In port, there's usually just breakfast.

Not all of the crew eat at the same time. They eat in shifts, and passengers eat with one shift or the other.

**DIVING STORAGE (main deck)**

Storage for diving equipment, including tanks, diving suits, flippers, masks, diver towing vehicles, and the heavy diving suits. There are also charging stations for the electric equipment, and lots of batteries. Spearguns and harpoons are stored in a locked locker.

The diving storage is usually unmanned, except when preparing for a dive or loading diving equipment for an expedition.

**DIVING STATION (main deck)**

Under the helicopter pad, there's a station for filling air tanks and preparing equipment for the dive. Like the diving storage, the diving station is usually unmanned except when preparing for a dive or loading equipment.

**AFT DECK (main deck)**

Most of the aft deck is occupied by the cargo hatch, the helicopter pad and the diving station. It is a buzz of activity when loading equipment and when using the diving bell. Otherwise people stay off the aft deck.

**AFT CARGO HATCH (main deck)**

The aft cargo hatch opens down to the aft hold. There are ladders that you can climb down.

**AFT CRANE (main deck)**

At the port side of the aft deck, there's a massive 3-tonne crane which is used for loading and unloading cargo, and also to launch and recover the diving bell.

**FORWARD HOLD (lower deck)**

The forward hold is the main storage for equipment, consumables and spare parts. At the beginning of every journey, there will be fresh vegetables and canned food here.

**LINEN CLOSET (lower deck)**

The linen closet is also for underwear and spare uniforms.

**LAUNDRY (lower deck)**

On the port side, there is a laundry room with washing machines for washing and drying the linen and clothes. The duty to do laundry rotates among the crew.

**COLD STORAGE (lower deck)**

There's rarely anyone in the storage, except when the cook needs something. It contains frozen vegetables, meat and other foodstuff that have to be preserved by freezing.

**DRY STORAGE (lower deck)**

Like the cold storage, nobody comes here except to get things for the galley. The dry storage contains canned food, flour, pasta, potatoes, onions – any foodstuff that can be stored for long periods of time.

**WORKSHOP (lower deck)**

The workshop is where equipment is serviced. It is also the location of necessary equipment: water purifiers, water pumps, diving air compressors, oxygen separators, and more. Most of the time, you will find Simon Kühn or another crew member here, in the machine shop or the engine room.

**MACHINE SHOP (lower deck)**

The machine shop has welding equipment, cutters, a milling machine, drill, lathe, steel saw, and other equipment and raw materials necessary for making or adjusting spare parts.

**ENGINE ROOM (lower deck)**

The engine room holds the two massive diesel engines, but also generators, water pumps and other machines necessary for the ship's functions.

**AFT HOLD (lower deck)**

Unless it is in use, you can find the diving bell in the aft hold, where it also will be serviced. There is also a shark cage here, although it is not intended to be used on this expedition.

Also here are the towed sonar and magnetometer scanner, unless they are in use.

**FUEL TANKS (lower deck)**

Between the aft holds and the engine room are four huge tanks full of diesel fuel for the two diesel engines. If you find someone in them, something has gone seriously wrong.

**AFT LOADING PORT (lower deck)**

The aft hold connects to the aft loading port. The aft loading port is mostly used as a platform for divers when at sea. At port, it can be used to load cargo by means of an ordinary forklift.

**CREW OF MS ADONIA**

- 8 Dr Erwin Jäger, marine biologist, expedition leader
- 9 Dr Hans Reinhart, historian
- 10 Dr Emma Walter, sonar and magnetometer specialist
- 11 Dr Michael König, mathematician, statistician and cryptanalyst
- 12 Simon Hinkler, dive master
- 13 Adrienne Renauld, deep-sea diver
- 14 Carlson Porter, deep-sea diver
- 15 Selvaggia Ricci, diver
- 16 Alfonso Ricci, diver
- 17 Captain Jörgen Volgt, shipmaster
- 18 Oliver Ziegler, first mate
- 19 Urban Hoffman, radio operator
- 20 Marcus Zwilling, boatswain
- 21 Simon Kühn, mechanic
- 22 Jan Pietsch, cook
- 23 Guillaume Barille, helicopter pilot
- 24 Able seaman
- 25 Able seaman
- 26 Able seaman
- 27 Seaman
- 28 Seaman
- 29 Seaman
- 30 Seaman
- 31 Seaman
- 32 Seaman
- 33 Seaman
- 34 (Unlisted) Pierre Martin, prisoner

If you want a tougher and more combat-oriented enemy onboard MS *Adonia*, add Madame Melisandre from chapter 1 to the Octopus crew. But keep her off the crew and expedition list, so that she appears as a nasty surprise to the characters.

## WHERE IN THE WORLD IS PIERRE MARTIN, SEASON 2?

Pierre Martin is locked up somewhere on the boat. It's not actually important where: he is held where it is convenient for you in order for the characters to find him. Likely places include one of the crew cabins, the forward hold, or the photo lab.

Rescuing Pierre Martin from *MS Adonia* will yield a lot of information.

- The expedition is looking for a U-boat.
- The U-boat was trying to sneak to Japan during the last days of World War 2. There were important documents onboard. The nature of the documents is unknown.
- *MS Adonia* was provided by a contact in Venezuela.
- The expedition leader, Dr Jäger, is a wanted Nazi war criminal.
- There's a worldwide organisation of former Nazis trying to gain control of the world.
- They are probably looking in the wrong place. He knows a more likely place.
- The easiest way of stopping the expedition is to look in the right place and obtain the documents first.

Rescuing Pierre Martin also ups the ante. If he hasn't already gotten wind of their meddling, Dr Jäger certainly knows about the characters now.

- Security on *MS Adonia* will be beefed up. There will now be constant guards on *MS Adonia*.
- Jäger will contact his host, Eli Sinabutar, who in turn will have the police investigate any suspicious foreigners to find out who sneaked onboard *MS Adonia*.
- Jäger will also send out his people to find Martin.

## IF CAPTURED

It is unlikely that the characters are caught at this time. Although secretive, *MS Adonia* is not on high alert.

However, if they are caught, they're put in the same cabin as Pierre Martin and locked in until *MS Adonia* is at sea. The prisoners will be fed, which will provide an opportunity to escape. Marie Dufresne can also sneak aboard and help them.

## TELLING THE POLICE

Telling the police won't help that much. Even if they're told that someone is kidnapped, they won't lift a finger since it is an international case. If Interpol asks them, maybe.

If they are polite but persistent, detective Ari Suharti Sasmita assigns himself to their case. Ari is more interested in bringing crooks to justice than the police in general, but he knows the limits of his abilities and the local justice system. In fact, his fight for justice is like balancing on a knife edge.

If the characters tell the police after having rescued Pierre Martin, they will be locked up per Mr Sinabutar's order. Then the Sitomeyese justice system will start to grind, beginning with interrogations without a lawyer, interrogations with a corrupt lawyer, visits by a diplomat who can't do anything, and so on.

It won't last long, however: unless the characters find a way to escape, Marie Dufresne gets them out before the plot goes haywire with the help of detective Ari Suharti Sasmita and some more "expenses" paid by *La République*.

# WHAT NEXT?

By this time, the characters have enough clues to mount their own expedition. They should also know the rough location of the U-boat wreck (or its exact location, if they've managed to speak with Johann Fressner). While *MS Adonia* plans to find it using archive information, sonar and magnetometer, the characters could in theory just hire some local boatsman willing to go to the haunted reef, get some scuba gear and dive to the wreck.

## PREPARING THE EXPEDITION

The characters will probably need:

- A boat. Any fishing boat will do.
- A local boatsman (optional).
- SCUBA gear for each diver.
- A divemaster (optional).
- Air compressor to refill tanks.
- Underwater metal cutting tools.
- Underwater flashlights.
- Marking buoy.
- Ropes.
- Winch.
- Food.
- Watertight cases to retrieve anything from the sub.



Have the players plan what they need for the expedition and pick necessary gear kits for the plan. Be part of the conversation and suggest problems that they may encounter on their expedition.

Then the players make task checks for appropriate Skills to get the kits. Failed checks mean that some kind of inconvenience pops up. Don't say that the player characters can't get it, but give them another problem instead – the “yes, but” principle:

- The boat is unavailable at the moment, and the characters can't go for five days.
- The skipper is drunk and character has to drive the boat.
- The air compressor is incompatible with the SCUBA tanks and they have to find or build an adapter using **Engineering**.
- They get an air compressor, but it will fail after **1d6** dives and they have to repair it using **Engineering**.
- They get the food, but it spoils in the hot humid weather, so the characters must barter with the locals or use **Survival** to fish.
- They get one too few sets of SCUBA gear, so they can't do as many dives per day.

## THE TECHNICALITIES OF DIVING

The wreck of the U-boat rests at a depth of about 30 metres, on a coral reef. The submarine is about 10 meters tall, and the possible entry locations may be as deep as 27 meters. The pressure at that depth is significant.



Because of the depth, the dive is rather technical. The oxygen mix and pressure must be set carefully. Someone with the Diver Ability can do the necessary air mixture settings.

On a single air bottle, the characters will have a maximum bottom time of 20 minutes and a total dive time of 35 minutes. It is possible to use two air bottles to get another 30 minutes of bottom time, but each diver must have the Divemaster Ability to handle the equipment safely. It will take a full 10 minutes with decompression stops to safely get to the surface.

There is also the matter of nitrogen saturation. A diver must stay at the surface for 14 hours to desaturate nitrogen from the blood. It is possible to get back down earlier, but then the bottom time is severely affected. Assume that each diver can only safely make one dive per day. For safety reasons, there must be at least two divers on each dive. Having more than one dive team can allow the characters to use the time at sea more effectively.

It is pretty dark down at the sub. Although the water is clear, only about 12% of sunlight reaches down to 27 metres, and most colours are gone. The paint scheme of the U-boat, the overgrowth of corals and the fishing implements stuck to it makes it rather hard to find in the blue-violet dusk.

Talking while diving is impossible, and the characters must instead communicate through signs and gestures. Grease pencils could be used to write messages.

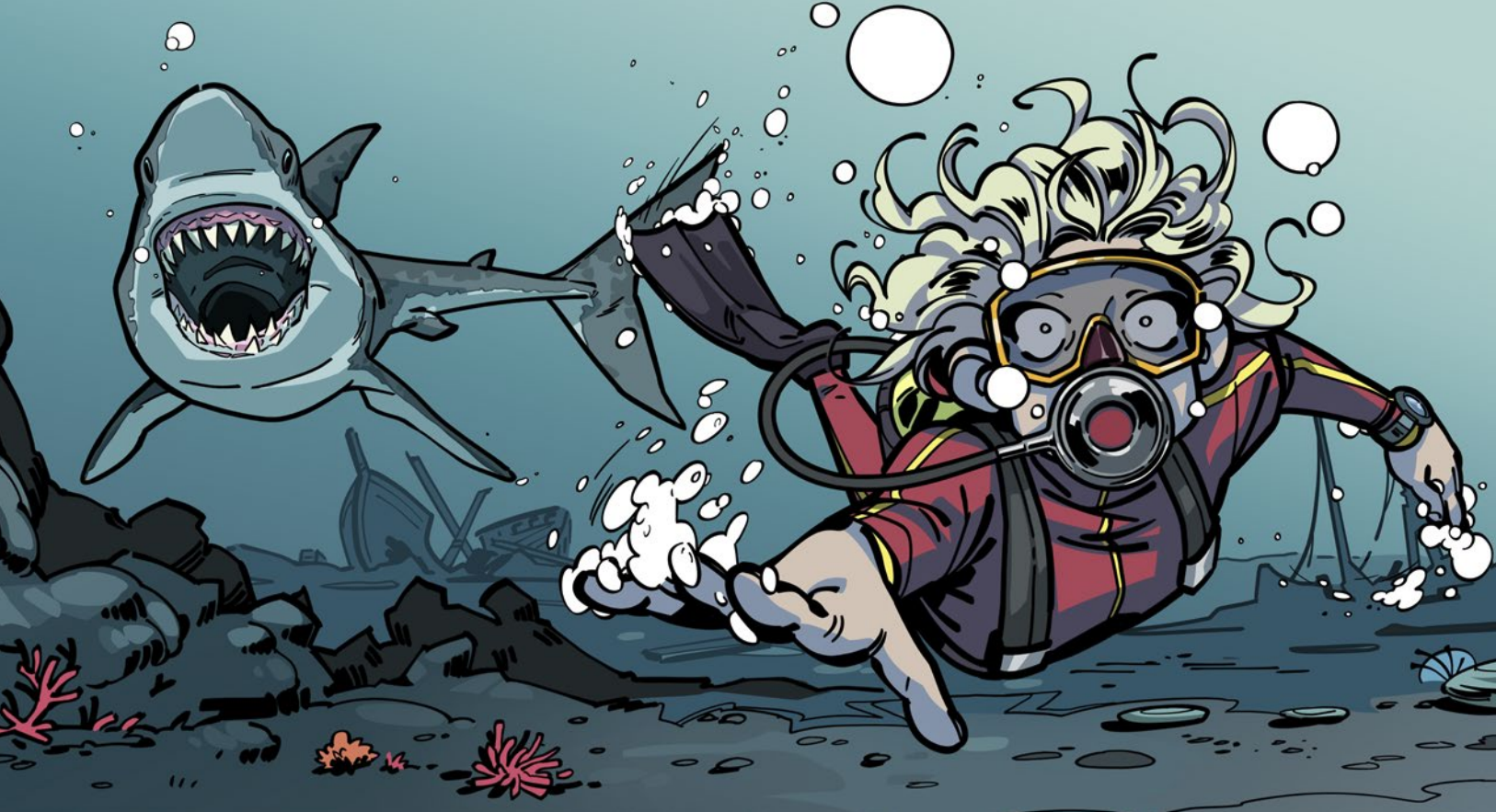
## BOATSMAN AND BOAT

It would be smart to hire a local boatsman who knows the waters. They can probably get both boat and boatsman in one go, if they hire a skipper with his own fishing boat. One such boatsman is Sasanka Vijaya, a friendly fisherman with his own boat, Widyama. Widyama is a sturdy boat with a cabin under the foredeck and three bunk beds, a small galley in the open wheelhouse, and an aft deck which also allows for access to the small diesel engine under the deck.

## DIVEMASTER

If the characters are not experienced divers, they should also consider hiring a divemaster. There aren't that many that will help them because of the local superstition surrounding the haunted reef.

One exception is Terri Powers. Unlike most divers in Sitomeyang, Terri is not that superstitious about the haunted reef. She is Australian and an experienced diver and spear fisher. She makes a living as a dive guide and diving teacher for tourists. She often guides tourists to wrecks in the waters around Selangit, but a new wreck is not something she gets to explore often.



# UNDER THE SEA

In this chapter, the characters try to locate the U-boat and salvage its treasure before the Octopus expedition does.

## ON THE HIGH SEAS

The cruise to the reef is rather uneventful. It takes about three hours to get to the Vikraminay strait from Selangit or to get back. They can also set up a base camp at any of the nearby islands. There are plenty of fishing villages along its coast, where it is possible to stay and buy supplies. Johann Fressner lives in one of them, by the way.

Since the characters can make a limited number of dives per day, and probably can't accomplish all the goals in one day, they will either have to set up base camp on one of the islands near the reef which will require additional gear, or risk discovery by going there once every day (but at least they will sleep in a comfortable bed).

## DIVING

It will take several dives to accomplish the mission and find the painting. If everything goes perfectly, there's at least five different steps involved, and maybe as many as 12. Because bottom time is limited, there's only so much that the characters can do in one dive.

### DIVER EMERGENCIES

There are a lot of things that could go wrong on a dive, triggering emergencies that need to be dealt with.

- **Wounded:** A **Wounded** character should abort the dive and surface, especially if there is blood in the water.
- **Out Cold:** A character who is **Out Cold** must abort now and will need help getting to the surface. One other character must assist them during the ascent. Give the assisting character the choice of a rapid ascent, making both divers unavailable for 48 hours,



or a slower ascent after which the character who is **Out Cold** must make a successful **Endurance check** to not become **Wounded**.

- **Damaged equipment:** Damaged scuba gear forces that character to surface now if alone, or slowly with the aid of another character. A rapid ascent makes that diver unavailable for 48 hours, and a slow ascent aborts the dive for two characters.

## GOALS OF THE DIVE

During the dive, the characters have several goals to accomplish in order to succeed. The five goals **Find the U-boat**, **Mark the U-boat**, **Find a way in**, **Open the way in**, and **Search the sub** should be on the players' list from the start. The rest are added as they discover them.

- **Find the U-boat**, if the U-boat is not marked.
- **Mark the U-boat**. They can skip this, but then they have to spend one goal to find the U-boat on every dive.
- **Find a way in**. If the characters don't have a plan for looking for a way in, randomise one of the five entryways per goal that the players spend on finding a way in. See *Getting In* on page 40 for details.
- **Open the way in**. Note that the stern torpedo tube and the hull breach are already open.
- **Search the sub**. For each goal, they can search five zones. They can't do that if they have no way in, of course.



- **Open the safe**. This goal is hidden until they have found it, or if the players conclude that there must be one. They can open the safe on the surface as well, though retrieving it comes with its own set of challenges.
- **Getting the safe out of the U-boat**. This goal is hidden from the start as well.
- **Getting the safe to the surface**. This goal is also hidden from the start.

In each dive, the characters accomplish a number of goals depending on the outcome of the challenge *Diving to the Sub*.

## Challenge: Diving to the Sub

**Agility**, to navigate the maze of fishing gear and enter the wreck

**Alertness**, to keep track of the time and currents

**Machinery**, to operate the gear and plan the dive

**Endurance**, to endure the physical stress of diving that deep

**Willpower**, to conserve air and energy

### Modifiers

–5 **pips** to one Skill for each diver that started their previous dive less than 14 hours ago.

+2 **pips** on all rolls if the characters limit the bottom time and accomplish one less goal.

**Accomplish two extra goals** on a **Limited outcome** or better by using an extra air bottle. All divers in the dive must have the Divemaster Ability.

+2 **pips** on one task check if the characters have blueprints of a Type IX U-boat.

–2 **pips** to a diver's task checks if that diver lacks the Diver Ability.

+2 **pips** to all other diver's task checks if any diver has the Divemaster Ability.

### Outcomes

**Great outcome:** The characters accomplish three goals on this dive.

**Good outcome:** The characters accomplish two goals on this dive.

**Limited outcome:** The characters accomplish one goal on this dive but suffer a mishap that makes one of the divers unavailable for 48 hours (nitrogen narcosis or "the bends", for instance).

**Bad outcome:** No goals are accomplished on this dive.

**Abysmal outcome:** No goals are accomplished on this dive, and one mishap happens making one diver unavailable for 48 hours (see **Limited outcome** above).



## U-890

*U-890* is a Type IX-C U-boat. The U-boat rests about 30 metres below the surface, balancing on a coral reef at about a 20° angle. It is covered in nets, cables, and fishing lines, which makes it hard to find and get to.

### GETTING IN

There are five entry points into the U-boat.

- **Stern torpedo tube:** Characters may squeeze through a torpedo tube if they push the air tank ahead of them. Young characters may do this unimpeded, other characters need a successful Athletics task check to get in.
- **Stern torpedo hatch:** This deck hatch could be opened, but it will take a Hard **Strength task check** if they have a lever, and Very hard task check if they don't.
- **Bow torpedo loading hatch:** The bow torpedo loading hatch could also be opened, but it will take a Very hard **Strength task check** if they have a lever. It is impossible without one. If successful, the character that opens it will also have to make an **Agility task check**. If the **Agility task check** fails, the character operating the hatch is either **Wounded** or **Out Cold** as trapped and compressed air slams the hatch open and into the character. Also, everything in the U-boat except the conning tower is now flooded.
- **Conning tower hatch:** The conning tower hatch could also be opened, but it will take a Very hard **Strength task check** if they have a lever. It is impossible without one. If successful, the opening character will also have to make an **Agility** or **Dive task check**. If it fails, the character gets a **Wounded** condition as the compressed air throws up the hatch, which slams into the character. Also, the captain's quarters and everything aft of it is now flooded, and everything else is partially flooded.
- **Hull breach:** To find the hull breach, one character must make a successful **Search task check**. The characters could enter through the hull breach into the engine room. Each character that enters here has to make a successful **Agility task check**. If it fails, they get in but cut themselves on the jagged edges. It's not a major issue for the character's health, but there's blood in the water which could attract sharks.

### GENERAL INFORMATION ABOUT THE INTERIOR

The interior of the U-boat is pitch black. There is no interior light at all. The batteries are empty, and many of the light bulbs are damaged anyway. Unless the characters bring light with them, they won't be able to see anything.

The air is unbreathable and incredibly stale. There's very little oxygen left, so the characters have to continue to use their air tanks even in areas that aren't flooded. The smell is not nice either: any character who removes their face mask and smells the air will have to make a successful **Endurance** or **Willpower check** to not throw up.

As the characters search the U-boat, add one zone at a time as the players advance through the U-boat. The players may have the handout of the sub's general layout if they previously searched out the deck plans of Type IX-C U-boat. It will make their exploration of the sub a lot easier.

### Bow torpedo tubes (Torpedorohr 1–4)

The bow torpedo tubes are closed. They are each loaded with one live torpedo.

### Bow torpedo room (Bugtorpedoraum)

The bow torpedo room is cluttered by torpedos that have fallen from their racks. There are more torpedoes stowed under the floor.

Huddled in their beds and on the floor against bunks and walls are the remains of about a dozen or so German sailors who met their end here.

There is a torpedo loading hatch in the ceiling of the torpedo room.

The crew slept in triple bunks lined against the wall in shifts, each crewman sharing bunks with two or more crew members. Bunks are sometimes used for stowing food, especially in the beginning of each journey.

Private belongings are stored in lockers. The characters can find Johann's locker here. It contains extra clothes, some bars of 20 years old chocolate, a few books, and a cigar case containing his father's fob watch, some letters from his sweetheart in St Nazaire, and some photos of a pretty girl, probably his French sweetheart.

### Battery rooms (Akku-raum 1 & 2)

*Flooded*

The battery rooms are under the floor of the officer and petty officers' quarters. They are both flooded, and all the batteries (acid-lead batteries) are empty and corroded. In the forward battery room, there is also a compartment for ammunition to the deck gun. The ammunition is still stowed here.

### Officers' quarters (Offizierwohnraum)

Officers had a private bunk each, but otherwise they were of the same type as those of the ordinary crew.

### Captain's quarters (Kommandant)

*Partially flooded.*

The captain's quarters also doubles as the officer's mess, simply by folding down seats on the opposite side of the foldable table. It also contains a small private cupboard and bookshelf, and a safe in which important documents such as orders were stored.

### Radio room (Funkraum)

*Partially flooded.*

The radio room has a small desk, a safe, the radio and radar set, and a chair. The radar set is quite primitive. It shows distance, but you can only get the rough distance by aiming the receiving antenna towards the target. You can use the receiving antenna for radio direction finding as well. Of course, like the radio set, it is no longer functioning.

Opening the safe is a tricky problem. It requires a cutting torch and some time, or a stethoscope, patience, and a successful Very Hard **Security task check**.

Getting the safe to the surface is also a tricky problem. It requires an **Engineering task check** to unbolt the safe and a **Strength check** to move it outside the U-boat – the check is Very Hard unless the U-boat is fully flooded. If two characters work together, the check is just Hard. Finally, they need to get the safe to the surface. Getting the safe out is one goal, and getting it to the surface is another goal.

The satchel with the painting *Brünnhilde rides to Valhalla* is stored in the safe together with the Enigma machine, the code books, some gold bullion and some money in assorted 1945 currencies (mostly in Reichsmark, but some in dollars and fake pound notes).

The painting is much smaller than you would expect – about 45 × 30 cm. It fits in the satchel with little room to spare. In the satchel, there's also a surprise: a proof of concept of two working Vril projectors (see page 57). They need a lot of power and they are quite unreliable, but could be made to work.

**Handouts:** If the characters get the painting, give the *Brünnhilde* handout on page 64 to the players.

### Sonar room (Horchraum)

The sonar room is not much more than a locker with a chair and the sonar equipment. The operator can turn a dial to aim the sonar in order to pinpoint the direction of a sound in the headphones. The direction and estimated range is reported to the captain.

### Control room (Zentrale)

*Partially flooded.*

The control room is cluttered. Floor gratings are ripped open at places to access the battery room, and

pipes and I-beams have partially collapsed from battle damage.

### Petty officers' quarters (Underoffizerraum)

*Flooded.*

The petty officers' quarters is about the same as the crew's quarters, only with double bunks, so there is a little more headroom, and it is located between the officer's quarters and the crew's quarters. Other than that, there is not much difference from the crew's quarters.

### Galley (Küche)

*Flooded.*

The galley is between the petty officers' quarters and the engine room.

### Diesel engine room (Diesel Motorenraum)

*Flooded.*

Two massive marine diesel engines dominate the room. There's a hull breach behind the starboard diesel engines.

### Electric motor room (E-maschinenraum)

*Flooded.*

The electric motor room not only has the electric motors, the generator and the gearbox, but also the stern torpedo tubes. One tube is damaged, and both the inner door and outer door are open. There is a torpedo loading hatch here, as well as several stowed torpedoes under the floor.

The electric motor room is home to a mutant giant octopus, who has lived here for the last twenty years or so. The vril projectors have had a strange effect on the octopus, despite being shielded from the water inside the locked safe. The octopus is not hostile per se, but curious about humans and wants to communicate with them. It cannot speak, read or write, but it is quite imaginative and has eight tentacles for gesturing. It knows that something up in the dry parts of the U-boat is affecting it in some way, and wants it removed as it is starting to feel uncomfortable.

### Conning tower (Turm)

There are the remains of a few German seamen in the conning tower, clutching at the hatch's lock.

### Stern torpedo tubes (Torpedorohr 5 & 6)

*Flooded.*

The two stern tubes are empty. The outer doors to the tubes are open, and the inner door to one tube is damaged, allowing access from the outside if you're a thin diver that can push the air tank ahead of you.

## GETTING THE PAINTING TO THE SURFACE

There are two obvious ways of getting the painting to the surface. One is to place it in a watertight compartment, for instance in a case, or to cut it, roll it up and put it in a water-tight tube. The other is to get the entire safe to the surface.

The first option requires some planning from the characters – they need to get the watertight case or tube.

That means in turn that they have to know that they are looking for a painting – which should be obvious by now.

The other option requires unbolting or cutting the safe from its installation, and then a lot of elbow grease to get it out of the sub, and a rope and even more elbow grease or a winch to get it to the surface.

Let the players plan a bit for getting the painting to the surface, but before they have the time to actually put their plan into action, the enemy arrives.

## THE ENEMY ARRIVES

On the first day, the characters see *MS Adonia* steaming out and past them. They go to the eastern mouth of the strait, the location where the book assumes that *U-890* sank, and anchor there. They seem to be completely disinterested in the characters, and don't bother about rumours from local fishermen.

When the characters set out to dive on following days, they see *MS Adonia* still anchored at the eastern mouth of the strait.

As time passes, the crew of *MS Adonia* gets more and more interested in the characters' diving expedition. At first, there will be crew members of *MS Adonia* regularly looking at the characters' boat through binoculars. The next day, *MS Adonia's* helicopter makes a detour to circle the characters' boat once, before returning to *MS Adonia*. The helicopter then makes a sweep at least once a day as Jäger is worried that the characters know something he does not.

Eventually – right in the middle of the dive where the characters finally get into the safe or manage to unbolt it, Jäger decides to send a detachment to check out the characters' boat. The two speedboats will bring crew over to board the boat, and the helicopter will drop two divers to deal with anyone in the water.

### ON THE SURFACE

If the characters in the boat on the surface don't flee in time, they will get boarded. It is probable that the speedboats from *MS Adonia* are faster than the characters' boat. Either way, they can't outrun the helicopter, but the helicopter can't do very much once the divers are in the water.

If the characters have set up a communication system, people on the boat can warn people under the water.

The speedboats carry three people each. One will stay in the boat with a submachine gun, and the other two will board the boat, for a total of four boarders. These are the seamen aboard *MS Adonia*, in case they are permanently out in one way or the other. You can add Madame Melisandre if the characters are more combat-oriented.

The boarders' priority is the painting. They will try to disarm any characters and place them at the aft, kneeling and facing out. Two boarders will guard the characters, and the other two will search the boat for any salvage from the U-boat.

Unless the characters resist, the seamen will take anything salvaged from the U-boat, dump all the characters' diving equipment overboard, and then leave once the situation under the surface is finished.

If the characters do something to resist, there will be a fight. The thugs on the boat have disneuro rays to stun the characters, while the two thugs in the speedboats have submachine guns.

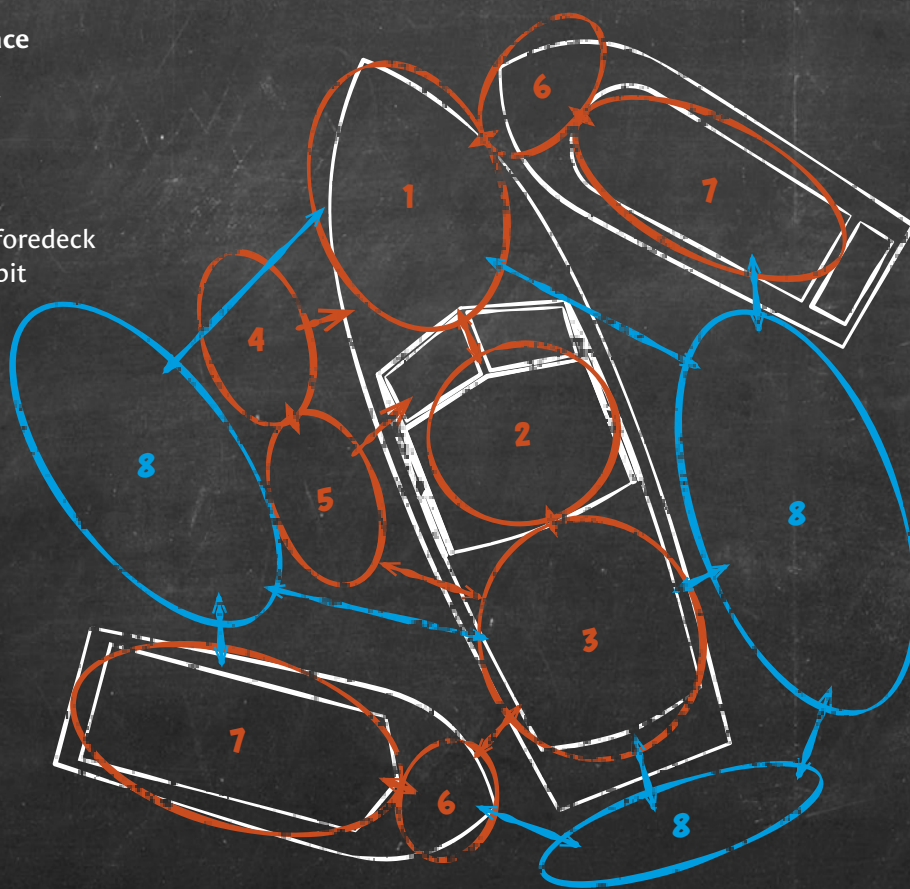
Note that the speedboats can manoeuvre around the characters' boat if required.

Smart players will probably try to get rid of the thugs by pushing them overboard. The *Judo Black Belt* Ability would be great for this. Any **Good Karma** result using a *Whump!* attack option or a weapon with the *Long Reach* or *Tripping* tags can also send a thug overboard, as could any **Out Cold** condition.

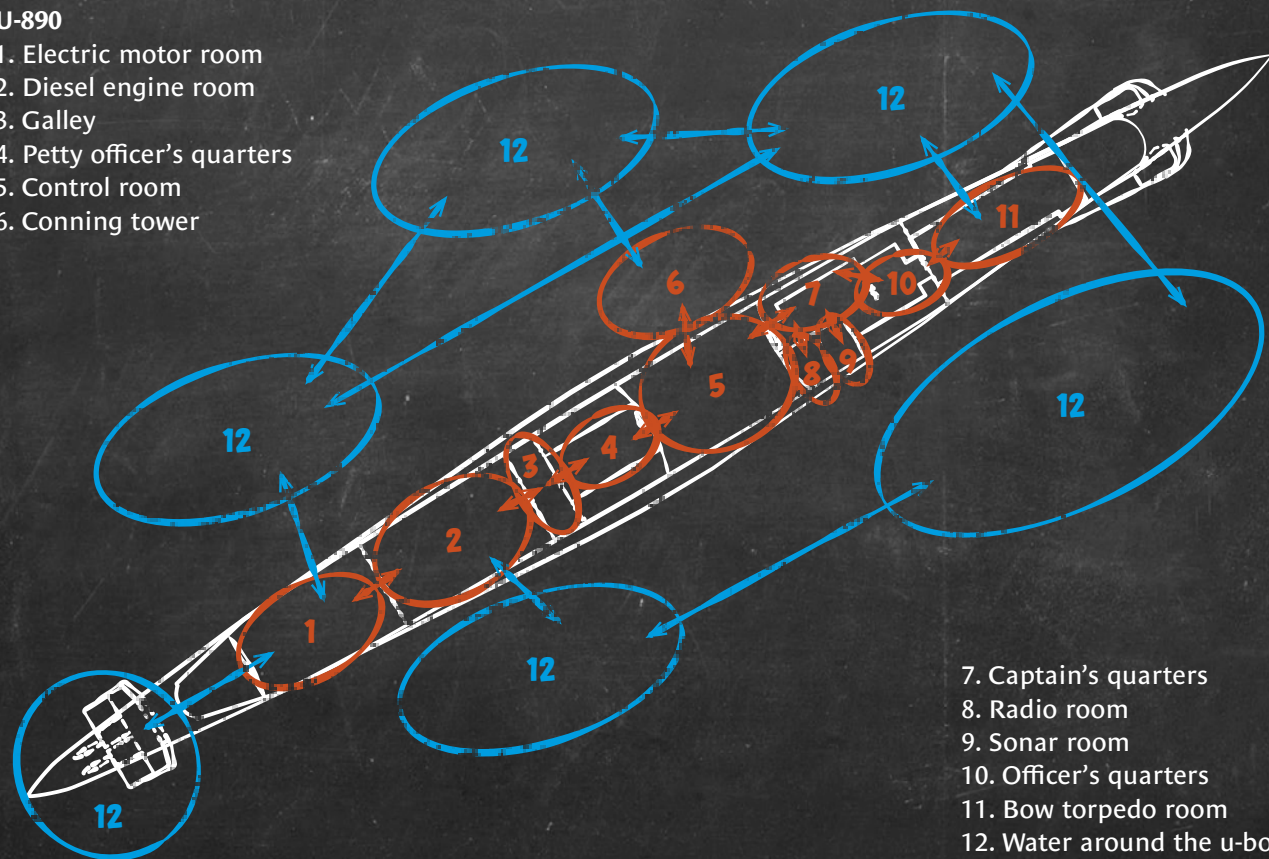


**On the surface**

1. Foredeck
2. Cabin roof
3. Aft deck
4. Cabin
5. Cockpit
6. Ship boat foredeck
7. Ship boat pit
8. Water

**U-890**

1. Electric motor room
2. Diesel engine room
3. Galley
4. Petty officer's quarters
5. Control room
6. Conning tower



7. Captain's quarters
8. Radio room
9. Sonar room
10. Officer's quarters
11. Bow torpedo room
12. Water around the u-boat

## UNDER THE SURFACE

As soon as MS *Adonia* arrives and they figure out that there are divers in the water, the helicopter drops two divers who will quickly descend into the depths. They're armed with underwater rifles, and they will not allow anyone to steal their painting. These two divers are two of the ordinary divers (not the deep sea divers) from MS *Adonia*.

The divers' priority is the painting. They aim for anything that looks like it could contain a painting: any box, briefcase, tube or safe. If it means getting their hands on Vrill science, they also won't care about normal decompression procedure – the consequences will be dealt with later.

If they can get the painting, or get access to the U-boat to open the safe unhindered by player characters, they will not bother about pursuing fleeing characters.

If they see the characters swim off with the painting, or see that the characters have opened the safe, they will immediately pursue them.

### The haunted sea

The reef is haunted, but not by a ghost ship. Instead, a Great White Shark swims nearby and may appear with little or no warning, especially if there's blood in the water.

If you need a rescue for character divers, have the Great White appear and eat someone, preferably an Octopus diver, thus providing an opening for the characters to get away.

## REINFORCEMENTS

It is not easy for the villains to get reinforcements. It will take some time for MS *Adonia* to get to the characters' boat, and the water around the islands is so shallow that the ship cannot follow. The helicopter can only take two people plus the pilot. Also, the crew of MS *Adonia* is not unlimited.

## IF CAPTURED

If the characters are captured, they eventually find themselves in a locked cabin on the lower deck onboard MS *Adonia*. If they have not rescued Pierre Martin earlier, he's there too. There will be a guard outside the door, and the door will be locked.

Dr Jäger and some of the thugs will interrogate them to learn what they know.

Have each captured player make a **Willpower task check**. Each failed task check will reveal one true thing of consequence to Dr Jäger.

Then MS *Adonia* will steam home. The characters have to escape the locked cabin, overcome a guard outside the door, and then sneak off the boat in one way or another.

- **Unlocking the door:** Make a small challenge of **Alertness**, **Prestidigitation** and **Sneak** to do it silently and at the right time. If there is at least a **Good outcome**, the door is unlocked. If the characters get a **Great outcome**, then the guard will be surprised. At **Bad outcome**, the door remains unlocked, and at **Abysmal outcome**, the guards are alerted.
- **Overcoming the guard:** Run this as a short fight against an ordinary crew member. If the fight takes more than five rounds, or if any weapon with the Loud tag is used even once, then the crew will be alerted and the alarm set off.
- **Sneaking around the ship:** As the characters sneak around the ship, describe the corridors and rooms, and let the characters choose where they go. During the daytime, the crew is busy running the ship, so there will be crewmembers everywhere. At night, there will be a few crew members on the bridge, but most people will be sleeping in their bunks, which allows the characters to sneak around the ship.
- **Stealing back the U-boat loot:** The painting and Vrill projectors are kept in the captain's quarters. Stealing them will be tricky, since the captain will sleep there at night, and during the day there will be lots of activity topside. It is possible, though, but requires a good plan.
- **Preventing pursuit:** To prevent pursuit, the characters can try to sabotage one or both of the other ship's boats, for instance by stealing the carburettor, cutting the fuel lines, or unbolting the propeller. It is also a good idea to sabotage the helicopter, in pretty much the same way.
- **Just getting off the ship:** Just getting off the ship in the middle of the ocean means stealing an inflatable lifeboat or jumping overboard and hoping they can swim for long enough. Dumping a lifeboat or jumping overboard can be done unnoticed. Eventually, they will be picked up by a patrol boat from the Sitomeyese navy.
- **Stealing one of the ship's boats:** Stealing one of the ship's boats means that you have to use the crane. It will be tricky to swing the crane over the side and lower the boat without anyone on the bridge noticing. Using one of the ship's boats means that the characters can get back to Sitomeyang by themselves.
- **Stealing the helicopter:** If any character has the *Pilot* Ability, they can steal the helicopter. Note that the helicopter only seats three people, but you can probably squeeze in a total of four characters if one or two are small. It will also take some time to get the helicopter up and running. As soon as the engine



starts, it will be noticed, and from engine start, it will take two rounds before the rotor has spun up enough to generate lift. This also means going through a bare-bones checklist for an emergency start, which is not recommended since any aircraft and helicopters in particular are fickle beasts. There is no rules disadvantages as a result of a quick start, but do remind the players how bad it is. Stealing a helicopter is dramatic and will probably lead to all kinds of awkward questions by the authorities, but if they can show that Pierre Martin was kidnapped by the crew of MS *Adonia*, they may get away with it.

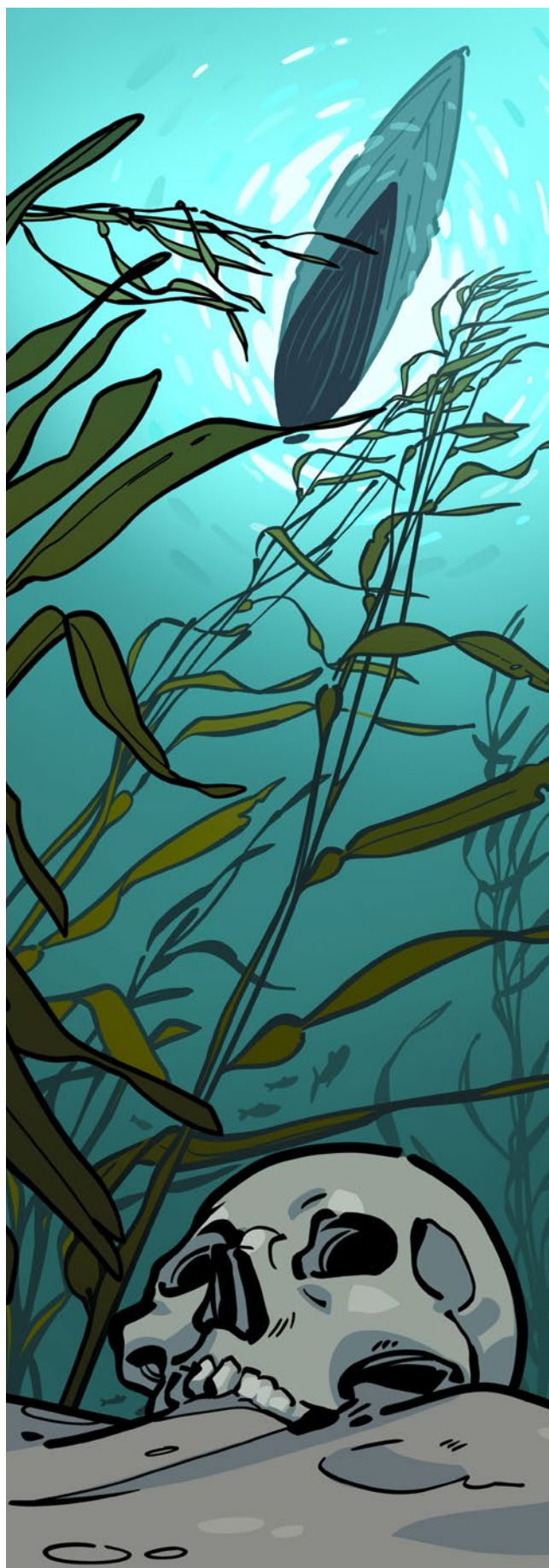
If the characters do not escape, or if they try to escape but are captured again, they will be dealt with by setting them adrift in a lifeboat somewhere in the Indian Ocean. Eventually, they are rescued by a patrol boat from the Sitomeyese navy. In this scenario, Dr Jäger most likely gets away with the painting.

#### The haunted haunted sea

If you need a rescue and are not afraid of going over the top, the Flying Dutchman appears as a ghostly vision. It doesn't do anything, but it distracts the Director characters and gives the player characters a moment of opportunity to escape. Then it disappears, leaving one more mystery to explore in the future.

## WHAT NEXT?

The adventure is effectively over. All that is left to do is to wrap up the story in the Conclusion chapter as an epilogue, and then hand out rewards and free experience ticks.





# CONCLUSION

The adventure could be considered a partial success if the characters find and rescue Pierre Martin.

If they also prevent the Octopus from getting their hands on *Brünnhilde rides to Valhalla*, it's a great success.

If they manage to get the painting and catch Dr Jäger, it's a complete success.

## REWARDS

As long as the player characters survive, there will be quite a story that makes them famous. If they manage to get their hands on *Brünnhilde*, they will have access to some really weird (and flawed) science. Too many people know about the story now – at least Nena Wallhaus, Marie Dufresne and Pierre Martin – so the characters will have some difficulty keeping it secret.

After the debriefing phase:

- **If Pierre Martin is rescued:** Give the players a Reward check for **Status**. This represents their standing in La République.
- **If Brünnhilde is studied:** Give the players a Reward check for **Science** for spending a downtime period studying the science on the back side. This represents the weird science learned.
- **If the ship's coffer is salvaged:** Give the players a Reward check for **Credit** if they salvage the gold bullions from the safe. This represents the cash income from the salvage.
- **If the story is published:** Characters who do not have the Ability Famous can make a Reward check for Famous. This represents the renown from the story in La République.

## DOES BRÜNNHILDE RIDE TO VALHALLA OR HELHEIM?

The painting is, as Darwaman noted, a typical German Romance painting that is not particularly notable. It's somewhat mouldy from lying inside a wet submarine for a quarter of a century, and in need of some restoration. If it is restored, the history of the painting could make it very valuable.

On the back of the painting are a lot of scientific equations. These describe the antigravity mechanism in Nazi flying saucer prototypes and their "Vril" energy source. They are flawed (none of the Haunebu flying saucer prototypes actually flew), and can't be used as is. But they could advance aerospace science a lot in the right hands.

However, it would also advance science in the wrong hands, particularly those of the Soviet Union or the Octopus. If there is any chance of the science falling into the wrong hands, a certain "Monsieur Dupont" from SDECE, the French counter-espionage agency, will confiscate the painting, all notes he and his underlings can find about it, and if need be, the entire edition of *La République*, in the name of national security.

If the painting remains with Dr Jäger and he escapes, it will greatly advance the Octopus' octopods, and the Mark V octopod will be bigger, faster, more manoeuvrable, and better armoured. Dr Jäger will be promoted, and if he appears in the future, he will have a double-digit number.

## If Pierre Martin is freed

If Pierre Martin is freed, he will publish a damning piece about Erwin Jäger/Jurgen Engels, exposing him to the public. Dr Jäger will end up wanted by Interpol.

The *University of Hamburg* will denounce Dr Jäger and claim innocence about the whole affair. *MS Adonia* will be impounded by the West German police and searched for evidence, and eventually returned to the university a lot worse for wear.

## If Dr Jäger is caught

If Dr Jäger is caught, his fate depends on what the characters do to him. If he is just handed over to the Si-tomeyese police, he is soon at large again and disappears.

They could do something smart, however, and for instance take him to an embassy, alert Interpol, or simply take *MS Adonia* to a friendly neighbouring country like Australia. In that case, Dr Jäger will soon face a trial for war crimes. He will be tried and sentenced to many years in prison. It's possible that he is quietly sprung from prison by the Octopus at a later date to appear in a future adventure.

# THE THREAT FILES

## ALLIES

### MARIE DUFRESNE, JOURNALIST

Marie Dufresne is *La République*'s girl on location. She's a rugged and self-reliant woman, tanned with black wavy hair, and one jungle hat short of looking as if she were a member of an expedition into the wilderness. She's stationed at the arse-end of Indochina where she ekes out a living from the meagre funds provided by *La République*, but somehow she manages to deliver interesting and exciting stories from a country that nobody has ever heard about – often about pirates, smugglers, or archaeological finds in the jungle.

She drives the worst Toyota Land Cruiser in history, but maintains that it just needs a little “tender love and care” to keep running. And somehow it keeps going.

Mlle Dufresne has a pistol in her handbag. She doesn't like to use it, not even in self-defence, though she'll be the first to admit that the extra weight does give her hand bag an extra bit of oomph!



#### Marie Dufresne

**Initiative:** task check **Vitality:** 5

#### Attacks:

- Hand bag: 45%, 3dX (+1dx if the pistol is in it), Brittle
- 9 mm Beretta: 45%, 5dX, Loud, Short Range, Reload (8–0)

**Languages:** French, English

**Skills:** Basic 45%, Journalist 85%, Specialist 65%, Alertness 65%, Investigation 85%, Tender Love and Care For Her Car 105%, Feminine Guile 85%

Legros has a short temper and can go off without warning, which will no doubt shock any new employees or visitors. However, he calms down quickly. He has a strong sense of integrity and would never consciously publish a false story.

Legros is a staunch social democrat, but limits his political views to the opinion pieces. There, on the other hand, he usually rips into the President for being aimless and without a vision except for whatever a “strong France” means.

### ROBERT LEGROS

The editor in chief of *La République* runs the newsroom at the paper. He is a short man, balding and squat, always with an unlit cigarette behind his ear (he never has time to light it) and a cup of coffee nearby. His waistcoat remains perpetually unbuttoned.

In his philosophy, there's a difference between good news and selling news, and he wants his journalists to work in the overlapping area. “News that is only selling is for the tabloids, and news that is only good is for *Le Monde*.”

#### Robert Legros

**Initiative:** 2 **Vitality:** 5

#### Attacks:

- Lukewarm coffee mug: 45%, 3dX, Brittle

**Defence:** 35%

**Languages:** French

**Skills:** Basic 45%, Specialist 65%, Contacts 85%, Find Stories Worth Printing 95%, Short Temper 65%, Drink Coffee 105%



### PIERRE MARTIN

Pierre Martin is a driven, young and quite liberal journalist. He is tall and thin, with a long quiff, black hair and sideburns, and usually wears worn jeans and a turtleneck. He lives with his girlfriend Françoise, who is even more bohemian than he is, in a small single room apartment.

He has been on the trail of the Octopus for some time, but he is under the false impression that it is a well-organised fringe group of old Nazis in Venezuela with mob ties around the world. After being kidnapped by the Octopus, he slowly realises how wrong he is, and that the Octopus is bigger and more sinister than he ever thought.

#### Pierre Martin

**Initiative:** task check **Vitality:** 4

#### Attacks:

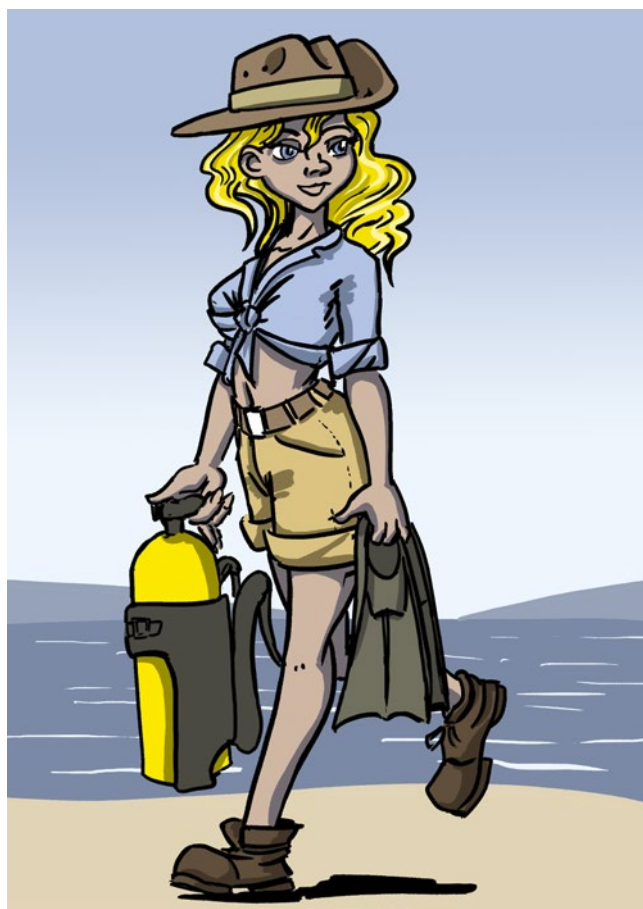
- Anything nearby: 55%, 3dX, Brittle

**Defence:** 35%

**Languages:** French, German

**Skills:** Basic 45%,

Journalist 85%, Specialist 65%, Alertness 65%,  
Investigation 85%, Bohème 65%



### TERRI POWERS, DIVE MASTER

An Australian woman in her thirties with a sporting tan and sun-bleached blond hair, Terri is a professional diver and dive instructor. She has made a living teaching tourists how to dive, leading dive safaris, and occasionally teaching surfing – she loves surfing but is not a professional.

This way, she lives a simple and free life in what she considers paradise on Earth.

#### Terri Powers

**Tags:** Flips (2), Divemaster

**Initiative:** task check **Vitality:** 5

#### Attacks:

- Diver knife: 55%, 4dX, Precise
- Speargun: 65%, 7dX, Short Range, Single Shot, Underwater

**Languages:** English, Javanese

**Skills:** Basic 45%, Specialist 65%, Alertness 65%,  
Diving 75%, Vehicles 55%, Surfing 85%



## ARI SUHARTI SASMITA

Detective Ari Suharti Sasmita – Ari for short – is a curious case. Dressed in shorts, sunglasses, Panama hat and a Hawaiian shirt that hurts your eyes, with his pistol in a shoulder holster visible at all times, he's quite a character.

If he's on the case, it's a bit contrary to the chief detective's wishes. The chief detective wants a quiet town where nothing too serious happens, not a town with gang wars and violence. Ari, on the other hand, wants justice and does what he can to provide it.

### Detective Ari Suharti Sasmita

**Tags:** Lieutenant, Flips (2), Multiple Attacks (2)

**Initiative:** 7 **Vitality:** 5

#### Attacks:

- 9 mm Beretta (2): 65%, 5dX, Loud, Short Range, Reload (8–0)

**Defence:** 35%

**Languages:** Javanese, English

#### Skills:

Basic 45%, Specialist 65%, Investigation 85%, Forensics 75%, Law 75%, Build a Case 65%, Intimidation 65%, Interrogation 75%, Bad Sense of Fashion 85%

## SASANKA VIJAYA, BOATSMAN

Sasanka is a native Sitomeyese of Javanese origin. He is a simple fisherman with strong arms and a pot belly. He loves fishing and the sea. His boat, Widyama, is a sturdy little fishing vessel which he often rents to tourists for fishing trips and sometimes dive trips. If he doesn't have any fishing or dive trips booked, he goes out to sea at dawn to lay his nets, and then sells the catch at the market. For that reason, you need to make the appointment at least the day before.

### Sasanka Vijaya

**Tags:** Boatmaster

**Initiative:** task check **Vitality:** 5

#### Attacks:

- Boat hook: 55%, 3dX, Long Reach, Brittle, Tripping
- Flare gun: 65%, 6dX, Loud, Short Range, Single Shot, Incinerating

**Defence:** 35%

**Languages:** Javanese, English

**Skills:** Basic 45%, Boatsman 85%, Specialist 65%, Alertness 65%, Fishing 85%

## EXTRAS



## INSPECTOR MAURICE GALVAND

Chief inspector Maurice Galvand is a tall, imposing, pipe-smoking man, head-strong and very principled. He's also very anti-Communist and sees Communist spies in every shadow. Sometimes – quite often, actually – he lets his paranoia get the better of him. It happens that he's occasionally right, but it's more likely that he's wrong.

Chief inspector Galvand is otherwise a very rational man. He does not believe in fairy tales or conspiracy theories about a movie-villain conspiracy intent on taking over the world, and will openly laugh at anyone suggesting such nonsense.

### Inspecteur principal Maurice Galvand

**Tags:** Lieutenant, Flips (2), Multiple Attacks (2)

**Initiative:** 7 **Vitality:** 5

#### Attacks:

- 9 mm MAC Mle 1950 pistol (2): 65%, 5dX, Loud, Short Range, Reload (8–0)
- Surprise handcuffs: 85%, Snaring, Concealable

**Defence:** 35%

**Languages:** French

**Skills:** Basic 45%, Specialist 65%, Investigation 85%, Law 75%, Build a Case 65%, Intimidation 65%, Interrogation 75%, Handcuffing 85%

## PROFESSOR STEPHEN ARMSTRONG

Professor Armstrong is a bit eccentric, even for an American. The professor served as commander of a US destroyer in the war, mainly in the Pacific, and knows quite a lot about sea warfare tactics, strategy and operations.

His office is littered with Second World War paraphernalia, including such things as Patton's helmet and Dönitz' hat. Somewhere in the piles of student papers, maps, documents and books are at least two or three half-finished book scripts.

### Stephen Armstrong

**Initiative:** 2 **Vitality:** 4

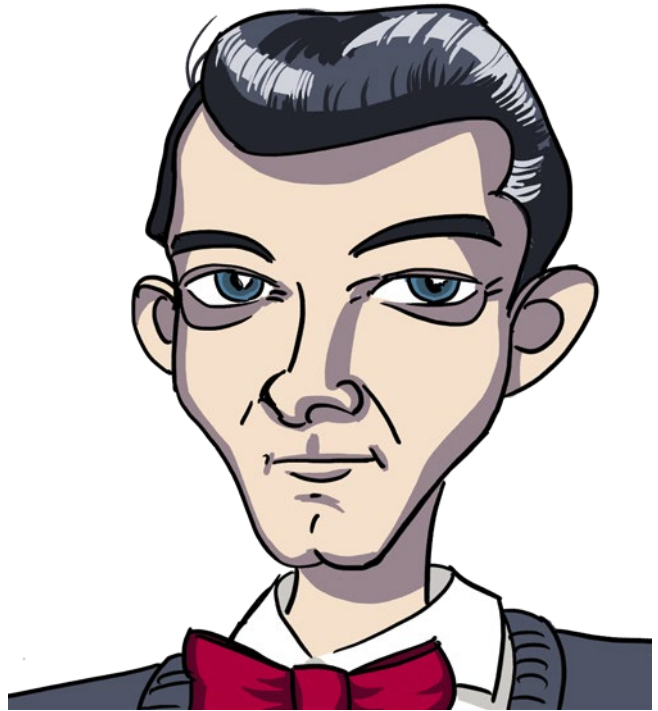
#### Attacks:

- Unfinished script: 45%, 3dX, Brittle

**Defence:** 35%

**Languages:** English, German, Russian, Latin

**Skills:** Basic 45%, Specialist 65%, History 85%, Investigation 95%, War Memorabilia 85%, Command Destroyer 75%



## BUDI DARWAMAN, ART COLLECTOR

Budi Darwaman knows his art. He's crafty enough to get his hands on the pieces he wants, and knows when to sell them and to whom in order to maximise his profits. He is essentially your basic art dealer on the street, but more talented, slightly more honourable, much more polite and with an establishment. He has connections everywhere in Southeast Asia and also deals with customers in India, Australia, Japan, and even in Communist China.

### Budi Darwaman

**Initiative:** 2 **Vitality:** 3

#### Attacks:

- Fake Ming dynasty vase: 45%, 3dX, Brittle

**Defence:** 35%

**Languages:** Javanese, English, French

**Skills:** Basic 45%, Specialist 65%, Contacts 95%, Evaluate Art 75%, Spin Tales 85%, Black Market 105%

## FRANÇOISE MICHEAUX

Françoise is an artist, activist and author living with the journalist Pierre Martin. She is quite the idealist, and the embodiment of the 1968 spirit even though it is just 1965. She is quite bohemian, living on scraps, recycling, and meagre royalties from her books. She often refuses to be paid for her paintings as she thinks that ideas should be free for everyone and that art and beauty cannot be monopolised.

Usually, she is carefree and happy, but now that Pierre is gone and apparently kidnapped, she is worried out of her mind.

### Françoise Micheaux

**Initiative:** task check **Vitality:** 4

#### Attacks:

- Anything nearby: 45%, 3dX, Brittle

**Defence:** 35%

**Languages:** French

**Skills:** Basic 45%, Art 95%, Writing 85%, Bohème 95%

## NENA WALLHAUS

Nena Wallhaus is the widow of Richard Wallhaus and a secretary. She is in her thirties. When the adventure starts she is shot in the back by unknown assailants. She will spend most of the adventure in a hospital bed and under medication for the pain from the wound and operation. She is also under protective custody with a police officer posted outside her hospital room at all times.

She is a sad and sorrowful woman, dedicated to her husband's task, but also afraid and scared for her life and the lives of those around her. She is quite tense as a result of the balancing act between spreading the

knowledge about the Octopus, while not scaring away her sources and informants.

### Nena Wallhaus

**Initiative:** 2 **Vitality:** 2

#### Attacks:

● Anything nearby: 45%, 3dX, Brittle

**Defence:** 35%

**Languages:** French, German

**Skills:** Basic 45%, Investigation 75%,  
Contacts 85%

## PARIS ENEMIES



## MADAME MELISANDRE

Madame Melisandre is a chameleon. She can appear anywhere and never be noticed. She can be any girl or woman that you have ever seen, infiltrating any place, and in a flash change to her femme fatale persona in a red coat and hat.

Melisandre is a freelancer, and often takes assignments from the Octopus because they pay well. She is known – and feared – for her stunning kisses, which may turn any victim into figurative jelly, male or female.

Currently, she is hired by the Octopus to cover for some mistakes made by Erwin Jäger. She doesn't take orders from Dr Jäger, but operates independently – unless it's fun. And by "fun", Madame Melisandre means toying with people's minds, hurting them a bit (yes, she's a sadist), and enjoying the thrill of the moment.

She may briefly be seen in the warehouse with Pierre Martin, and may also appear in Sitomeyang if you need some extra muscle to pit against combat-oriented characters.

### Madame Melisandre

**Tags:** Boss, Flips (4), Counter-attack, Multiple Attacks (3)

**Initiative:** task check **Vitality:** 8

#### Attacks:

● 9 mm Walther P38 pistol with suppressor (2): 65%, 5dX, Short Range, Reload (8–0), Silent

● Throwing knives (2): 75%, 4dX, Thrown, Silent, Short Range

Hypnotic Lipstick Kiss: 55%, 4dX, Paralytic

**Defence:** 55%

**Languages:** French, German, English

**Skills:** Basic 45%, Specialist 75%, Alertness 65%,  
Vehicles 75%, Infiltration 75%, Sadistic Fun  
and Games 85%, Seduction 85%



## OCTOPUS THUGS

The generic Octopus brute is hired for loyalty and strength, not intelligence. Don't expect any conversation deeper than "resistance is futile", "silence!" or "keep moving!"

### Octopus thugs

**Tags:** Underling, Pack Hunter

**Initiative:** 4 **Vitality:** 3

#### Attacks:

- Stiletto: 55%, 4dX, Precise
- Disneuro projector: 55%, 4dX, Short Range, Reload (9-0), Paralytic
- Submachine gun: 65%, 5dX, Loud, Reload (9-0)

**Skills:** Basic 35%, Specialist 55%, Agility 45%, Strength 65%, Obey Orders 85%

## OCTOPUS MOOKS

The generic Octopus brute is hired for loyalty and strength, not intelligence. Don't expect any conversation deeper than "resistance is futile", "silence!" or "keep moving!"

### Octopus mooks

**Tags:** Mook, Pack Hunter

**Initiative:** 3 **Vitality:** 2

#### Attacks:

- Fists like potato sacks: 55%, 3dX
- Disneuro projector: 55%, 4dX, Short Range, Reload (9-0), Paralytic
- Submachine gun: 65%, 5dX, Loud, Reload (9-0)

**Skills:** Basic 35%, Specialist 55%, Long live the Octopus 95%, Obey Orders 65%

## NEW YORK ENEMIES



### VITO CALZONE

Vito Calzone is the capo of the Calzone family of the New York mafia. Like most mobsters, he sometimes does a few favours to "friends" just to get a hold on them.

One of those friends has asked Calzone to dissuade the characters. It is beneficial for all parties: the friend (Dr Jäger) owes a favour to Calzone, Dr Jäger can go on undisturbed, and the characters have learned to not stick their noses in things that don't concern them.

Calzone is always polite, except when he isn't. He doesn't get his own hands dirty, except when he does. He is well-dressed in a white three-piece suit and a very colourful tie and white fedora. He is a bit on the heavy side and always smokes fat Cuban cigars (or uses them as pointing devices).

When Calzone speaks, it's usually in a soft, friendly manner, with an obviously fake Italian accent, and with lots of ambiguous terms so that he can't be implicated for instigating any crimes if he happens to be overheard.

**Vito Calzone**

**Tags:** Boss, Flips (4), Counter-attack, Multiple Attacks (3)

**Initiative:** task check **Vitality:** 8

**Attacks:**

- Baseball bat (2): 75%, 4dX
- Smith & Wesson .357 Magnum (1): 75%, 6dX, Loud, Short Range, Reload (8–0)

**Defence:** 45%

**Languages:** English, Italian

**Skills:** Basic 45%, Specialist 75%, Alertness 65%, Fashion 55%, Intimidate 85%, Hosting Spectacular Parties 85%, Let Someone Else Take Care of It 85%, Fake Italian Accent 75%

**NEW YORK MOBSTERS**

The New York underworld also has its brutes, the generic enforcer whose main talents are loyalty and their ability to hurt people. They're the lowest of the low, ready to rough up anyone who hasn't paid their due.

**New York Mobsters**

**Tags:** Underling

**Initiative:** 7 **Vitality:** 3

**Attacks:**

- Knuckle dusters: 55%, 3dX
- Smith & Wesson revolver: 55%, 5dX, Loud, Short Range, Reload (9–0)
- Thompson .45 submachine gun: 65%, 5dX, Loud, Reload (9–0)

**Skills:** Basic 35%, Specialist 55%, Rough 'Em Up, 55%, Obey Orders 55%

**SITOMEYANG ENEMIES****ERWIN JÄGER/JURGEN ENGELS**

Dr Erwin Jäger was actually Jurgen Engels, but stole the identity of a dead academic after the war to avoid prosecution as a war criminal. Engels was not that highly

ranked in the Nazi party, but he certainly did his part. In the last months of the war, Engels was responsible for a number of programs to ship out Nazis to neutral countries and hide Nazi gold for the future. Then he changed his identity and disappeared as a friendly and harmless academic with balding head and square-rimmed glasses.

He knows about the *U-890* mission – he planned it, after all – but did not know where it sank until rather recently. A few years ago, he was recruited to the Octopus and quickly rose in its ranks to triple-digit level. He is still an ardent Nazi, and sees the *U-890* expedition as a chance to rise to the double-digits and influence the Octopus with his wicked ideology.

**Erwin Jäger, #299**

**Tags:** Boss, Flips (4), Counter-attack, Multiple Attacks (3)

**Initiative:** task check **Vitality:** 8

**Attacks:**

- Walther P38: 75%, 5dX, Loud, Short Range, Reload (8–0)

**Defence:** 45%

**Languages:** German, French, English

**Skills:** Basic 45%, Specialist 75%, Alertness 65%, Strength 65%, Marine Biology 75%, Endurance 65%, Barking Orders 85%, Intimidate 65%, Passive-aggressive 95%

## EXPEDITION SPECIALISTS

The three specialists on the expedition, the historian Dr Hans Reinhart, the sonar and magnetometer specialist Dr Emma Walter, and the mathematician Dr Michael König, are enlisted for the expedition because of their respective skills. Dr Reinhart and Dr Walter are there to find the U-boat for the divers to salvage, and Dr König is there to crack any codes necessary to decrypt whatever was written on the back of the *Brünnhilde* painting. They are members of the Octopus, but not fighters.

### Expedition specialists

**Tags:** Underling

**Initiative:** 2 **Vitality:** 2

**Attacks:**

- Lab equipment: 45%, 3dX, Brittle

**Languages:** German, English

**Skills:** Basic 35%, Specialist 65%, Science 95%, Obscure Knowledge 75%,

## FIRST MATE OLIVER ZIEGLER

On MS *Adonia*, Oliver Ziegler serves as first mate. He is responsible for cargo and deck operations, and second in command on the ship. Ziegler is an ardent “Long Live the Octopus”-shouting member of the organisation, much more so than the Captain. The two have a professional relationship, not a friendly one.

### First mate Oliver Ziegler

**Tags:** Lieutenant, Flips (2), Multiple Attacks (2)

**Initiative:** 7 **Vitality:** 5

**Attacks:**

- Colt M1911 pistol (2): 55%, 5dX, Short Range, Reload (9–0)

**Defence:** 35%

**Languages:** German, English

**Skills:** Basic 45%, Specialist 65%, Seamanship 75%, Vehicles 65%, Ships 75%

## CAPTAIN JÖRGEN VOLGT

Captain Volgt is the shipmaster of MS *Adonia* and responsible for the ship and its crew. Although a member of the Octopus, he is mainly a sailor and married to the sea.

He was an officer on a U-boat (type VII) during the war, one of the few (only about a quarter of them made it) German submariners to survive. There is some tension between him and Erwin Jäger, as he reminds Captain Volgt of some of his most fanatical crew members and superior officers. He strongly opposes holding Pierre Martin prisoner aboard the ship, and often reminds Erwin Jäger of it.

An old cutlass is hanging on the wall in his cabin. It was a gift from his great-grandfather, and has followed captain Volgt on every command he has had.

### Captain Jörgen Volgt

**Tags:** Boss, Flips (4), Counter-attack, Multiple Attacks (3)

**Initiative:** task check **Vitality:** 8

**Attacks:**

- Cutlass: 45%, 5dX
- Colt M1911 pistol (2): 55%, 5dX, Short Range, Reload (9–0)

**Defence:** 45%

**Languages:** German, English, French

**Skills:** Basic 45%, Specialist 75%, Seamanship 105%, Alertness 65%, Endurance 65%, Ships 85%, Navigation 85%, Proud White Beard 75%





## GUILLAUME BARILLE, HELICOPTER PILOT

Guillaume Barille flies the Hughes 300 helicopter on MS *Adonia*. The helicopter is small and can only take a pilot and two passengers, or up to 450 kg of cargo. He is a member of the Octopus but could actually not care less as long as he gets to fly his helicopter.

### Guillaume Barille

**Tags:** Lieutenant, Pilot

**Initiative:** 4 **Vitality:** 3

#### Attacks:

- Improvised weapon: 55%, 3dX, Brittle
- Colt M1911 pistol: 55%, 5dX, Short Range, Reload (9–0)

**Languages:** French, German, English

**Skills:** Basic 35%, Specialist 65%, Seaman-ship 25%, Vehicles 45%, Expert Helicopter Pilot 85%, Alertness 55%

## KEY CREWMEMBERS

MS *Adonia* has some key crew members onboard, who have special roles. Urban Hoffman is the radio operator on the ship. He, the captain and the first mate have the code to the safe with the codes for the Octocryptex. Marcus Zwillinger is the boatswain, who is responsible for the ordinary crew. Simon Kühn is the chief mechanic and is rarely seen above deck, and Jan Pietsch is the cook.

### Key crewmembers

**Tags:** Underling

**Initiative:** 4 **Vitality:** 3

#### Attacks:

- Improvised weapon: 55%, 3dX, Brittle
- Colt M1911 pistol: 55%, 5dX, Short Range, Reload (9–0)
- Submachine gun: 65%, 5dX, Loud, Reload (9–0)

**Skills:** Basic 35%, Specialist 65%, Seaman-ship 55%, Agility 45%, Alertness 55%

## CREW MEMBERS

The hearty crew of MS *Adonia* are well-built men and women of various nationalities, mostly Venezuelan or Filipino. They speak Spanish and bad German. There are ten of them.

### Ordinary crew members

**Tags:** Mook, Pack Hunter

**Initiative:** 4 **Vitality:** 2

#### Attacks:

- Colt M1911 pistol: 55%, 5dX, Short Range, Reload (9–0)
- Submachine gun: 65%, 5dX, Loud, Reload (9–0)

**Skills:** Basic 35%, Seamanship 55%, Agility 45%, Strength 65%, Obey Orders 55%

## OCTOPUS DIVERS

Dressed in purple wetsuits, these divers are hell-bent on retrieving the safe, and more importantly, it's contents, from the U-boat. And they don't like competition. Simon Hinkler is the divemaster. Adrienne Renauld and Carlson Porter are deep-sea divers and experts on dive bell operation. The scuba specialists are the siblings Selvaggia Ricci and Alfonso Ricci.

### Octopus diver

**Tags:** Underling, Pack Hunter, Amphibious

**Initiative:** 4 **Vitality:** 3

#### Attacks:

- A fistful of hurt: 55%, 2dX
- Speargun: 65%, 7dX, Short Range, Single Shot, Underwater, or
- Underwater rifle: 65%, 6dX, Short Range, Loud, Reload (9–0), Underwater

**Skills:** Basic 35%, Specialist 55%, Agility 45%, Endurance 65%, Dive 65%, Obey Orders 55%

## CAR THUGS

Road rage is a thing even for thugs in the Octopus. These four thugs will try to dissuade the characters after a car chase in Sitomeyang.

### Car thugs

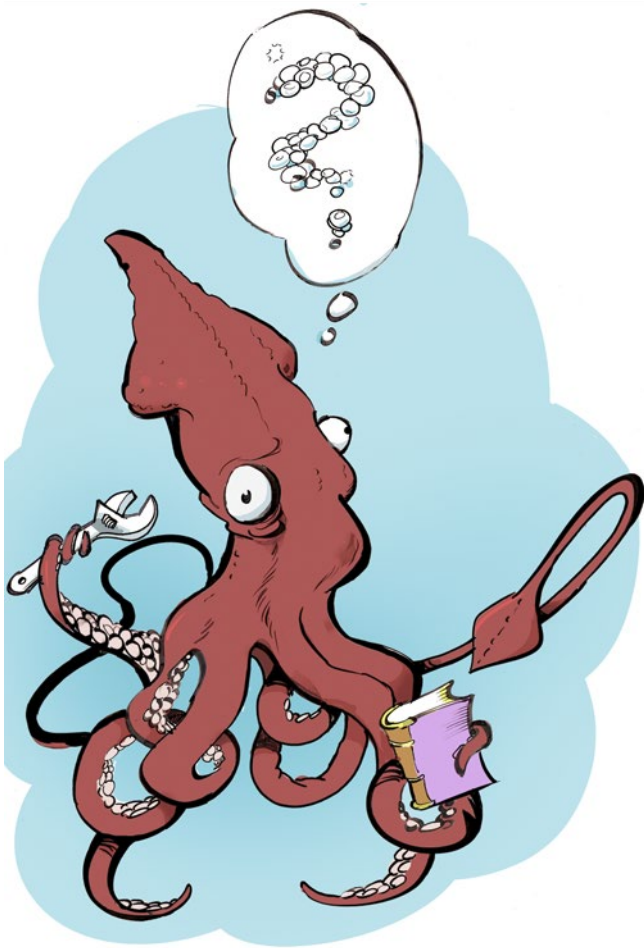
**Tags:** Underling, Pack Hunter

**Initiative:** 4 **Vitality:** 3

#### Attacks:

- Diver knife: 55%, 4dX, Precise
- Browning Hi-Power: 65%, 5dX, Loud, Reload (9-0)

**Skills:** Basic 35%, Specialist 55%, Drive 65%, Agility 45%, Strength 65%, Obey Orders 75%



## THE MUTANT OCTOPUS

The mutant octopus in the U-boat has lived there for twenty years or so, slowly changing because of the radiation from the vril projectors and becoming more intelligent. It has spent the last years examining the U-boat and trying to figure out what the marvellous thing is.

It doesn't understand any human language, written or spoken, but it understands that the beings entering the U-boat are the same kind that built it, and tries to communicate through gestures. It will not be hostile unless threatened or attacked. It has no affiliation to the Octopus.

### Mutant Octopus

**Tags:** Beast, Aquatic, Multiple attacks (3)

**Initiative:** task check **Vitality:** 6

#### Attacks:

- Beak (1): 65%, 7dX
- Tentacles (2): 75%, 4dX, Restraining

**Defence:** 35%

**Protection:** —

**Languages:** Improvised tentacled sign language

**Skills:** Basic 45%, Swim 85%, Alertness 65%, Poking 85%

## GREAT WHITE OF THE REEF

The Great White of the Reef sometimes visits the strait, looking for food or something to play with – for instance, divers.

Use the Great White as a surprise to spice things up, as extra aid for diving characters overpowered by Octopus divers, or as extra resistance if they have it too easy.

### Great White of the Reef

**Tags:** Beast, Aquatic

**Initiative:** 8 **Vitality:** 8

#### Attacks:

- Bite: 65%, 6dX, Restraining
- Drag Down (Restrained targets only, in water only): 55%, 8dX, Suffocating

**Defence:** —

**Protection:** 1dP Sharkskin

**Skills:** Basic 45%, Swim 85%, Smell Blood 105%

# APPENDIX

## NEW GEAR KITS

### SPEARGUN

**Story Points:** 1

**Contents:** Speargun, 8 harpoons, harpoon leg strap, rifle strap

**Tags:** Speargun, **Ranged Combat**, **7dX**, *Short Range (2)*, *Single Shot*, Underwater

### UNDERWATER RIFLE

**Story Points:** 2

**Contents:** Rifle, three magazines, magazine pouch.

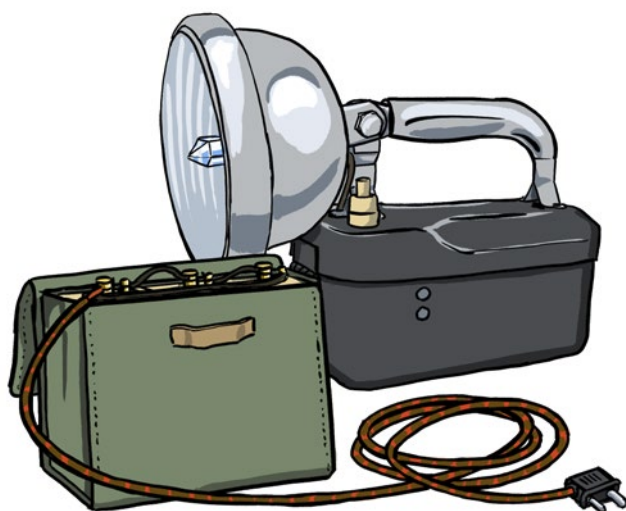
**Tags:** Underwater rifle, **Ranged Combat**, **6dX**, *Short Range (3)*, *Loud*, *Reload (9–0)*, Underwater

### VRIL PROJECTOR

**Story Points:** 4

**Contents:** Projector, cable, canvas satchel, printed instructions in German

**Tags:** Vril projector, **Ranged Combat**, *Floating (1)*, *Short Range (1)*, *Reload (9–0)*, *Surprising*, *Cumbersome*



### OCTOCRYPTEX

**Story Points:** 2

**Contents:** Crypto machine, carrying case, batteries, code key punch cards, printer paper, tape recorder.

**Tags:** Read/Write Octopus code

### VRIL PROJECTOR

The two Vril projectors in the submarine are hand-held devices, each about the size of a flashlight and roughly the same shape, but with a parabolic projector around a blue crystal. The base handles have a plug for an electrical cable. The projectors are stored in a canvas bag, together with their respective cables. A cable's terminals attach to an AC power source of 12 volts and at least 10 Ah – a car battery or motorcycle battery will do. A fully charged motorcycle battery will have enough power for maybe a dozen uses.

If activated, the device will shoot a beam that will create a counter-gravity bubble if it hits an up to car-sized target. The bubble will make the object float about 3 m above any surface for a short time. If there is a ceiling lower than that, you can walk on it or even drive on it. However, the bubble is short-lived, and will collapse sooner or later.

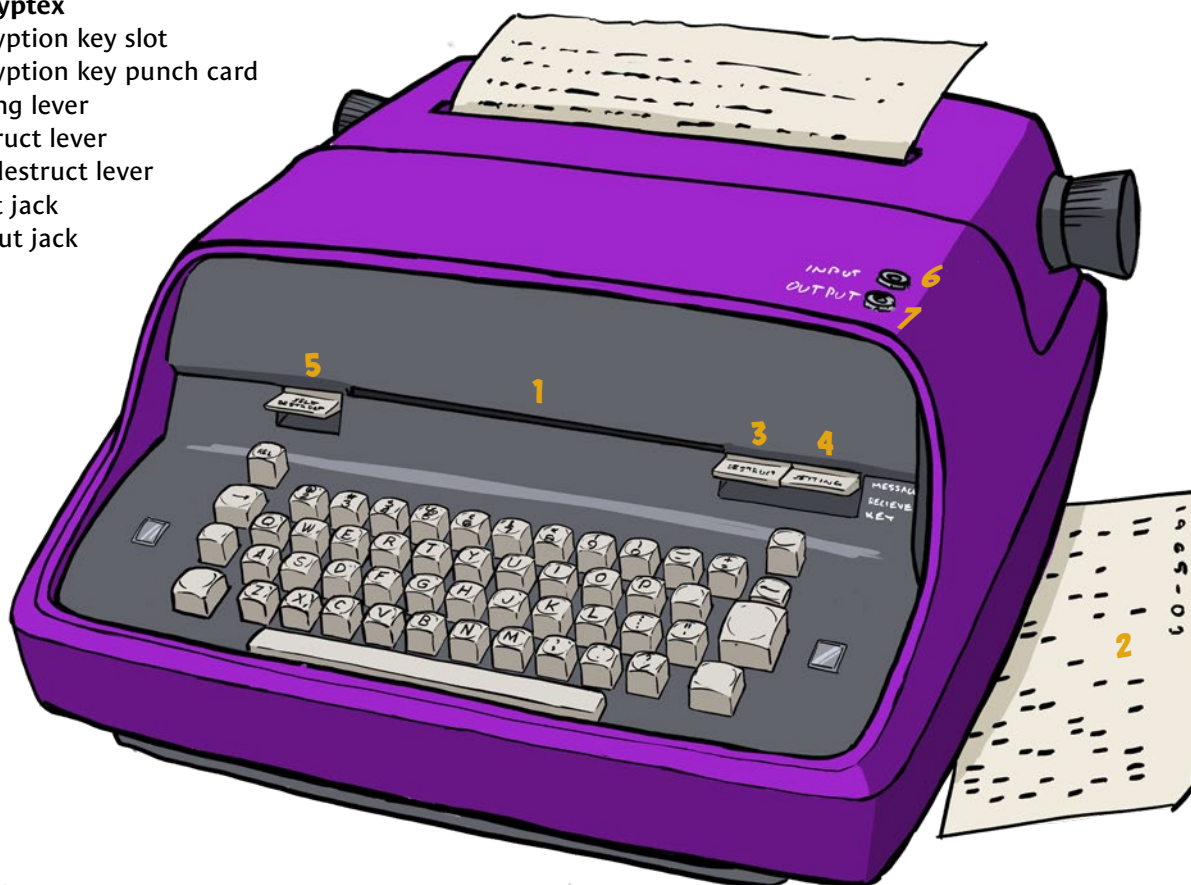
The Vril projectors require a power source to work. A successful Difficult **Search task check** in the battery room of the U-boat may reveal a battery in working order. A successful **Engineering** or **Electronics task check** is also needed to get them working. These task checks are at **+2 pips** if any present character is fluent in German.

Weapon	Skill	Damage	Tags
Vril projector	<b>Ranged Combat</b>	—	<i>Floating (1)</i> , <i>Short Range (1)</i> , <i>Reload (9–0)</i> , <i>Surprising</i> , <i>Cumbersome</i>



## Octocryptex

1. Encryption key slot
2. Encryption key punch card
3. Setting lever
4. Destruct lever
5. Self-destruct lever
6. Input jack
7. Output jack



## OCTOCRYPTEX

The Octocryptex is the standard Octopus electromechanical crypto machine. It is similar to a typewriter but larger, with two audio jacks on the top, a slot for punch cards, and three levers marked Setting, Destruct and Self-destruct. The Octocryptex comes with its own carrying case. It requires electricity, but can be battery-powered.

Encryption keys are supplied on punch cards. Punch cards come in two levels: secret and ultra secret. Secret punch cards are issued for about a month at a time, and used for day-to-day operational messages during one day, and then changed for the next day's secret punch card. Ultra-secret punch cards are used only once, and the Octocryptex automatically destroys them after use. Pulling the Destruct lever will manually destroy any punch card in the machine. Pulling the Self Destruct lever will destroy the entire machine using a thermite charge.

When using the machine, you load paper, insert the proper punch card, push the Setting lever to "Key" and type a random keyword of five letters. Then the lever automatically releases to "Message", and you type the message. The message is automatically encrypted and printed on paper, which is then transmitted using Morse code.

You can also attach the Octocryptex to a tape recorder or radio with the "Output" radio jack, in which case, the machine will send the message as modulated tones.

When you receive the message, you do the same thing: insert the proper punch card, push the setting lever to "Receive", and type the first five letters of the received message. Then the lever bounces back to "Message", and you type the rest of the message. The decrypted message is printed on the paper. You can also connect the Octocryptex to a tape recorder or radio using the "Input" audio jack, in which case the machine demodulates the sound, decrypts the message and prints it.

## NEW TAGS

**Floating (X):** At the start of each round, roll **1d6** for the target: on 1–X, the bubble collapses and the object within falls to the ground.

**Surprising:** The target gets the condition **Surprised** if hit for the first time, or if the target has never witnessed the effect before. If the target has witnessed it before or been hit with it, the target must make an **Alertness** or **Willpower task check**. If the task check fails, the target is **Surprised** again.

**Underwater:** The weapon may be operated under water.

# NAME LISTS

## FRENCH NAMES

Male names	Female names	Surnames
Alain	Adeline	Abel
Amand	Alexandrine	Allard
Cédric	Bernadine	André
Cyprien	Clarisse	Babin
Daniel	Delphine	Barre
Dominique	Dominique	Chastain
Emmanuel	Élodie	Christian
Émile	Emma	David
Félix	Félicie	Deniau
Florian	Francine	Dubois
Gabriel	Geneviève	Dumont
Gérald	Gigi	Fabron
Gustave	Giselle	Fabien
Hervé	Héloïse	Gagnon
Hugo	Hélène	Géroux
Jacky	Irène	Joubert
Jean	Isabelle	Lamar
Joël	Jeanne	Langois
Jourdain	Joséphine	Leblond
Lambert	Justine	Martel
Lazare	Laureline	Mason
Léo	Léa	Monet
Louis	Lisette	Pape
Luc	Lucie	Paquet
Marc	Madeline	Paul
Martin	Margot	Poirier
Maximilien	Maud	Richard
Michel	Mélodie	Roche
Nicolas	Nicolette	Salmon
Olivier	Odette	Sault
Pascal	Olivie	Sauveterre
Pierre	Priscille	Soucy
Reynaud	Rebecca	St Martin
Roland	Rosalie	St Pierre
Sébastien	Sandra	Travers
Sylvain	Suzette	Tremblay
Thierry	Tiphanie	Victor
Victor	Valérie	Villeneuve
Xavier	Violette	Vincent
Yves	Yolande	Voclain
Simon	Sophie	St Martin
Stéphane	Sybille	Tailler
Théo	Sylvie	Thomas
Thibault	Valérie	Travert
Thierry	Véronique	Victor
Victor	Virginie	Villeneuve
Vincent	Yvette	Vincent
Xavier	Zoé	Voclain

## SITOMEYESE NAMES

Male names	Female names	Surnames
Amir	Asiyah	Ackbar
Buana	Batari	Alam
Darma	Citra	Amir
Eko	Eko	Bulan
Guntur	Fatimah	Dewi
Ilham	Ilham	Halawa
Iskandar	Indah	Hasan
Jusuf	Intan	Hidayat
Ketut	Ketut	Idrial
Krisna	Komang	Iskandar
Kuwat	Lestari	Mainaky
Muhamad	Mawar	Movia
Nur	Nirmala	Muljadi
Putra	Nyoman	Muslim
Rahman	Ratu	Rasul
Setiawan	Shinta	Samadi
Suharto	Sri	Sekewael
Susilo	Utari	Siet
Tirta	Vina	Sin
Wahyu	Wati	Warga
Wayan	Widya	Yasin
Yuda	Wulan	Zulyani

# HANDOUTS

## STARTUP HANDOUTS

### Media Darling

*This is a startup handout. Use it to help the director kick things off and drag your friends into the adventure.*

Something horrible happened yesterday: a friendly journalist, Pierre Martin from *La République*, was interviewing you before setting off for New York and then Sitomeyang to cover a German marine expedition.

As the interview ended and you exited the restaurant where the interview took place, a van suddenly screeched to a halt in front of you. Two buffoons grabbed Pierre and pulled him into the van before speeding off, leaving you to stare after them in bewilderment.

Monsieur Martin's bag was left on the pavement, which you discovered after the kidnapping. It contains his tape recorder with the interview with you, a book called *The One That Got Away: Hitler's Lost U-boat*, and a scrap piece of paper used as a bookmark that has the words "Wallhaus file?" on it. The bookmark is in the chapter "The Tale of the Survivor".

The police have interviewed you, but they are as slow and disinterested as usual, and more prone to accuse you than find Monsieur Martin.

It is now the day after. What do you do?



### Looking for a Case

*This is a startup handout. Use it to help the director kick things off and drag your friends into the adventure.*

Some days ago, you got an anonymous tip on the phone about a former Nazi setting up a mysterious marine expedition to Indochina. When you asked for something more substantive, the voice on the other end of the phone promised to oblige.

Next morning, you found an art catalogue from the *Metropolitan Museum of Art* in New York in the mailbox. As you flipped through it, you found an entry for a painting in the exhibition, *Brünnhilde Rides to Valhalla*, circled in red, with a small octopus scribble next to it and the note "P. Martin, La République".

It is now the day after. What do you do?





### Do-Gooder

*This is a startup handout. Use it to help the director kick things off and drag your friends into the adventure.*

Last night, there was a fire across the street. Being the good citizen that you are, you ran over and helped the tenants evacuate.

As the victims gathered, you overheard one of them telling the police that she heard gunshots from an apartment and saw a car speed off before the fire started.

As the landlord counted the tenants, he noticed that one of them was missing, the young widow living on the second floor.

It is now the day after. What do you do?



### Arch-Enemy: The Octopus

*This is a startup handout. Use it to help the director kick things off and drag your friends into the adventure.*

You have been contacted by a nervous young widow, Mrs Wallhaus, about something big concerning the Octopus. You agreed on a meeting on Pont de l'Archevêché in the dead of night.

As you met last night, Mrs Wallhaus appeared to be very nervous, always looking over her shoulder. You had just greeted one another when she was suddenly shot in the back by an unknown gunman, who then drove off at high speed.

The police arrived quickly and an ambulance transported her to a hospital where she underwent emergency surgery. As far as you know, she is expected to survive.

The gunman was a huge man dressed in a purple pullover. It may be a coincidence, but purple is a signature colour of the Octopus.

The police spent several hours interrogating you before you were eventually released. On top of getting your testimony of the events, they wanted to make absolutely sure that you were not the one with the pistol.

Before falling unconscious, Mrs Wallhaus gave you a map. You still possess it. It is now the day after. What do you do?



## THE WALLHAUS FILE



University of Hamburg  
Faculty of Marine Biology

The migration pattern of coelacanths remains unknown. The capture of coelacanths has so far been lucky catches by local fishermen in Indochina and the African East Coast, but no academic study has been performed *in situ*. The biological faculty hereby proposes an expedition to study the migration pattern of coelacanths on location, and request grants for:

The rent of the research vessel **MS Adonia** and crew for no longer than 60 days, including sailing to and from the base of operation in Selangit, Sitomeyang,

Salaries for the following expedition members:

- \* Dr Erwin Jäger, marine biologist, expedition leader
- \* Dr Hans Reinhart, historian
- \* Dr Emma Walter, sonar and magnetometer specialist
- \* Dr Michael König, mathematician, statistician and cryptanalyst
- \* Simon Hinkler, dive master
- \* Adrienne Renault, deep-sea diver
- \* Carlson Porter, deep-sea diver
- \* Bill Murdoch, diver
- \* Marco Politani, diver
- \* Selvaggia Ricci, diver
- \* Alfonso Ricci, diver

The total budget for the expedition is **DM 513,451** (see appendix A).

Sincerely,

*Dr Erwin Jäger*  
Dr Erwin Jäger



## THE WALLHAUS RESIDENCE



## THE ONE THAT GOT AWAY

*The One That Got Away: Hitler's Lost U-boat* is a history book by American historian Stephen Armstrong.

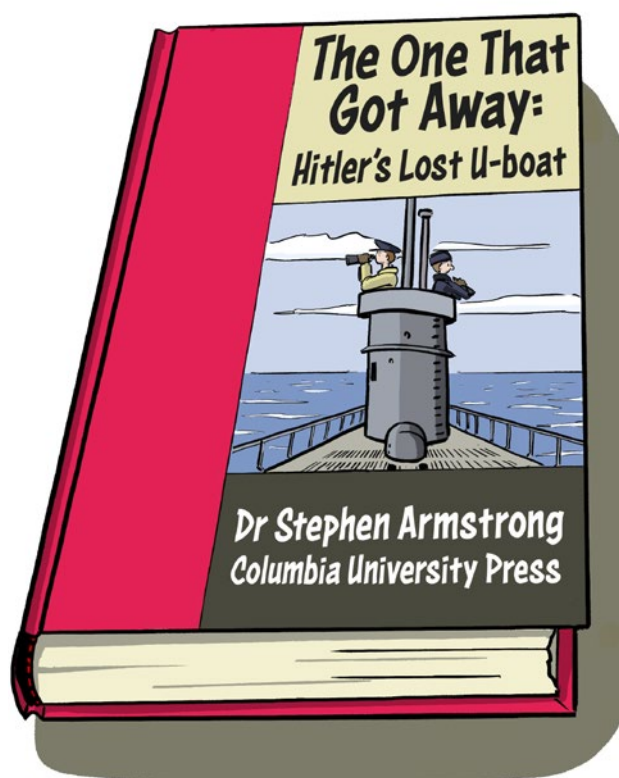
The book tells the story of *U-890*, a Type IX-C U-boat on a secret mission to Japan at the end of the war. It sailed from Hamburg on the eve of April 16th, 1945, and never arrived at its destination.

The author connects the U-boat's mission with an earlier mission to Zürich, where stolen riches and art were deposited in numbered bank boxes. The value of the riches is just short of ridiculous, even when accounting for inflation. Which boxes, or for that matter which bank, remains unknown even today. The Zürich banks have no records and deny their existence, according to the author.

The author then traces the U-boat to a strait outside Sitomeyang, where it was attacked by the US and Australian navy, and eventually sunk in deep water outside the strait.

One chapter, "The tale of the Survivor", tells the story from the perspective of the crew of the U-boat. A note at the beginning says that the story is based on second hand information from someone who met an alleged survivor, but the identity of the survivor in question is unknown. The story is one of suspicion and defeatism, and suggests that the crew considered mutiny and the surrender of their vessel.

There is also a crew manifest and several maps in the appendices of the book.



## THE FLIGHT PLAN LIST

### FLIGHT PLAN

Registration date: 05/01/1965

ORY Paris-Orly, FRANCE -- RSG Selangit, KINGDOM OF SITOMEYANG  
IFR: instrument flight

Aircraft: F-1095, Dassault Falcon 20  
Owner: Calamari C.A., Venezuela  
Pilot-in-command: Thibault MARTEL

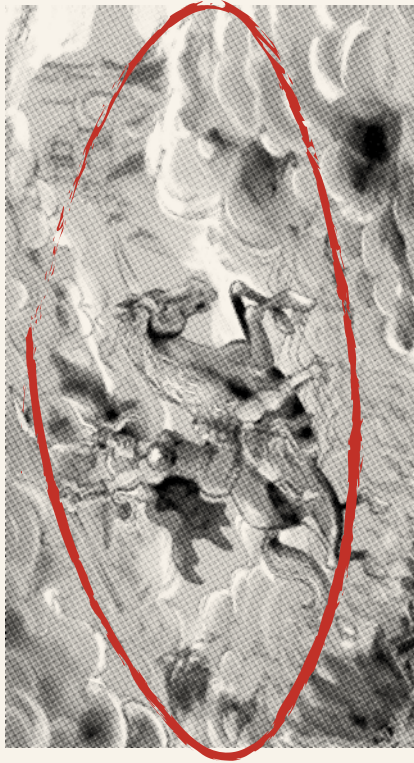
Departure		Arrival	
ORY Paris-Orly	10/01/1965 05:12	AWU Al-Ansur	10/01/1965 09:29
AWU Al-Ansur	10/01/1965 14:31	DEL Delhi	10/01/1965 18:40
DEL Delhi	11/01/1965 08:29	HKT Phuket	11/01/1965 12:05
HKT Phuket	11/01/1965 15:38	RSG Selangit	11/01/1965 19:09



# THE ART CATALOGUE

## Brünnhilde Rides to Valhalla

Replication after Zoëge Eberhardt by unknown painter  
Oil on canvas, c. 1935–1936



The original «Brünnhilde rides to Valhalla» was made by the German romance painter Zoëge Eberhardt in 1880. Inspired by Wagner's opera «Twilight of the Gods», Eberhardt painted it as a gift to the soprano Astrid Vogl, who played the character Brünnhilde at the Hamburg opera, in an attempt to woo her.

The painting itself is a rather typical late Romance painting. It shows some talent and dedication, but unremarkable technique and choice of motif. It only got notorious after Hitler showed interest in the painting. Hitler allegedly often admired the painting, muttering "This is the Germany I want to build." Boring as the painting was, it was still subject to imitation and copying, mostly because of Hitler's interest in it.

The original painting was last seen in the *Alte Nationalgalerie* in Berlin in spring 1945. It is presumed that it was either destroyed or apprehended by the Soviets during the last days of the Reich.

The copy at the Metropolitan Museum of Art is one of four known surviving wartime or pre-war copies. It was found by Frederick Wilkins after the liberation of France at a château used by the German Army as a forward command post. His daughter, Adelaide Wilkins, donated the painting to the Metropolitan Museum in 1958.

The painter is unknown. It was probably commissioned in 1935 or 1936 by general Otto Schwarzkopf, an ardent Nazi, to impress Hitler. None of Schwarzkopf's children or grandchildren have expressed any wishes of having the painting returned to the family.

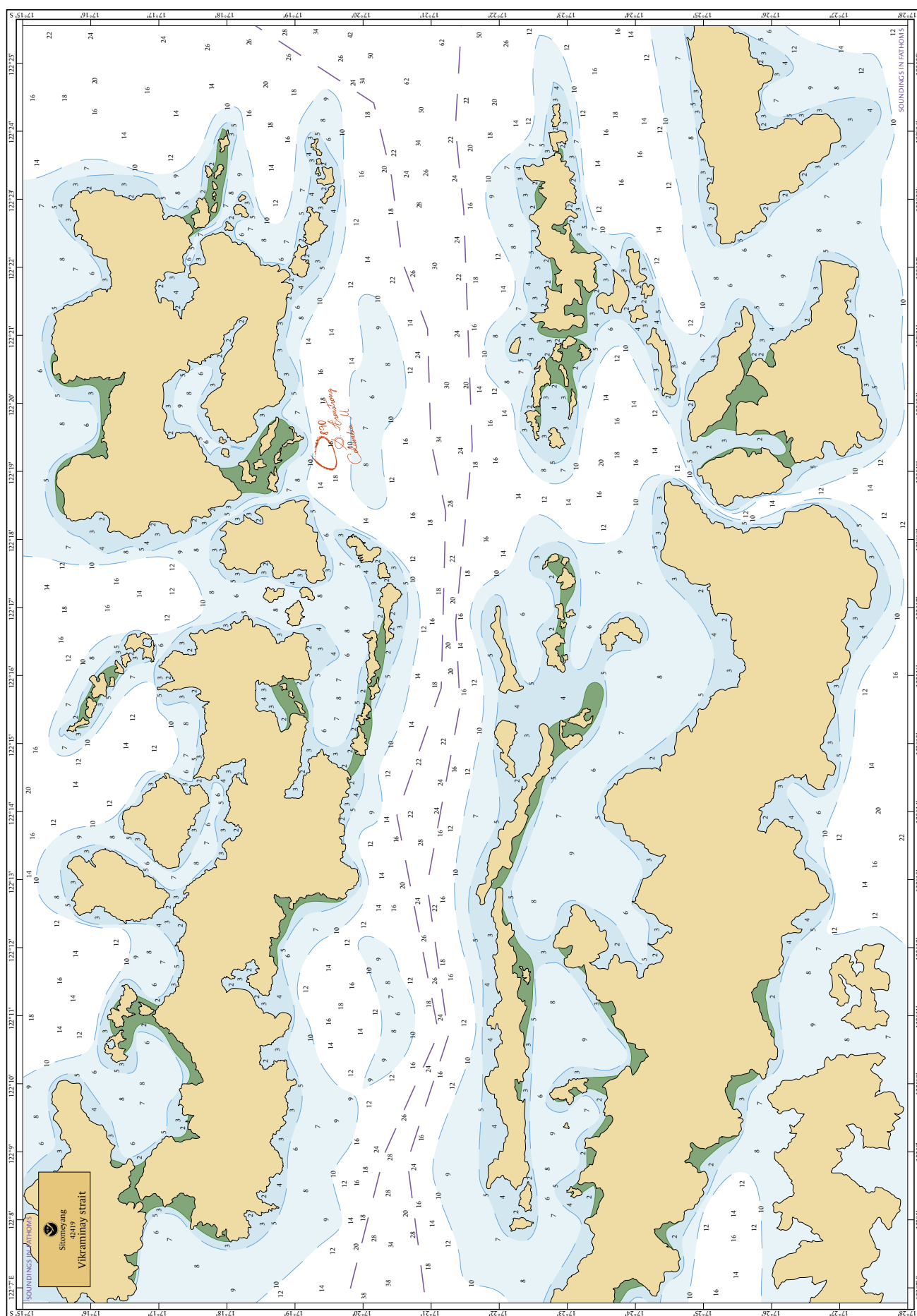
## BRÜNNHILDE



# CHART OF VIKRAMINAY STRAIT

HANDOUTS

H





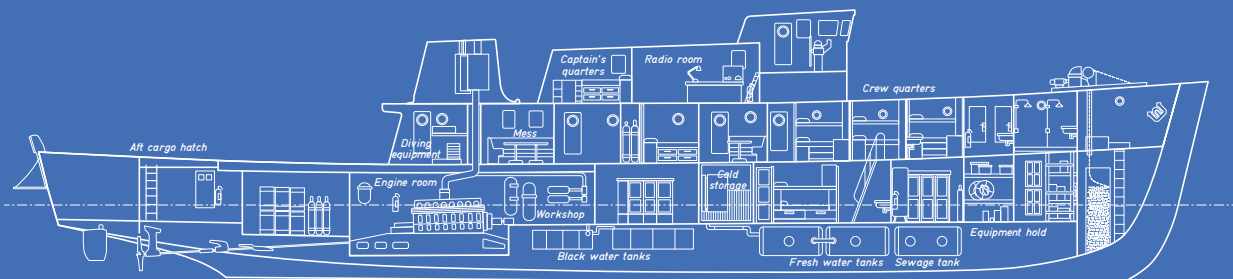
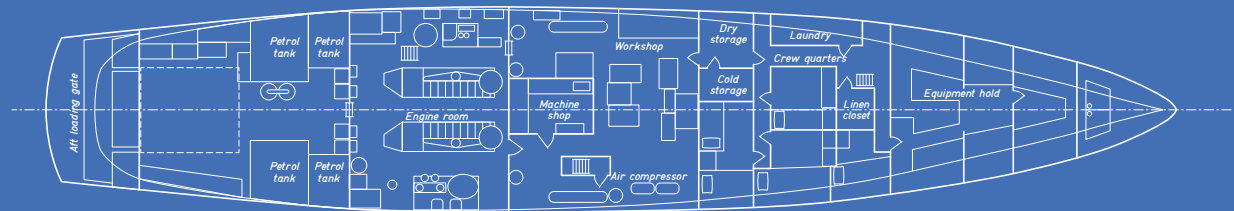
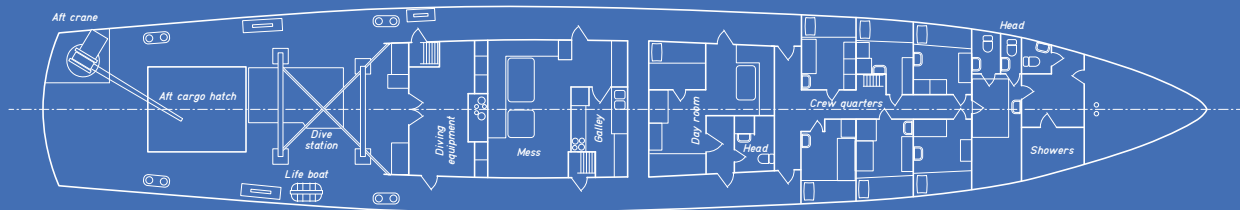
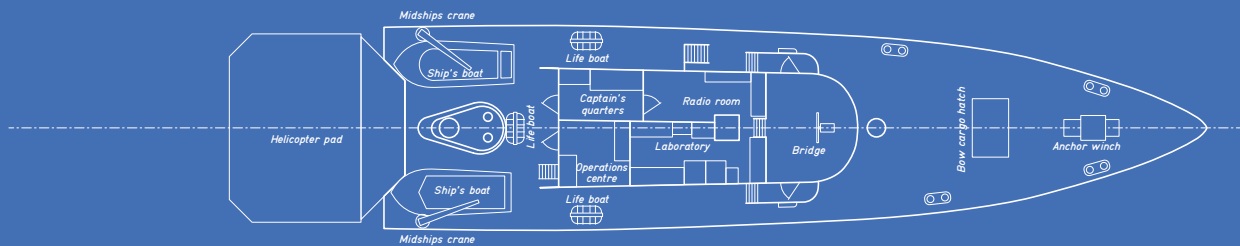
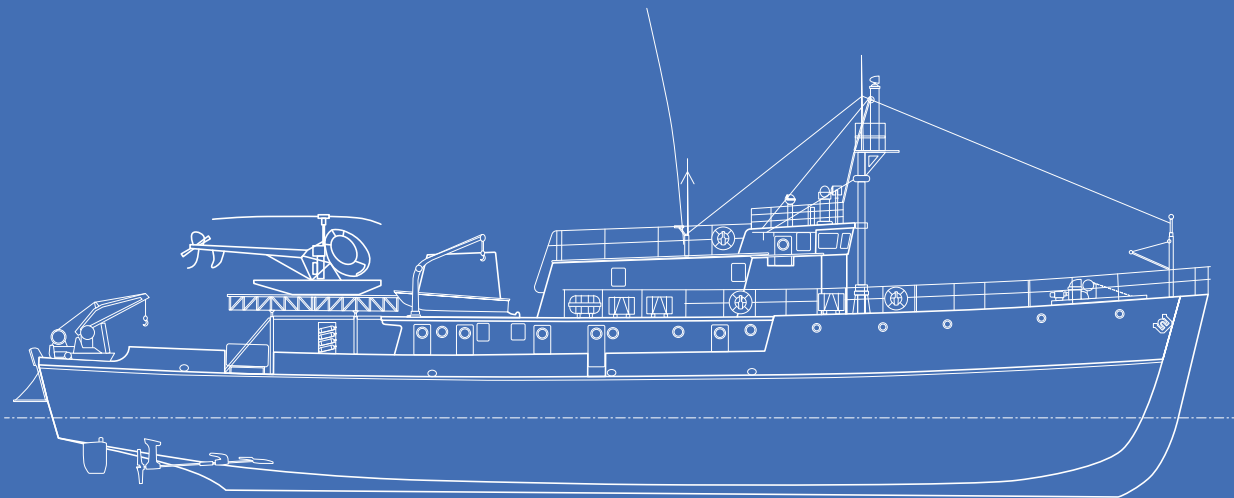
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# MS ADONIA DECK PLANS

HANDOUTS

H



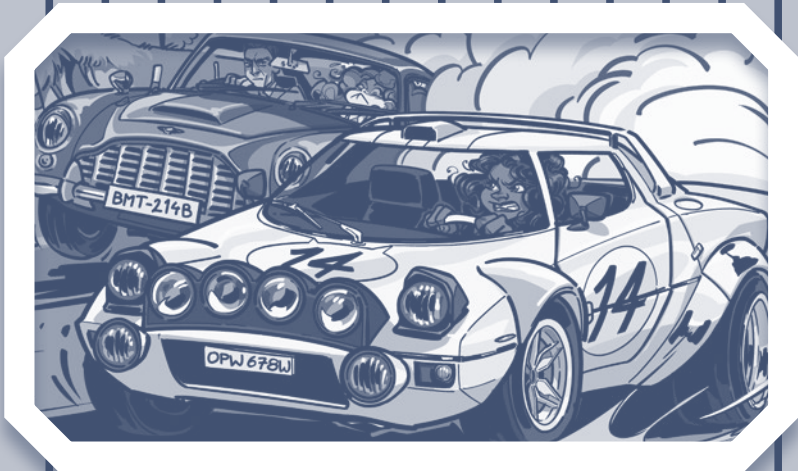
Replaces	RV Adonia, Hamburg	Revisions
Replaced by		
Date	1969 Ship type BYMS Mk 1 Motor Minesweeper	
Norderwerft GmbH	Overview plan	

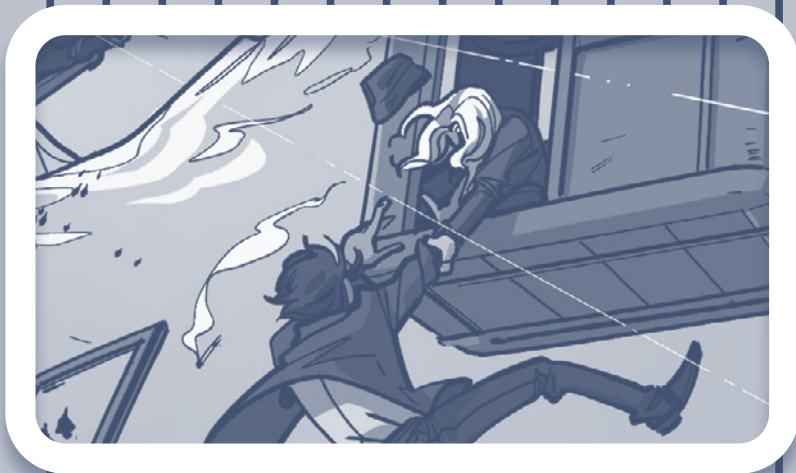
## MAP OF SELANGIT











# THE U-BOAT MYSTERY

## A KIDNAPPING. A MAP. A LOST U-BOAT.

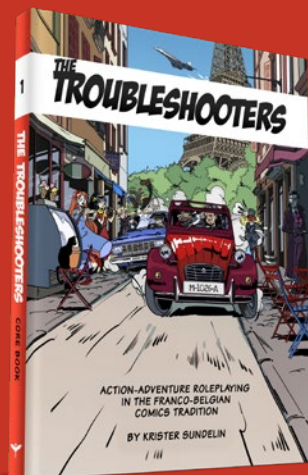
There is something fishy going on in Paris, where the kidnapping of journalist Pierre Martin seems to be connected to a marine expedition to the island kingdom Sitomeyang on the other side of the globe. Clues point to the mysterious organisation The Octopus, whose tentacles are everywhere.

Only a band of intrepid troubleshooters can find out how all of this is connected, and solve *The U-boat Mystery*.

The *U-Boat Mystery* is an adventure for 3–5 players.



You need a copy of  
*The Troubleshooters*  
to play this adventure.



**The Troubleshooters  
Core Book**  
MUH052315



ADVENTURE



GENRE

ACTION



LEVEL

BASIC



#PLAYERS

3–5+



AGE

12+

ISBN 978-1-912743-80-3



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