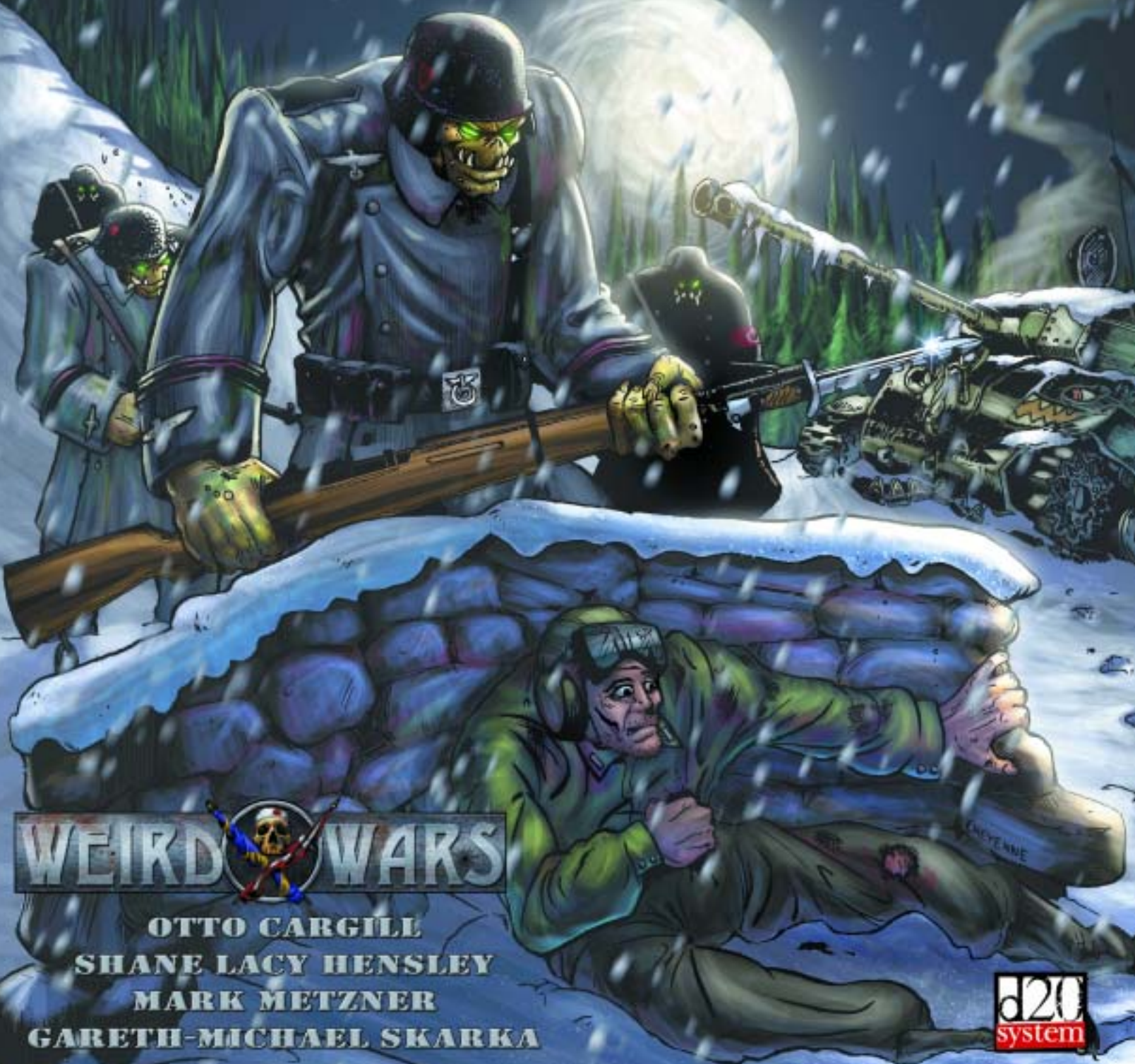


WEIRD WAR II



Hell in the Hedgerows



WEIRD WARS

OTTO CARGILL

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HELL IN THE HEDGEROWSTM
AN ADVENTURE COLLECTION FOR WEIRD WAR TWOTM
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AND TO PRESIDENT GEORGE W. BUSH FOR STANDING STRONG. GOD BLESS AMERICA.

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**For use with *Weird Wars: Blood on the Rhine*, available separately.
Ownership of the supplement *Dead From Above* is also helpful in running
Schloss Fenris.**



Into the Breach!

Welcome back to the war, pilgrim. Hope you've enjoyed your little holiday. In case you didn't know it, there's a war on. Good men are giving their lives to fight the brutal oppression of the fascists. We need you and your men to give your miserable lives too. Better yet, why don't you make the Nazis pay for 'em?

We've got a series of missions lined up for you, starting with a quick baptism by fire in the titular adventure of this saga, *Hell in the Hedgerows*. A simple mop-up operation on the edge of the St. Lo attack turns into a battle against a bizarre living hedge hungry for human blood! Our heroes know the horrors of war, after this, they'll understand the horror of the Weird Wars!

After crawling through the blood-draining bocage, the heroes move on to *The Golem*. There's a particularly nasty SS Officer in Villes-Bretonneaux who needs a good swift kick in his goose-stepping behind. Beware though, because the Resistance has a champion of their own—a golem—and there's no telling just what kind of trouble a walking monstrosity like that might cause. This is a great adventure to indoctrinate new recruits into the weird side of our little war.

Next up, our heroes undertake their most difficult mission yet. They've started to draw the attention of the OSI and get hand-picked for one last *Test of Worth* before being officially invited to join their ranks. This mission involves a trip well behind enemy lines in civilian clothes, dodging Nazi patrols and encountering the bizarre animalistic creations of the deranged Professor Clauberg. One man has learned much of these abominations—an agent of the OSI who has already fallen into Dr. Clauberg's nefarious grip. If the heroes can save him—by infiltrating a prison camp and a stronghold of the SS—and survive the horrors they find there, the OSI

officially inducts them into its secretive ranks.

Now full members of the Office of Supernatural Investigations, the characters are sent on an assassination mission against one of the Third Reich's highest level murderers—SS director Heinrich Himmler! Word has reached the OSI that Himmler will attend a special meeting at *Castle Schloss* high in the Alps. The team will drop in via C-47 Skytrain, proceed to the castle, fight their way through Himmler's supernatural bodyguards, and give the SS Reichsführer the justice he deserves!

Pregenerated Characters

The following pregenerated characters may be used for the adventures in this book. Copy their statistics and special abilities on a regulation *Weird Wars* character sheet and get to fighting.

Note that these characters are already 3rd level, which is how we recommend you start your bullet-stoppers. If you'd rather send a few more corpses back home to ma, you can start your characters out at 1st level instead.

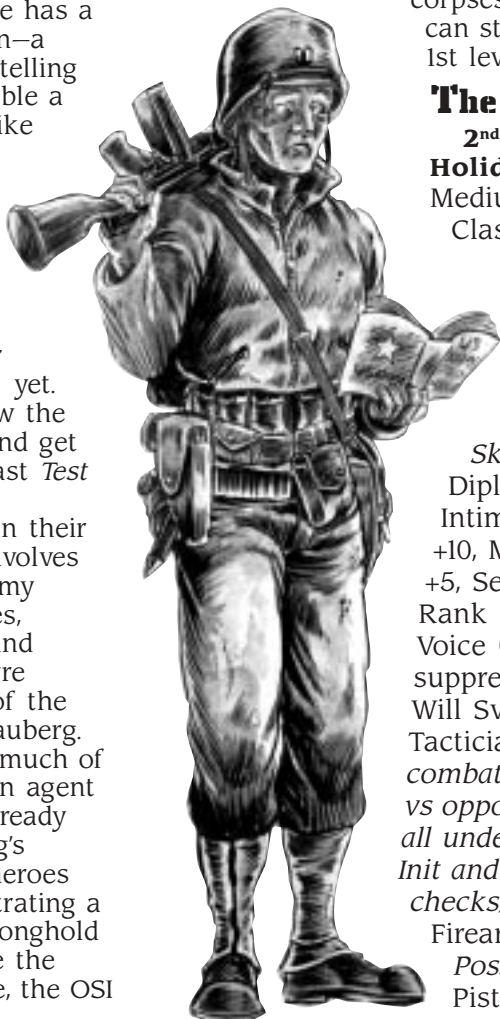
The Officer

2nd Lieutenant Joseph Holiday

Medium-size Human Male;
Class: Ofr 3; hp 30; Init +3;
AC 14 (+3 Dex, +1
Armor); Spd 30 ft; Atk
M1911 +6; AL LG; Sv
Fort +4 Ref +4 Will
+5; Str 14, Dex 16, Con
12, Int 13, Wis 15, Cha 18.

Skills & Feats: Bluff +7,
Diplomacy +7, Hide +7,
Intimidate +9 (*), Leadership
+10, Move Silently +7, Search
+5, Sense Motive +4, Spot +7;
Rank (2nd Lieut.), Command
Voice (120ft – those suffering
suppression or fear roll a new
Will Sv at +2 vs effect),
Tactician (*At start of new
combat, roll opposed Leadership
vs opposing force. If successful,
all under his command gain +2
Init and +2 Spot vs Ambush
checks*), Simple Weapons,
Firearms, Light Armor.

Possessions: Helmet, M1911
Pistol (Damage 2d6+2, Crit





Introduction

19-20/x2, Range Inc. 30 feet, Shots 7), 3 full magazines of 7 bullets each, binoculars, map case, mess kit, canteen, gas mask, entrenching tool, spare uniform, 4 pairs of socks, bedroll, overcoat.

The Medic

Adam Cohen

Medium-Size Human Male; Class: Med 3; hp 27, Init+7 (+3 DX, +4 Feat), Speed 30ft., AC 14 (+3 DX, +1 Armor), Attack M1 Carbine +5 (Base Attack +2, DX +3), AL LG, Fortitude +5, Reflex +4, Will +7; ST 13, DX 17, CO 15, IN 13, WI 18, CH 12.

Skills & Feats: Climb +1, Combat Medicine +8, Driving +7, Hide +7, Jump +1, Listen +8, Move Silently +7, Search +6, Spot +8, Swim +5. Skill Focus (+2 bonus to Combat Medicine skill, factored above), Wheeled Vehicles, Automatic Weapons, Incoming!, Improved Initiative, Simple Weapons, Firearms, Light Armor.

Special Abilities: Battlefield Healing (*Can stabilize characters at 0 Hp as well as restore Hp to wounded characters. See Blood on the Rhine p. 51 for more details*), Noncombatant (most medics don't carry weapons; see note below), Red Cross on uniform and helmet (by Geneva Convention soldiers aren't supposed to shoot at medical personnel).

Possessions: Helmet w/Red Cross, Armband w/Red Cross, Medical Kit, Mess Kit, Canteen, Gas Mask, Entrenching Tool, Spare Uniform, 4 pairs socks, Bedroll, Poncho, M1 Carbine (Damage 2d8, Crit 19-20/x2, Range Inc. 30 feet), and 20 rounds of ammunition optional.

Note: Most medics do not carry weapons, but some do (enemy soldiers *do* shoot at those medics). If the player wishes, he may do without the M1 Carbine and replace Automatic Weapon Proficiency Feat with the Alertness Feat (+2 to Listen, Spot).

The Scout

Matt "Eagle-Eye" Hawkins, Private

Medium-size Human Male, Class: Sct 3; hp 18, Initiative +1, Speed 30 ft, AC 14 (+3 DX, +1 Armor), Attack M1903A4 +3/+3, AL CG, Fortitude +3, Reflex +4, Will +3, ST 11, DX 17, CO 10, IN 14, WI 14, CH 10.

Skills & Feats: Climb +6, First Aid +6, Hide +7, Intuit Direction +8, Listen +7, Move Silently +9, Spot +8, Wilderness Lore +7. Eagle Eyes (+2 Spot/Listen checks at 100yds or more, +4 to circumstance bonus to unit's Leadership rolls at start of combat), Improved Initiative, Point Blank Shot, Rapid Shot, Simple Weapons, Firearms, Light Armor.

Special Abilities: Pathfinder (*Can find the best route through unfamiliar/obstructed areas. A Wilderness Lore check of 15+ reduces travel time by 25%, a check of 25 reduces it 50%. Can guide a group of three at no penalty; -2 for each additional 3 people*). Sneak Attack +1d6. Track as a Bonus Feat.

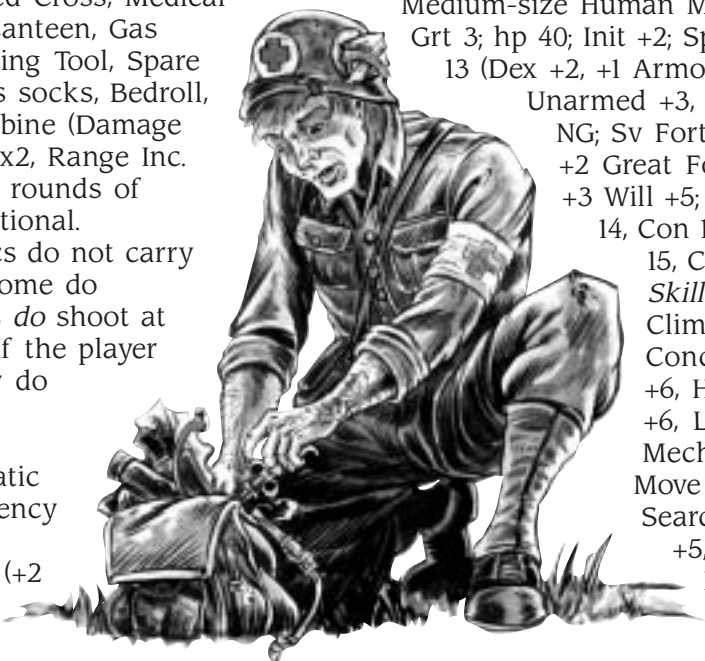
Possessions: Helmet, Binoculars, Mess Kit, Canteen, Gas Mask, Entrenching Tool, Spare Uniform, 4 pairs socks, bedroll, raincoat, M1903A4 Rifle (Damage 2d8, Crit 19-20/x2, Range Inc. 120 feet, Shots 5), and 5 full magazines of 5 bullets each.

The Ox (Grunt)

Horace Arthur Grimm, Private

Medium-size Human Male; Class: Grt 3; hp 40; Init +2; Spd 30 ft; AC 13 (Dex +2, +1 Armor); Atk Unarmed +3, M1919 +5; AL NG; Sv Fort +9 (+4 Con, +2 Great Fortitude) Ref +3 Will +5; Str 18, Dex 14, Con 18, Int 13, Wis 15, Cha 13.

Skills & Feats: Climb +7, Concentration +6, Hide +5, Jump +6, Listen +5, Mechanic +6, Move Silently +6, Search +5, Spot +5, Swim +5; Improved Unarmed



Introduction

Strike, Great Fortitude, Power Attack, Automatic Weapons, Simple Weapons, Firearms, Light Armor Proficiency.

Possessions: M1919A4 MG (Damage 2d8, Crit 19-20/x2, Range Inc. 150 feet, Shots 250; fires in bursts of 3 bullets, every 5 points over the AC needed to hit scores an extra hit for additional 2d8 damage per hit), 2 full belts of ammo (250 rounds each), Helmet, Mess Kit, Canteen, Gas Mask, Entrenching Tool, Spare Uniform, 4 pairs socks, bedroll, raincoat, 3 frag grenades (6d6 damage in 15 foot radius; Reflex save for half damage).

The Grunt

Conrad Jenkins, Private

Medium-size Human Male; Class: Grt 3; hp 33; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft; AC 15 (Dex +4, +1 Armor); Atk M1 +7; AL NG; Sv Fort +6 Ref +5 Will +3; Str 15, Dex 18, Con 16, Int 13, Wis 14, Cha 13.

Skills & Feats: Climb +6, Concentration +7, Hide +9, Jump +6, Listen +4, Move Silently +9, Search +5, Spot +7, Swim +6; Improved Initiative, Eagle-eyed (+2 Spot/Listen checks at 100yds or more, +4 to circumstance bonus to unit's Leadership rolls at start of combat), Far Shot, Rapid Shot, Simple Weapons, Firearms, Light Armor.

Possessions: M1 (Damage 2d8, Crit 19-20/x2, Range Inc. 90 feet, Shots 8/Magazine), 5 full loads of ammo, Helmet, Mess Kit, Canteen, Gas Mask, Entrenching Tool, Spare Uniform, 4 pairs socks, bedroll, raincoat, 3 frag grenades.



The Resistance Fighter

Jean Le Pierre

Medium-size Human Male, Class: Res 3; hp 17; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+3 Dex); Atk Sten SMG +5; AL NG; Sv Fort +2 Ref +6 Will +2; Str 14, Dex 17, Con 13, Int 13, Wis 13, Cha 15.

Skills & Feats: Bluff +11, Gather Info +10, Hide +7, Intimidate +7, Leadership +7, Move Silently +9, Open Lock +6, Search +5, Spot +4; Improved Initiative, Automatic Weapons, Simple Weapons, Firearms.

Special Abilities: Immune to Rank, Sneak Attack (+1d6), Cell (*can call on d6 members of Resistance for a single operation*), Forged Papers, German Uniform, Contacts (*once per week, see p. 31 from Blood on the Rhine for more details*), Safehouse, Troop Information.

Possessions: Clothes, Sten SMG (Damage 2d6, Crit 19-20/x2, Range Inc. 30 feet, Shots 32/Magazine; fires in bursts of 3 bullets, every 5 points over the AC needed to hit scores an extra 2d6 damage per hit), 50 rounds of ammo, large knife, forged papers, German Uniform, overcoat.

Customizing Characters

These characters were created by a band of veteran roleplayers to have a good mix of skills and abilities. The idea is to set them up so that they can survive the first adventure but are flexible enough to change as new skills, feats, and prestige classes become available in the *Weird Wars*.

Of course, you might have an entirely different idea for a character. If so, you can either make one from scratch (as detailed in the *Blood on the Rhine* rule book), or simply modify one of these pregenerated characters.

It's very easy to alter the characters' skills or feats. Simply redistribute their skill points as you see fit and re-add in their attribute bonuses. Feats may be dropped and substituted as well.

Just make sure to talk over any changes with your War Master first. Some of the abilities we gave this "band of brothers" are particularly helpful in this campaign, and he may not want you tinkering too much. There's no "magic skill" that's going to defeat all the bad guys in this campaign, but there are several that will sure come in handy.



Introduction

Weird Wars Errata

Gremlins got into a few aspects of the *Blood on the Rhine* book. Here's what you need to know to get up to speed and get back to the war.

Pilots

The Pilot class is mentioned in *Blood on the Rhine* for completeness, but the class details itself are covered in *Dead From Above*, which includes air rules and statistics for Western Front fighters and bombers. This book is now available.

The Medals Table

We cleverly left the Medals Table out of the book. It's reprinted below for your convenience.

Burst Radius

The burst radius listed for personal explosives (such as hand grenades) and artillery is listed in yards. This isn't necessarily errata, but can be fairly confusing.

Improved Healing

The Medic's power Improved Healing is also slightly confusing as the text says one thing and the table says the other. The text is correct (the Medic adds half his level to his healing roll).

Aimed Shots

We've had several questions about just what an "aimed shot" is. In *Weird Wars*, an aimed shot is one in which your character fires his weapon as a full-round action. He cannot move (other than a 5-foot step), fire two rounds, or perform any other actions. This allows him to use feats such as Marksman and Dead Eye.



We Want You!

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The Weird Wars listserv is very active, with lots of adventure ideas, discussions on equipment and vehicles, and debates on the D20 rules themselves. If you'd like to participate, full instructions can be found on our webpage at www.peginc.com.

Decorations

| d20 Roll | US Decoration | British Decoration | French Decoration | X.P. |
|----------|------------------------------|-----------------------------|-------------------------|------|
| 1-20 | No medal awarded | No medal awarded | No medal awarded | 0 |
| 21-24 | Bronze Star | Mentioned in Dispatches | Mentioned in Dispatches | 250 |
| 25-27 | Silver Star | Military Medal | | 500 |
| 28-29 | Legion of Merit | Distinguished Conduct Medal | Médaille Militaire | 750 |
| 30-31 | Distinguished Service Cross | Distinguished Service Order | | 1000 |
| 32+ | Congressional Medal of Honor | Victoria Cross | Légion de Honneur | 2000 |





Hell in the Hedgerows

By Shane Lacy Hensley

Grenadier Hans Hauptmann stared out the window at the odd hedge maze. It stood quiet and dark in the front of the estate—directly in his field of fire.

He and four others were part of a rear-guard in the Chateau Rouge, a small inn that had been bypassed on the Allies' recent rampage through St. Lo. Now Hauptmann waited in silence, watching the dark, shifting shadows of the inn's courtyard for signs of the accursed Allies.

Then he saw it. Not a crawling infantryman as he'd expected, but a fully upright man walking from the area of the maze toward the front of the house. Could the Allies be so stupid? Hans flicked off his safety and took aim. His target walked—no, lumbered—toward the front entrance. Perhaps he was wounded. A man in shock looking for refuge. Or perhaps he was a villager. A filthy looter looking for salvage left in the former headquarters. Yes, that must be it, for the shambling figure wore no helm or other gear.

Hauptmann quietly moved from his position into the ballroom of the old manor and waited for the door to open. The handle turned slowly—the looter was cautious for traps. The grenadier knelt and aimed his Kar 98. "Halt!" he called softly but firmly as the figure loped through the

doorway. "I said halt!" But the figure didn't halt. It turned slightly, toward Hauptmann, and lumbered near. "Halt or I will shoot you!" he repeated his command again in broken French, but the figure did not halt. Hauptmann grimaced and affixed a bayonet. He did not want to give away the rear-guard's position for some aimless looter.

Hauptmann stabbed forward as the figure came in reach and felt his bayonet sink deep into the man's leg. The man groaned and swiped at him with his hands and Hauptmann smelled the stench of rotten flesh—an all too familiar scent in the last four years.

Hauptmann forced himself to withdraw the bayonet and plunge it in again. Still, the looter did not go down. Instead, the man grasped the rifle and began to slowly pull himself up its haft!

"Gott in Himmel!" Hauptmann whispered as the horror finally came close enough to see. It was a villager—but his face was ghastly white and an expression of confusion and hate was locked onto his dead face. Stranger still, thick vines wove in and out of the thing's flesh.

Hauptmann pulled the trigger and heard other shots around him—his companions come to help. Too late.



Hell in the Hedgerows

Hell in the Hedgerows is intended for four to six 3rd level characters. No particular character types are required, but a Medic should prove constantly valuable as there are several firefights. First level characters should end the adventure at 4th to 5th level, depending on the number of heroes in the group.

War Master's Brief

On most days, violence is a source of destruction. But occasionally, it can be a creator as well. In the *Weird Wars*, terrible violence and abject terror mate on a grand scale, giving birth to monstrous abominations. A litter of these horrid newborns has recently come to life in the maze-like hedgerows of France, cared for by accomplices of the human variety.

It began days after the invasion, in the deadly hedgerows of Normandy. Allied leaders carefully planned their attacks on the metal beasts of the Third Reich, but

gave little thought to the simple French hedges that would ultimately prove the German's most deadly defense.

The hedges—*bocage* to the French—proved too tough even for tanks to push through. Vulnerable heavy machinery brought up to dislodge the bocage was inevitably sighted and destroyed by the enemy. This funneled the Allied advance directly into waiting ambushes by the Führer's monstrous Tigers, elusive Panthers, and near-legendary 88mm anti-tank guns. Allied infantry trying to force a path through this maze are literally poured into a floral meatgrinder. Worse, there is no way to evacuate the wounded from the bloody lanes without engaging the enemy, so the tanks sent down the bloody lanes often tread on the screaming bodies of their companions.

The sheer horror of such an experience has given rise to a new horror of the *Weird War* as gruesome as the battles that take place there. The blood of Axis and Allied soldiers alike has seeped into the earth. The thick bocage around the village of La Boulage drinks from this blood, and has developed a thirst for it—as well as a growing sentience.

The "blood hedge" has also become animate, and has already entangled several citizens of La Boulage—and soldiers of the Reich—in its thorny embrace. Once slain, these decimated corpses are infected with the hedge's own sentience and rise to serve it as gruesome undead.

Adventure Summary

The heroes are a "mop-up" force culled together primarily from scattered remnants of the 116th Regiment, 29th Division. The time is the night of July 25th, 1944. The division has been attacking the St. Lo region for the previous week and finally has the German 2nd Fallschirmjäger (parachutists) Corps and part of Dollman's 2nd Army in retreat.

The clean-up force is on the extreme eastern flank of the St. Lo region, outside the village of La Boulage. Further to the east is the 2nd Division. Regimental HQ wants to mop up any remaining Germans in the village, which was bypassed during the main push on St. Lo. This ragtag group of stragglers—the player characters—are assigned the job, which should consist of formally "liberating" the town and perhaps accepting the surrender of a few trapped Germans.

Scene One begins with any prisoners at the Chateau Rouge. These characters are locked in the building's wine cellar

The Stonewall Brigade

The 29th Division is composed mostly of recruits from Virginia, Maryland, and the East Coast of the United States. Its nickname is the "Blue and Gray," for its unit patch is a blue and gray "yin and yang" symbol. The 116th and several other regiments were originally formed in the American Civil War under General Thomas "Stonewall" Jackson. These units are commanded by Major General Charles H Gerhardt, and form the "Stonewall Brigade." The men are mostly sturdy farmers and machinists who have quite a bit of pride in their regiment. They were one of the first to hit the beaches at Omaha and sustained very high casualties. Company A of the 116th bears the designation of giving the most sons to the war. The men, mostly burly farmers from the small town of Bedford, Virginia, lost a higher percentage of its troops than any other company. Of the 26 who landed at Omaha on D-Day, 19 were killed almost immediately.

If some of the characters are from other parts of the country, their characters have been separated during the previous month and are temporarily serving with this hastily assembled force. Any resistance member characters have been asked to lead the scouting force and so should be moderately familiar with the surrounding landscape. Other odd characters, such as nurses, downed pilots, and the like, should be prisoners of the Nazis and rescued in Scene Two, where they can then "formally" join the rest of the player characters.



Hell in the Hedgerows

when they hear mysterious and horrific sounds from the room above. With the German captors above seemingly slain by some unseen force, the prisoners may or may not escape.

The main party of soldiers, the clean-up squad, enters La Boulage that same night, shortly after the prisoners escape (or freeing the prisoners if they did not do so on their own). Investigating the inn, the combined group finds a scene of carnage and horror. The Nazi rear-guard left to harass the advancing Allies is missing, though copious amounts of blood and shell casings lie everywhere.

In **Scene Two**, the heroes enter La Boulage and liberate the town. While there, they learn that a local farmer and Nazi collaborator have more Allied captives, and are likely going to turn them over to the 2nd Fallschirmjager command, hiding in the woods nearby. The heroes move off to the Langlois farm where they rescue several wounded soldiers (and perhaps replacement player characters!)

Things take a turn for the weird in **Scene Three**. The heroes fight their way past a German patrol and return to La Boulage. There they learn that their primary resistance contact in town has been taken by a second patrol to the blood-soaked Chateau Rouge. The prisoner, Widow Nallet, breaks free and runs into the hedge maze—the bloody heart of a growing monster. The team must rescue Widow Nallet while fighting both German paratroopers, the hedge itself, and its undead servants, the “hedge fiends.”

Scene One: Chateau Rouge

The two different starting points are outlined below. The soldiers are the Mop-Up Team. Other characters of mixed backgrounds (civilians or British, French, or Canadian soldiers, for example), comprise the Prisoners. This should allow the Game Master to merge characters of almost any background into the adventure.

The Prisoners

The characters in the wine cellar of the Chateau Rouge begin their adventure by telling each other a little about themselves. The group has been together for at least a week in this basement and so should know each other fairly well.

Have each player speak in character, telling the others how she was captured and what she's been accused of (if a civilian).

When everyone is familiar with their fellow prisoners, read or paraphrase the following text.

Your German captors feed you promptly at 6pm every night. Your rations are meager, but timely. It is past time now, but no meal arrives.

A great clatter has come from above you for the last hour. Scores of heavy boots sound across the floors above, echoing into the cold darkness of your cellar. You also hear the sounds of furniture and other equipment being dragged back and forth. Orders in German are shouted frequently and with some urgency, but the words are muted and unclear.

Silence follows shortly after you expected your meal. You sit, listening to the rats in the walls or brushing grotesquely large spiders



The Bocage

Moving through bocage is tricky. Anyone trying to climb through or over the stuff must first make a Climbing roll with a DC of 10. If successful, the hero spends 1 round for every foot the section he's trying to crawl through is thick (thus it takes one full round to move through a one-foot thick hedge). Reduce the time by 1 round for every 5 points over the DC of 10 rolled (thus a roll of 15 reduces the time by one round).

Failure means the hero becomes entangled. He must roll again as a full round action to unentangle himself, though this time the DC is raised to 15. A second failure raises the DC to its maximum of 20.

A roll of 1 on any of these rolls means the climber is cut by the twisting vines for 1d4 points of subdual damage. Don't allow soldiers to take 20 on this roll.

The bocage in and around La Boulage has become a living, sentient thing hungry for blood. Here, failing the climbing roll inflicts 1d4 points of subdual damage from scores of tiny, curiously bloody scratches. Rolling a 1 means the hedge has become quite hungry and impales the hero deeply, causing 1d6 points of real damage.

The hedge isn't truly mobile anywhere except the maze at the Chateau Rouge (see Scene Four). It can occasionally lash out with a spiny branch when someone tries to crawl through it (as above), though even then the soldier won't notice over his own desperate thrashing.

In short, the War Master should not point out the hedge's monstrous nature. Simply allow the hero to make his Climbing roll, and if damage is caused, grimace and claim that he's impaled himself—don't say that the hedge attacked *him*.

from the back of your neck. Now a few quiet footsteps move above you. Someone speaks in German—quietly, but with some authority. Several windows creak open. Metal thuds on wood, as if something heavy were set on the floor above. You hear hammering far above, perhaps even on the second floor of the hotel. Within an hour, these sounds too fade, and you are left with the quiet of the cellar.

It's late. Too dark to tell the time. The boredom is overwhelming, causing you to nod off several times in the last few hours.

Something scratches on the floor above. As if something rough were being dragged across it. A German voice speaks loudly. "Vos ist los?"

*No answer. "Halten! Ich shutzen!"
Again, no answer.*

Heavy fire breaks out directly above you! A machinegun. Four short bursts. A scream. More shouting. Footsteps run into the room above you. More crash down the wooden stairs from the second floor. More shouting, men's names are screamed. Pistols, another machine gun, rattle the room. Several heavy thuds send showers of dust and dirt down upon you. An explosion! More dirt descends from your cold ceiling and several men scream. "Nein! Nein! Mein Gott! Der Blut!"

Something cracks sharply. Like a great tree falling from the weight of a heavy snow in an otherwise silent forest. A shiver runs up your cold spine, creeps up the hairs on the back of your neck, and crawls into your brain.

Silence. Quiet footsteps. Something soft but heavy is dragged across your floor. Something moans. Someone in the cellar with you gasps in horror.

Sudden silence again. Something taps on the floor now. A new sound slowly squirms into your ears, like something scratching on the wooden slats above you, now sniffing. Now silence. More scratching.

Crack! A single gunshot and a light thud from above. The dragging continues again.

This is the sound of the hedge fiends dragging the bodies of the German rear guard from the house. The heroes can now take actions. In the end, they should either resolve to escape or wait within the cellar for help to come. If the latter, they are there to be rescued when the mop-up team approaches.

Escaping from the cellar is now fairly easy since there are no guards present. The process should take just long enough to allow the hedge fiends to drag the bodies from the house above, about 15 minutes. The cellar doors are locked with a chain and padlock, and are the only way out of the stone basement as it's otherwise surrounded by earth. Breaking the chain is easier than the lock—it requires a Strength roll against a DC of 25. Assume each roll takes roughly 5 minutes and includes several pushes against the door. Remember that characters may



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combine their strength to force the door, as is discussed under the rules for Combining Skill Attempts in the *Player's Handbook*. Because of the narrow stairs, only three characters total may attempt to force the door. A roll of 20 does not automatically succeed—the DC of 25 must still be met. If the prisoners aren't capable of forcing the door because they are all relatively weak, they will have to either devise another plan or await the arrival of the mop-up team. Prisoners who wait until the next day suffer 1d6 Fatigue from hunger.

Assuming the prisoners escape, they have two options. If they attempt to flee into the countryside, they can live in the woods until they should happen into the mop-up team (you'll need to make this happen, War Master). If the prisoners flee into the town, which they know to be friendly because of the Butcher's recent actions (see below), they are welcomed and cared for by the French and run into the mop-up team there.

The former captives might also want to investigate the Chateau Rouge before taking either course of action. If they do, see **Chateau Rouge**, on page 14, to describe the scene. This would also be a good time to have the mop-up team arrive so that they can all explore the house together.

The villagers won't approach the headquarters under any circumstance. Captain Wittenberg did not want the

villagers scouting out his rear guard, and so warned that anyone who approached the chateau for the next month would cause the death of the captives he took with him. If pressed, the villagers simply say the former prisoners should wait and investigate the inn when the Allies arrive.

The Mop-Up Team

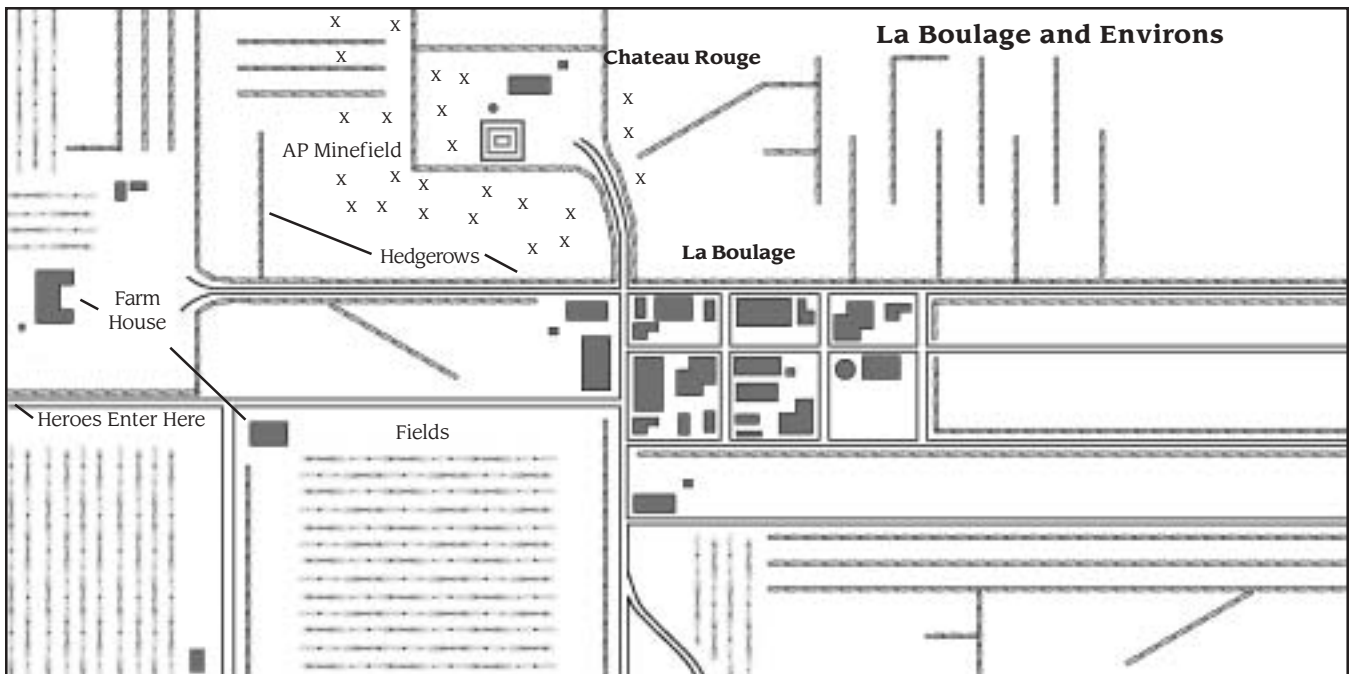
The mop-up team approaches La Boulage around dusk. This is fairly important as the group needs to be at the Langlois Farm (see below) at night. The timing should also help the Game Master keep the characters moving along without digging in and waiting for reinforcements.

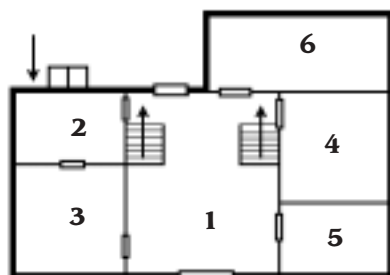
The mop-up team is briefed by their own junior commander (a 1st Lieutenant if the heroes are infantry soldiers).

Briefing

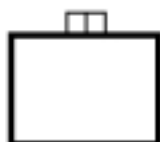
"Good evening, men. Hope the K-Rats were good tonight. Beans gave me the squirts. Or maybe it's this French water.

Anyway, I've got an easy one for you tonight. There's a village 20 kilometers up the road we want scouted. La Boulage. Aerial recon shows a battalion of paratroopers—um, 2nd fallschirmjagers—were there prior to our assault on St. Lo. Most of them have pulled back in the woods, but the air boys ripped 'em

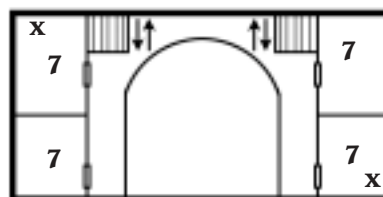




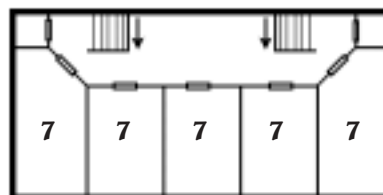
First Floor



Wine Cellar



Second Floor



Third Floor

Chateau Rouge Interior

a new one and we think quite a few were left behind.

Your job is to head into La Boulage and mop 'em up. There's a large hotel at the north head of town that was likely a headquarters. Go there first and secure it, then head into town and capture any Germans who were left behind. If there are any of our boys around—maybe airborne trapped or held prisoner from D-Day—rescue 'em.

Rec out whatever gear you can carry. Make sure to take a radio in case you need arty, and some chow in case we get delayed in picking you up. We'll drop you by truck three kilometers north of the hotel. You can do the rest on foot. We want you to hit it right at dusk to have the best chance of seeing any rear guard they've left to harass us before they see you.

That's it, girls. Get packed and get outta my camp.

The team can grab any of the normal gear found in an infantry company—rifles, ammo, grenades, and so on. Only an engineer is given satchel charges, bangalores, or other heavy explosives.

The Approach

The truck drops the heroes three kilometers north of the hotel. From there they hoof it. There is little trouble and no signs of patrols until the group gets

within sight of the hotel's rear gate. Given that it's dusk, they see sandbags and the silhouette of a figure across the gate at about 150 yards. A dummy soldier with a German jacket and a stahlhelm has been placed with a damaged rifle behind the barricade. The dummy's face is a coarse sack with two eyeholes cut out. Paranoid players looking for supernatural foes right from the start might just think the pale face is some sort of undead creature. It's not, of course. There is no danger here, but allow the soldiers to discover this on their own.

The sandbags are easy to climb over and require no roll. The northern gate of the Chateau Rouge estate is the back entrance, with the road leading past the auto garage to the grand front doors of the hotel. Move on to Chateau Rouge when the group moves onto the estate grounds.

Chateau Rouge

The "Red House" was a manor in the 1700s, and was actually the site of several grisly murders during the days of Napoleon. That's a story for another day, however. In the 1800s, the manor and the grounds around it were turned into an inn. The owner, Monsieur Michele Montane, and his family, have owned and run the inn since 1934. In 1942, it was taken by the Nazis and a flak battery put in place.

The flak battery was partially destroyed then removed just after the invasion.





Captain Ernst Wittenberg's company of the 11nd Fallschirmjäger has been here ever since. Like the flak battery commander before him, Wittenberg chose the inn as his HQ because of its distance from town rather than its former elegance. The building's facade is pockmarked from several Allied strafing runs, bolting various equipment to the walls, and an occasional firing squad, but it is structurally sound.

Wittenberg believes the Allies will use Chateau Rouge as a headquarters if he is unable to return. For that reason, concealed explosives have been set in the foundation at critical points. The Germans have a pair of wires running beneath the dirt to the storage shed. An operative with a detonator can then sneak into the shed, destroy the hotel, and escape. A German strike scout gets the first chance, but should that prove too difficult, Wittenberg uses Louie Charie, a spy in La Boulage. The idea is to wait until a headquarters unit has taken up residence, but in a pinch, the Nazis may detonate the trap on the heroes.

Finding the explosives in the hotel requires that the heroes specifically state they are looking for such things (not just searching the hotel for documents and other finds) and a Search roll of 25 or better. Having an engineer join in the search lowers the DC to 20. The attempts may be repeated, but take 1d4 hours each. Finding the wires outside also requires a Search roll of 25, unless the explosives inside have already been discovered, in which case the wires can be followed automatically.

Should the building be destroyed in this manner, everyone inside must make a Reflex save against a DC of 15 or suffer 6d6 points of damage.

The owner, Monsieur Montane, and his family were taken with the Nazis to their camp in the deep woods, and the rear guard was slain by the hedge, so there is currently no one left at the manor except the prisoners.

Estate Grounds

The area around the manor was well-kept until a few weeks prior. The normally fine-cut grass is overgrown, granting +2 to Hide rolls as long as a character is crawling.

Gravel-Covered Road: The road is covered in noisy gravel, subtracting 2 from Move Silently rolls.

Anti-Personnel Minefield: Scattered mines have been placed here to delay and

harass the Allies. Roll 1d10 every time a character moves 10 yards. On a 1, he has encountered an anti-personnel mine. The character then gets a DC 20 Spot roll. The DC is 25 if the character was running, and 15 if he was crawling. Lower the DC by another 5 if there is bright light for some reason. If successful, the hero spots the mine before stepping on it. If not, kaboom! The hero now gets a Reflex save to throw himself flat. Success reduces the damage by half, failure deals full damage to the unfortunate soul.

Chateau Interior

There are several spots within the manor where the German rear guard—five paratroopers—were killed by the hedge fiends. These scenes should be described so as to create a backdrop of something sinister, but the War Master should make it very clear that this could very easily be the work of the Resistance. In fact, the players may well think that the Resistance is attempting to make the scene look more gruesome than it is to throw suspicion off the locals and onto the chateau's famous Napoleonic-era ghost. Such red-herrings are encouraged and should be part and parcel of any horror mystery such as this.

The bodies of the Germans are missing (they've been dragged into the maze), but the tracks end at the doors of the manor. In no case should the War Master point the players toward the maze until the final chapter of this adventure. Should they go there sooner, the hedge will hide the bodies within its thorny depths. The blood-filled fountain can't be hidden, but since nothing else happens there, the fountain should only add to the mystery and suspense.

One last thing. The hedge fiends aren't intelligent enough to use firearms, but the dim memories of mortal life still haunt them, so they have carted off their victim's weapons as well. The blood hedge hopes to one day make use of these tools to defend itself, when its growing sentience allows it.

1) Ball Room: The manor opens onto a wide, two-story ballroom with a grand chandelier hanging from above. A parquet floor features a swirling design in once-brilliant reds and blues. The strafing runs on the chateau have caused a great amount of dust to fall from the plaster ceiling, so the colors are far more muted than in a grander day.

Several tables have been hauled from the upstairs rooms to be used for the Nazi



staff officers. These are mostly still in place, though one has been knocked over and a small amount of blood has dribbled onto the floor from its surface.

2) Dining Room: A large table, once finely polished, has been ruined by cigarette burns, knives, and German graffiti.

At the right rear window is an overturned chair and a small bedside table (from upstairs). Shell casings lie everywhere as does a prodigious amount of blood. This is where one of the rear guards was stationed (he had a machine gun propped up on the nightstand). A DC 10 Intelligence roll recognizes the shell-casings as those used in an MG42.

A DC 25 Search roll in the area of the blood reveals a few red-veined leaves, like that common to the local bocage.

3) Kitchen: The kitchen is set up to handle large meals. The Nazis left this mostly intact as they made the owner cook for them before pulling out. A variety of knives, cleavers, and other makeshift weapons are available if needed. A casual look in the large sink reveals dirty pots and pans. A DC 15 Intelligence roll estimates they've been soaking for at least a couple of days.

4) Parlor: Once a smoking parlor, the smell of brandy and cigars still lingers in the air. Above the fireplace rests an old portrait of a grey-haired man with a stern countenance, though no one is quite sure who it is. Even Montane and his family aren't sure who the portrait depicts. A Knowledge (History) roll of 20 notes that the clothes are from the Napoleonic period, however. This is actually just another red herring pointing to the chateau's ghost. Of course, the ghost is real and the War Master is welcome to make more of him at a later date. At this point, however, it's best not to confuse the tale of the blood hedge with a second—and far more intangible adversary.

5) Office: Montane used this room as his office before the occupation. His records are still present, and note the comings and goings of wealthy French citizens in the days prior to the war.

Wittenberg used the office since. He did an excellent job of cleaning out his documents (and leaving plenty of propaganda flyers everywhere the heroes look), but he did miss one important map. A character searching for documents in the HQ finds useless ashes in many of the fireplaces and trash cans, but a scrap of one map remains. This may be found by spending 1d4 x 10 minutes and making

a Search roll of 20 or more. It shows which farmers have proven loyal to the Germans and which are suspected of working with the Resistance. Of note is that the Langlois farm (see Chapter Two) is circled in red.

6) Green House: The green house has been drastically overlooked since Wittenberg's arrival. It is overgrown with weeds, vines, and other wild flora, creating a miniature jungle.

When the party later learns of the hedge fiend, they might think to look for it here. In truth, the plants in the green house are still of the non-sentient variety.

Second Floor

7) Guest Rooms: The many guest rooms scattered throughout served as barracks for Wittenberg's staff and sickbeds for his wounded. The rest of his company remained in their foxholes around the town.

The two "x's" on the second floor mark where two more of Wittenberg's rear guards were originally stationed. Both of these ran downstairs when the shooting started and died in the ball room. A few cigarette butts, a chair turned toward a window, and some unfinished rations are all that mark their former positions.

The Wine Cellar

In the bottom of the HQ is what was once an extensive wine cellar. A padlocked door leads into it from the outside (STR 25 to break).

Monsieur Montane stocked relatively cheap wine for the inn and maintained a more select assortment for himself. He bricked over part of the cellar soon after the Nazi occupation to hide his valuable cache and it has set there ever since. It's worth at least \$400 on the black market.

His home-grown wine, a fruity white mix, was stored here in some bulk. Many of the bottles were broken in an air raid and the smell of apricots permeates the basement. Broken glass covers the floor from several "sorties" into the cellar by its former garrison.

This is where the prisoners begin, or should be rescued if they do not escape on their own.

Scene Two: La Boulage

La Boulage is primarily a farming community. Thick fields of corn, beans, tomatoes, and other crops grow in the



flatlands surrounding the town. The cornfields are currently quite high, and provide excellent cover for anyone moving through them. Anyone moving slowly through the cornfields (no running) may add +2 to his Hide total.

Just under two hundred villagers remain within town limits, down from over nearly five hundred even six months ago. Another hundred or so live in the surrounding farms.

The town was once quite quaint. Most all houses are made of beige stucco with red-shingled roofs, giving La Boulage a classic European look. Larger homes are surrounded by thick bocage of at least 1d4+2 feet in height (average of 5'), giving the upper class privacy and security without intruding upon the aesthetic beauty of their homes. Smaller chateaus are no less charming. Few have their own hedgerows, but several adjacent homes usually share a fence of bocage.

The backyards of most of these homes have their own private gardens. Since the war, the gardens have been crammed with as many crops as possible, giving these once-quaint areas an over-crowded, almost desperate look. Many have small stashes of cash, family heirlooms, or jewelry buried in them as well.

Propaganda

Captain Wittenberg requested bullets and medical supplies but got several boxes of propaganda fliers instead. As instructed, he posted them all over town and instructed the citizens that they would be shot if the fliers were removed. A sample of one of these fliers can be found at the end of this adventure. Note that the awkward sentences are intentional as the German gestapo officer who wrote this was not particularly fluent in English.

Besides the fliers, graffiti reads "We shall return," (in English) mocking McArthur's famous line.

The Villagers

The vast majority of the villagers despise the Nazis as much as anyone, but in any barrel of apples, there are bound to be a few that are rotten.

The town's mayor was taken away by Wittenberg so there would be no central leadership to formerly meet with and assist the Allies. Instead, a milling crowd of shouting French surrounds the heroes, most shouting "Merci beau coup!" while others ask a variety of questions about food, the progress of the invasion, and so

on. Characters who speak French can attempt to answer the myriad questions, but unfortunately, no single voice emerges to lend some order to the situation.

Below are several non-player characters you can use to relay information. They have no critical parts in this adventure and thus no statistics, but are provided here to help with roleplaying and to provide those inexperienced with French with appropriate names and professions.

Mayor Francois Counet: He and his family (a wife and two young daughters) have been taken away by the Nazis. Captain Wittenberg believes this will create more confusion in the town for the Allies and provide him with a valuable and beloved prisoner to enforce his will on the town from afar.

Montane: owner of the Chateau Rouge. He and his wife are prisoners of the Nazis.

Bignon: A local baker. He's in his late forties with graying hair and a curled mustache. His family is alive, though he lost several good friends during the occupation. He helps the heroes as much as he can without endangering his neighbors or family.

Widow Nallet: A local girl whose husband was killed in the fighting in 1940. She is very beautiful, though she was often seen at the Chateau Rouge before Wittenberg's withdrawal. Some call her a Nazi whore. In truth, she is a prominent member of le Resistance. She can confirm that it was not her organization that murdered the German soldiers if her trust can be gained. She sometimes uses Pierre Guigon for diversions (see below), but does not involve him in any activity in which he could be killed. Neither has she told him that she is the town's leading Resistance figure.

Louie Charie: A sneaky thief who pretends to be with le Resistance, but is actually not. In fact, he frequently sold information on locals to Wittenberg and previous occupation forces. He claims to be a former waiter at the Chateau Rouge (he was for about a day before being fired), and was sometimes called to the hotel to serve at official Nazi gatherings.

Pierre Guigon: A former farmhand. His boss was slain in an early reprisal against the Resistance. He's very large, very strong, and eager to help the Allies. His father was killed in 1940, and he hates the Germans. He isn't particularly bright, but he's as loyal as a bloodhound. Unfortunately, Guigon does not speak English. Guigon is in love with Widow Nallet and will do anything in the world



for her. He doesn't believe she helps the Nazis, but also doesn't know that some of the tasks she sends him on are diversions to help fight them. He's important to the plot later on, so try not to let him get killed early. If he does, you'll need another concerned villager with a crush on Widow Nallet.

Jean Pajon: Jean is the town's constable. He believes der Führer has the right idea about Jews, although he's learned to hold his tongue around his neighbors. Any of the loyal French know this and tell the heroes if asked about sympathizers. In truth, despite his racist views, Pajon kept order in the town with a sometimes iron hand to protect it from the various Nazi regimes that have occupied La Boulage.

Heroes who loot homes and abuse the people of La Boulage are in for serious trouble. Should the heroes prove lawless or cruel, he can round up a posse of 2d8 deputies to assist him. Remember that these people have endured four years of Nazi rule. They're not about to be bullied by a bunch of greedy Yankees.

Town

Below are specific descriptions for some of the more important locations in and around town.

Town Square

The center of town is marked by a chipped and beaten statue atop a round basin that once held water. It depicts a member of Napoleon's Old Guard carrying a wounded comrade. The Nazis fired several shots at the statue, chipping it in odd places and even knocking the left arm off the statue into the basin below. The basin has also served as a trash bin for the Nazis, and is full of broken wine bottles and other hazardous trash. Anyone diving into the basin for some reason must make a Reflex save against a DC of 15. Failure indicates 2d6 damage, or half damage if the save is made.

Captain Wittenberg and former Nazi administrators used the town square to address the citizens collectively. This is also where many townsfolk were executed in retaliation for various acts of sabotage through the years.

More than a few victims have staggered into the fountain before dying, leaving bloody streaks on the statue and the basin. The heroes may think the statue has come to life and is killing the Nazis. This is a good red herring, but incorrect.

Market

The town's central market has a very meager supply of goods and almost no food. The Nazis bought what little remained here as they left (Wittenberg actually paid for the goods). The owner is a Frenchman named LeGarrec, who thanks the Americans profusely *unless* they begin to confiscate his goods. Should that happen, he believes that Wittenberg, if not the Nazis, were more fair and won't go out of his way to help.

Smaller stores exist in town but are even more poorly stocked.

Mayor's Chateau

The Mayor is Francois Counet, but he and his family have been taken away to the paratrooper camp by Wittenberg. The captain believes decentralizing power in the town will make it less helpful to the Americans.

Several valuables remain in his house as the mayor was allowed to remain here until the withdrawal. Local townspeople do not take kindly to Allied looters, however, and Constable Pajon is willing to use force if necessary to protect the peoples belongings.

"Airborne!"

After the heroes have had a chance to inspect the town and ensure there are no Germans present, a strong-looking man, Pierre Guigon, approaches the highest-ranking American and says the following in French. Pierre does not speak English, so if the heroes don't speak French, he brings Widow Nallet to translate for him. If they know the town's opinion of her, this may cause some concern.

"There is an American at the Langlois farm. He fell from the sky. I know some of the hands there. They said they're taking him to the Germans tonight."

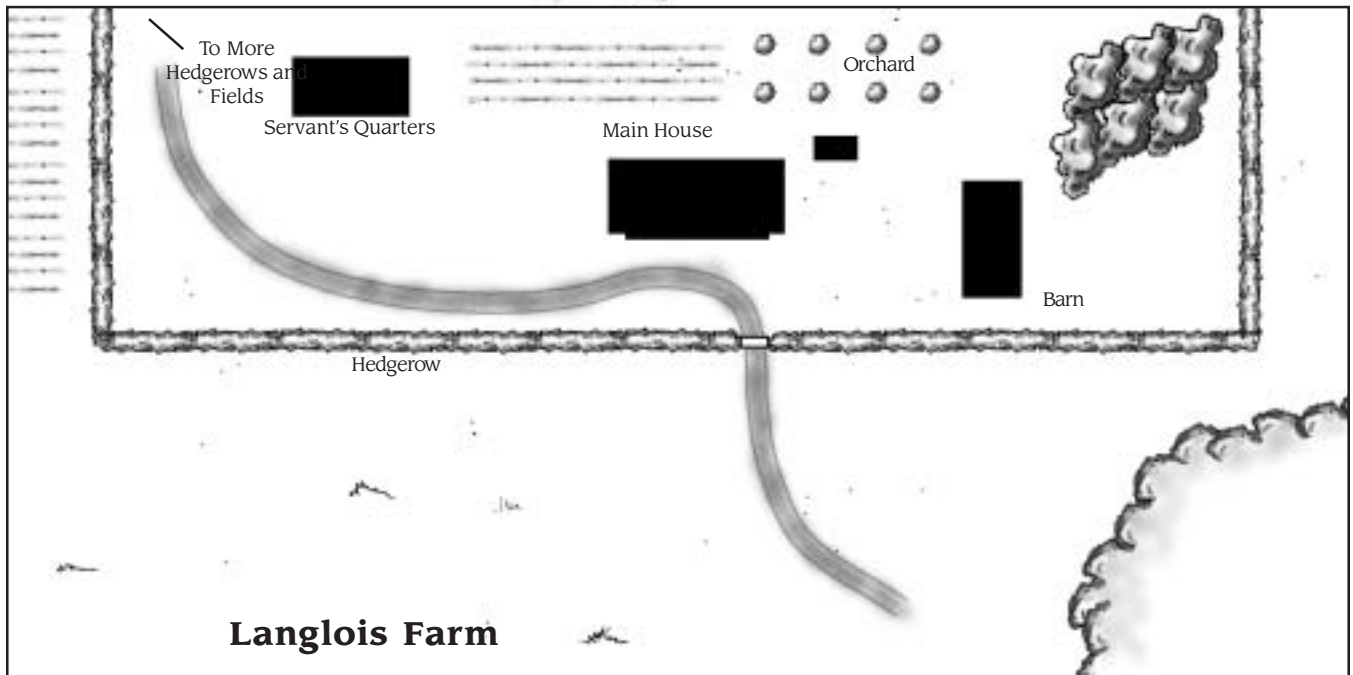
Pierre knows nothing else, but he can draw them a rough map to the Langlois farm. If the heroes are reluctant to follow this lead, the War Master should remind the ranking character that liberating Allied prisoners was part of their assignment.

Scene Three: Langlois Farm

The Langlois farm lies a few kilometers north of town. Corn is Langlois' main crop though he has a peach orchard at the rear



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of the house as well. Sergeant Roy O'Bannon of the 82nd Airborne broke his leg in the last air drop and has been hiding out in the French countryside ever since. He crawled to the farm hoping for help, but the owner, Langlois, is unfortunately loyal to the Germans. The farmer plans on turning the American over to Captain Wittenberg when night falls and he can slip away unseen by his countrymen.

Currently, Sgt. O'Bannon is locked up tight in Langlois cellar. If a character has died, or if new players are entering the game, this is a great place to introduce them as well. Simply throw them in with O'Bannon. This allows characters of almost any background to join in the adventure.

Exactly how the heroes go about rescuing O'Bannon is up to them, but there are two basic methods: confrontation and reconnaissance.

Confrontation

If the GIs openly walk onto the farm, one of Langlois' five assistants quietly leads them to the farmhouse to meet the boss. They are not openly aggressive, but neither do they show the enthusiasm the heroes met in town. None of them speak more than a few words of English, so communication might be a problem.

Langlois shows up at the door armed with a shotgun. He tells the Americans that he is in a precarious position, smack between the Americans and the Germans

to the east, so he won't invite them in or help them in any way. He does not deny selling goods to the Germans "They have been here for four years, after all," he refutes.

When asked about the American soldier, he feigns ignorance. Langlois' weathered "poker face" gives nothing away, but assuming one or more of the hands are about, a character who makes a Sense Motive roll of 15 or more notes that the employee shifts his feet nervously whenever the American is mentioned.

With Langlois' refusal, the characters may either leave and try again via the **Reconnaissance** method, or they may use force. If so, refer to **Fight at the Farm**, below.

Reconnaissance

Stealthy characters may attempt to scout out the farm. Assuming this occurs sometime around twilight, the farm hands finish up a few chores and then move inside the main house. Langlois' employees sleep in the smaller chateau shown on the map, but most nights they eat dinner with their employer and sit about discussing the war until 10 PM or so. This night, the farmers' conversation centers on sneaking out to the German camp and turning the American soldier over to Wittenberg, hopefully for a reward. Wittenberg is known to be fairly free with money, and Langlois hopes for a bounty of 100 Francs or more for the sergeant's life.





Hell in the Hedgerows

A Listen roll of 15 and a Language (French) roll of 10 or more overhears Langlois say something about the "Yank in the basement," confirming Guigon's report.

Fight at the Farm

The basement is accessible only from inside the house. That means the heroes must either distract the farmers out of the house to save Sergeant O'Bannon without a fight, or they must use force. Langlois won't give his prisoner up without violence. Only if the farmer is clearly outclassed and outgunned, and can no longer deny that he has the prisoner, does he give O'Bannon up.

When the inevitable fight breaks out, the farmers rally behind their leader. Langlois and his hands fight fairly intelligently. In fact, Langlois hired these men after the lot were discharged from an interment camp after the fall of France. All of the men have been treated quite well by the Germans and were humiliated by their own government's defeat in less than a month, hence their loyalty to the Germans. Because of this, Langlois is their leader as well as their boss. This is also the group's weakness, however. If Langlois falls, the rest disperse into the wilderness via a few known gaps in the surrounding bocage.

If the farmers are near their house when the fight breaks out, they rush inside and fight from the doors and windows to protect their valuable prisoner. If somehow lured away from the farm, they attempt to surround the party and force them to surrender.

In the unlikely event the heroes are defeated, Langlois binds their hands and feet with rope and throws them in the back of his horse-drawn haycart. He and his men then make their way to Wittenberg's camp to turn the Americans over. The Game Master should give the heroes plenty of opportunities to escape during this trip, but should they prove hesitant, Widow Nallet and a small group of resistance fighters from the surrounding countryside come to the rescue.

Langlois' Fate

Should the people of La Boulage discover Langlois' German complicity, he and his men are rounded up and held as prisoners. If the War Master wants to heighten the difficulty of this resolution, a group of locals want to hang the Nazi sympathizers on the spot. With the lack

of any real authority other than the Americans, the heroes must then decide if they let the hanging occur or risk poisoning the attitude of the angry townspeople by denying their vengeance.

Rumble in the Jungle

On the way back to La Boulage, the heroes run into one of Wittenberg's patrols. This is a quick encounter designed to let the heroes know exactly what kind of troops they're up against. These are veteran paratroopers, not the Hitler Youth they might have fought earlier in the campaign.

The encounter takes place in a thick wood, so no map is provided. If you're using a battle mat of some sort, simply sketch in lots of trees and tangled vines.

The fallschirmjagers are probing the town to see if it has been occupied, so they fight if it seems they have the superior numbers or position. If the opposite is true, they stage a fighting withdrawal so that they can report the contact to their commander.

Waffen SS Soldier (8)

CR 3: Medium-size human; Class: Grt 3; Hp 15; Init +1; Spd 30 ft; AC 12 (+1 Dex, +1 Armor); Atk MP40 +3; AL LE; SV Fort +3 Ref +1 Will +2, Str 12, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +3, Hide +6, Move Silently +5, Parachute Proficiency 7, Spot +5; Automatic Weapons Proficiency, Firearms Proficiency; Point Blank Shot, Rapid Shot, Simple Weapons Proficiency, Weapon Focus: MP40, Wheeled Vehicle Proficiency.

Possessions: MP40, 4 full magazines of 9mm ammunition, helmet, uniform, two stielhandgranate

If any of the soldiers are taken alive, they simply state that they are patrolling to see what has become of La Boulage. They know the way back to their camp, of course, but reveal it only under extreme duress. Remember that American GIs who use torture on prisoners risk severe punishment—possibly even death by firing squad—depending on just who finds out about it. Still, if the paratroopers do point out the location of their company camp, the team shouldn't attempt to take it on their own. There are well over 75 troopers left in the camp. Headquarters will be happy to know the location of the camp however, and will likely pepper the woods with heavy artillery and air support.



Scene Four: The Maze

Back in La Boulage, the party is greeted by Pierre Guigon. He should find them wherever they happen to return to, whether it's the town or the chateau. Read the following as soon as the heroes return.

"Monsieur! You must help me! A patrol came for mademoiselle Nallet! The others will not help me save her—they claim she is a sympathizer—but I know she is not."

Guigon looks nervously about before continuing. "I think she is a member of le Resistance! She doesn't think I know, but I am not as simple as she believes. Please monsieur, if we do not save her, they will certainly torture her to find out who else is a member of the Resistance!"

Assuming the party agrees to help, Guigon points to the Chateau Rouge. "They took her there," he says. Guigon insists on going with the heroes, though he has no weapon of his own.

Back to the Chateau

The chateau remains strangely deserted, but as the heroes search the building, have everyone make Listen rolls. The highest roll hears a muffled scream from inside the dense hedge maze.

Widow Nallet was escorted to the chateau by the paratroopers and watched as they explored the blood-stained rooms. The leader of the patrol, Obergefreiter Mueller, drew his bayonet and advanced on Nallet with rage in his eyes. She broke free and ran into the maze outside and the entire patrol followed.

As soon as the group entered, the hedge thing came to life. It is centered here, and has become somewhat mobile. It can create new walls by spreading itself out a little thinner and has effectively sealed the soldiers and the widow Nallet inside.

Now it is sending out its hedge fiends to kill its prey and bring them to the center where it can feast upon their blood.

A Maze With No Openings

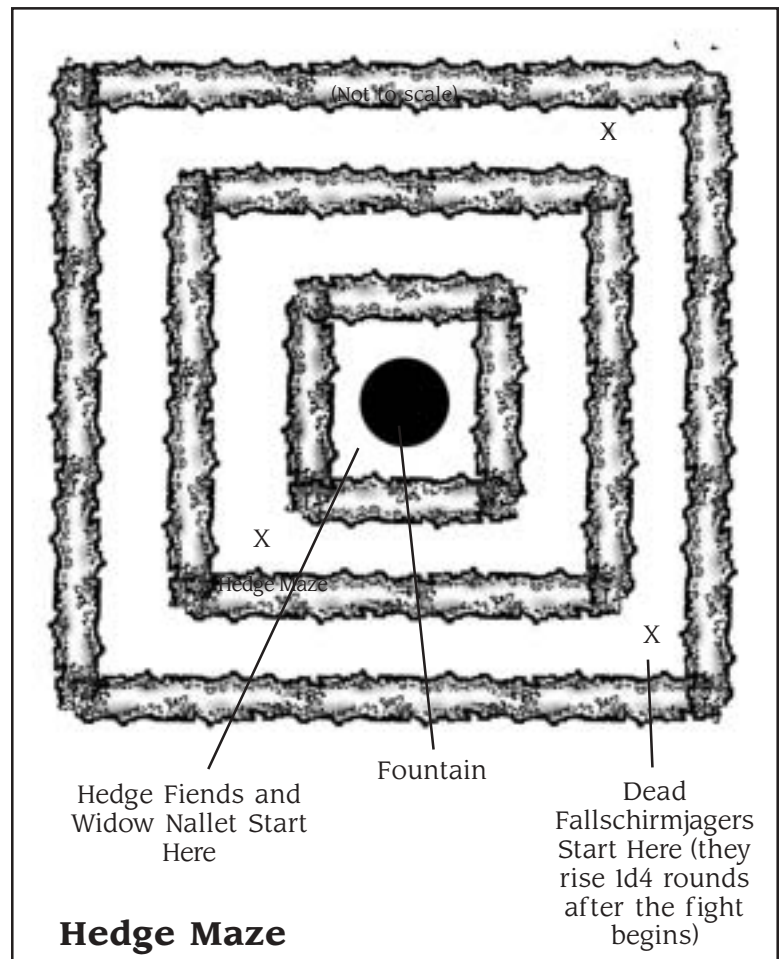
When the heroes approach the maze, they find it has no openings. The team must cut or climb their way through the

thick bocage walls to get to the center and rescue the widow Nallet. Besides the danger of moving through the thick bocage itself, the hedge fiends and panicking fallschirmjagers make this a dangerous finale.

The map below shows the maze after it has closed itself off. At this point, three of the eight fallschirmjagers are already dead. They rise in 1d4 rounds as new hedge fiends. Start these in the lower right (see map). The other Nazis are in two groups of three and two respectively, at the spots marked "X."

Five other hedge fiends start at the fountain and move toward the heroes. Three others have already been slain by the Germans.

Widow Nallet starts at the fountain. The hedge considers her "safe" at the moment and doesn't attack her until the more dangerous soldiers are eliminated. Fortunately, this gives our heroes time to save the fair maiden and win the day—providing they can survive the other dangers trapped in the maze.





Veteran Fallschirmjäger: CR 3; Medium-size Human; Class: Grt 3; hp 15; Init +2; Spd 30 ft.; AC 13 (+1 Dex, +1 Helmet); Atk MP40 +5; AL LN; SV Fort +5 Ref +3 Will +2, Str 14, Dex 14, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +2, Hide +5, Move Silently +5, Search +5, Spot +5; Automatic Weapons Proficiency, Firearms proficiency, Point Blank Shot, Rank: Grenadier, Parachute Proficiency, Simple Weapons Proficiency, Weapon Focus: MP40, Wheeled vehicle proficiency

Special Qualities:

Possessions: MP40, four full magazines of 9mm ammunition, helmet, uniform, two stiehlhandgranate

Blood Hedge

Huge Plant

Hit Dice: 10d10 (50 hp)

Initiative: 0

Speed: 0 ft.

AC: 12 (+2 armor)

Attacks: Four slams +4 melee

Damage: Slam 2d6+2

Face/Reach: 5 ft. by 5ft./5ft.

Special Qualities:

Saves: Fort +5, Ref +3, Will 0

Abilities: Str 15, Dex 15 (lashes only),

Con 15, Int 2, Wis 10, Cha 5

Skills: None

Feats: None

Climate/Terrain: Bocage

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Lawful Evil

Advancement: 10-12 HD (Huge); 13-16 HD (Huge)

The blood hedge was born from the violence of Normandy and the rich blood that seeped into the ground here. It looks like any other hedgerow except that its leaves have thin, dark red veins.

The beast itself is the southern wall of the inner circle of the maze. Its senses extend out through all the bocage of the region, however, including the rest of the maze here.

Each five foot section of bocage has 30 hit points, and is unaffected by bullets or other piercing weapons of any kind. Edged weapons, explosives, and fire all cause normal damage, and can therefore make "holes" in the hedge. Such holes can be healed by the hedge fiend by spreading

the adjoining sections a bit thinner (this takes 1d6 hours). Reduce the hit points of the adjoining sections by whatever amount is desired to seal the breach (minimum of 5 hit points).

Combat

Improved Grab: At its center (extending from either side of the southern, inner wall), the hedge has developed four flailing branches it uses to defend itself. If it hits with any one of these, it may constrict on the following action.

Constrict: The hedge thing deals 2d6+5 damage to an opponent with a successful grapple check. The character can attempt to escape normally, or cause 15 points of damage to the constricting arm.

Plant: As a plant, the blood hedge is immune to poison, *sleep*, paralysis, stunning, and *polymorphing*. It is not subject to critical hits or mind influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects).

Raise Dead: The blood hedge can create up to six "hedge fiends" (see below) per day. It does not manufacture these corpses—they must be within its reach (or brought to it by other hedge fiends). These creatures can communicate with the blood hedge whenever they are in contact with the local bocage (within about a one mile radius), but otherwise act independently.

Hedge Fiends: These are standard reanimants (see *Blood on the Rhine*, page 168), though with the ability to pass through bocage as if it weren't there. Also, a hedge fiend that hides in bocage gains a +5 to his Hide or Move Silently checks.

Here are their statistics for your convenience.

Hedge Fiends: Undead; CR 2; HD 2d12; hp 18, 17, 16, 16; Init +1 (Dex); Spd. 30 ft.; AC 13 (+1 Dex, +2 Natural); Atk +3 ranged, +3 melee (2d6 MP40 or 1d6+1 claws); AL NE; SV Fort —, Ref +1, Will 0; Str 13, Dex 12, Con —, Int 6, Wis 10, Cha 1.

Skills and Feats: Hide +6, Move Silently +6, Spot +5, Search +3 (+10 bonus if enemy is hiding adjacent to hedgerow within one mile radius of blood hedge that created the fiend); Toughness.

Possessions: MP40, four full magazines of 9mm ammunition, helmet, uniform, two stiehlhandgranate



Attention Americans!

Welcome to beautiful France! Your leaders have lied to you about your cause! The French live in harmony with their German leaders. We have devoted our society, our money, our equipment, our sweat, and our very lives to uniting Europe into a harmony.

Remember that you are the invaders! You are not Europeans. Nor are the English-islanders. You are not liberators. What champions of justice would ally themselves with the Stalin-madman? Who kills more of his own soldiers than we do?

Throw down your weapons and you will be treated properly by the pan-European Third Reich. All prisoners receive ample rations and human treatment. When peace is declared, you will be returned to your loved ones at once.

Should you continue to destroy the harmony we have created here in Europe, we will defend Her with the power of our invincible tanks, our resilient soldiers, and our fearsome guns. Do not make widows and orphans of your families. Do not become yet another forgotten corpse buried on foreign soil. Throw down your weapons when meeting our soldiers and become a guest of the Third Reich until the day of peace, when all True Men meet again as brothers.



The Golem

By Mark Metzner

Rabbi Avi Reis stared at the ancient book. It was an incredible treasure—the famous—or infamous—kaballah of Rabbi Loew of Prague. Reis knew there was far more in the book than prayers and rituals. There were also dark secrets. One of these was the secret of creating a golem.

Reis knew there were dangers in creating such a creature, but surely no less dangerous than living in the presence of the murderous Nazis.

Rabbi Reis opened the book...

The sound of a crashing door caused Avi to slam the heavy leather cover down quickly. He rose and shoved the book under the cot in his hidden room. His young hands grabbed the pistol he kept hidden beneath his pistol. Voices sounded from the next room—German voices. Avi moved to his own door, straining to hear what was being said.

The Germans were careful in their persecution of Jews in France. Rarely were they rounded up and sent to camps as in Rabbi Loew's east. But days ago, a new commander had entered town—SS-Sturmbannführer Ehrmann Winter. He had gathered the Jews of Villes-Bretonneaux together, though he not yet shipped them off.

"Where is Rabbi Reis?" Avi heard from the outer room. Could it be possible they

were looking for him? No, Avi realized. Somehow, they had learned of the book.

The Frenchman said nothing, but there was a gunshot, startling Avi and causing him to drop his pistol. He picked it up quickly, but too late. Winter was coming. Avi heard the heavy footsteps on the floorboards outside. "The penalty for harboring fugitives is death." There was another shot and Avi heard the Frenchman drop.

Suddenly, his door crashed open. Ehrmann Winter stood before him, Luger in hand. At this short range, even Avi's panicked shot couldn't miss. The round slammed into Winter's shoulder and blasted out the back. Winter grimaced but did not fall. Avi fired again, emptying the small revolver's load into Winter's pristine SS uniform.

The SS colonel shook his head and slammed the butt of his own Luger into the rabbi's head. Avi sank in a dazed heap and watched with horror as Winter stepped into the room.

"Where is the book, Juden?"

Avi said nothing. Just shook his head.

Winter shook his head again. "Search the bed," he called to two stormtroopers behind him. One of them quickly came up with the heavy book. Winter finally smiled.



This adventure is intended for three to six characters of 3rd level, which takes into account basic training and surviving the beaches at Normandy. By the end of the adventure, the characters should be close to attaining 4th level. *The Golem* is an excellent follow-up to the first adventure in this book, *Hell in the Hedgerows*, but can stand on its own as well. If used as a follow-up, the team's officers have somehow learned of their encounter with the supernatural. Reports from a nearby town indicate another supernatural threat, and since there's no use exposing more soldiers to the occult, OSI operatives within the heroes' command structure decide to send them once more into the breach.

It is helpful, but not necessary, to have a medic in the party, as well as a scout. Those wishing to play a resistance fighter also have a natural start here, as a compatriot of Ulysse Heron, the party's Resistance contact in town.

No special equipment is required to complete the scenario, as pretty much nothing will harm the fext the group encounters at the end of the adventure.

The golem, fext, SS, and German soldiers can be found in the *Weird Wars* sourcebook, and are repeated in this adventure for convenience. The complete entry for Clay Golems can be found in the *Monster Manual*®.

Continuing Adventures

If you're planning an ongoing campaign, the fext, Ehrmann Winter, has been included as a perfect villain to be an ongoing thorn in the party's side. Since it is nearly impossible to kill until the heroes gain a bit more knowledge of the occult, it can easily survive this encounter to make an appearance in the later two adventures.

War Master's Brief

The Golem takes place in France in late July 1944, with the Allied forces just beginning their advance into the heart of the countryside. Many French towns and villages have cooperated with the German occupation, but some brave men and women fight against their Nazi captors with their very lives. These people, the French Resistance, work with the Allied forces to infiltrate, spy and fight the Germans at every chance.

Near the coast of France, in a little village of Villes-Bretonneaux, the movement is strong, and in recent months, the town has become a haven for the Resistance. So, when SS troops and German soldiers arrive and begin ransacking abandoned Jewish homes, searching for something, the members of the Resistance did the only thing they could: they called the Allied forces and asked them for assistance.

Enter the heroes. Captain Robert Jarrell, their commanding officer, has instructed the party to assist the Resistance ASAP. Their orders: find out what the Nazis are up to and make sure they don't accomplish what they're there for. The Resistance has promised all the help they can muster in return.

The Nazis aren't even aware of the French Resistance's presence in the area. In fact, they consider it a sleepy little town, offering no resistance. They search desperately for an ancient book, a tome of incredible magical power, called the Kabballah. More on that in a moment.

The Great Rabbi Loew from Prague has been a thorn in Hitler's side for some time now. Loew helped fend off German



invaders and protected the Jews when Poland was first attacked. Eyewitness accounts claim the old Rabbi used "the power of the Hebrew God" against the invaders.

But, alas, when the country fell, Loew fled the country and ended up in France, where he met another fleeing Rabbi, a young man named Avi Reis. Loew took to the young man and began to teach him the ways of Jewish mysticism, the magic of the Kabballah.

They had just begun their studies when the Germans attacked their current home of Villes-Bretonneaux, capturing many Jews and the Great Rabbi himself. Reis was able to evade Loew's captors, and currently remains in hiding in the village along with many other frightened Jews.

The French townspeople, abhorring the treatment of the Jews by the Nazis, have taken them in and hidden them in their attics, cellars, and hidden rooms, once set aside for the Resistance. The Kabballah tome lies waiting in Rabbi Reis' room, where the young Rabbi has been reading and studying and learning. Among the rituals is an ancient spell once used to create the Golem, a servant made from clay that can be commanded to protect...and destroy.

Unfortunately, the Germans have access to a horror of their own, a "fext" by the name of Ehrmann Winter. The Nazis seem to know what they are looking for, and have begun a systematic search of homes in the area. All have been Jewish homes, but if they do not find what they are looking for, the searches will surely continue. It will be only be a matter of time until they uncover the Resistance's network of tunnels and room and the people hiding there. The fate of both the Jews and the local resistance lies in the party's hands.

In the larger picture, if Ehrmann Winter recovers the Kabballah and returns it to his masters in Berlin, Hitler will add yet another horror to his menagerie, a legion of nearly unstoppable golems!

Moonlighting

The trek to Villes-Bretonneaux is filled with German patrols, though each should be quietly passed and avoided. The War Master is welcome to require a few Move Silently rolls to instill some tension into the trip.

The Nazis have increased their patrols since they arrived to investigate the Jewish homes in the area. Finding a safe

route to the village is tricky but not overly difficult for experienced heroes (especially if one of the characters is a scout). In the dark hours before morning, the party arrives in Villes-Bretonneaux without incident.

If you wish to roleplay the advance of the unit into the area, feel free. This adventure is meant to get the ball rolling a little faster, but experienced roleplayers may want to devise ways of getting into the town under the cover of night. Feel free to have fun with timed patrols and German Shepherds if you want. Otherwise, the party arrives and reaches the meeting place without any interference from the enemy.

Scene One: Meet and Greet

The scene opens in the basement of what appears to be an abandoned grocery store. Candlelight flickers and casts a warm glow over the impromptu meeting place. Wooden crates serve as desks and cabinets. Maps and pictures of prominent-looking Nazi officers line the walls. Several men and women are busy here, writing and planning. One in the corner works a radio transmitter, tapping out codes to other resistance cells in the area.

The party's contact, a Frenchman named Ulysse Heron, is a thin, reedy man in his early forties with a thin moustache. He smiles and shakes the heroes' hands vigorously when everyone is settled inside.

Read the following in a very thick French accent to the players when you are ready to begin:

"Oh! Zis is wonderful! Thank you for coming to our aid in zis time of trouble, mes amis. We were, how you say, worried?...that we would be left to our own defenses.

My name is Ulysse Heron and I am ze one in charge here in Villes-Bretonneaux. All zese people have dedicated everything to driving ze Nazis back and liberating France!"

If a player has chosen to be a resistance fighter, you can introduce him here. Just have Ulysse wave him over and introduce him as his right-hand man or woman, as the case may be. The resistance fighter is then instructed by Ulysse to stay with and assist the party in any way possible.





The Golem

"As you may already know, SS soldiers have been zearching ze homes of Jewish villagers, looking for zomething. Our people have reported zat ze homes have been ransacked, walls torn down, floors destroyed, and furniture left in many pieces. Zere is no doubt zat zey are looking for zomething...or zomeone. And unfortunately, our little village has much to hide."

Ulysse gestures with an outstretched hand and a cute little blonde girl runs into the room. She is smiling and she hugs Ulysse's pant leg, staring up at the party.

"LeeLee, zese men are here to protect us. Zey are here to make ze bad men go away. What do you think of zat?"

LeeLee looks up and smiles. "Even the Jews?" she asks.

"Yes, little one. Especially the Jews."

With that Ulysse looks into the group's eyes.

"I don't know how much you know about the Germans and the Jews. In Germany and Eastern Europe, zey take zem away in great trucks—few know where. But here, in France, zey do not usually do so. But in Villers-Bretonneaux, the Nazis are just like those in the east. After several acts of sabotage by Le Resistance, they gathered up all ze Jews and "undesirables" and shipped them away in great trucks. To ze east, we suppose."

"LeeLee's family was taken in zis way. She escaped capture only because she was down by the river, picking flowers. Zere are still 30 or 40 Jews hiding here. Le Resistance feels responsible for their plight, and is hiding zem in ze cellars, attics, and secret rooms meant for us. But if the Nazis begin to search our homes, zey will find us as well as our guests and Le Resistance will be crushed."

Before the party can respond, the door to the meeting room opens and an attractive woman rushes in. She is tall, thin, and wears her long, brown hair back in a coif. With a Spot roll of 15 or better, a character notices that the hairpin that

holds back the coif looks as if it could be used as a weapon in an emergency. *"Ulysse! Rabbi Reis has gone missing! They think the Germans have him!"*

Ulysse looks to the party and gestures for them to follow. *"Quickly! If ze Nazis make him talk, we're all as good as dead!"*

LeeLee begins to cry. Ulysse holds her, shushing her tears and nods to the party to follow the woman. *"Please," he begs, "find out what you can. We have little time."*

A Time For Heroes

The woman introduces herself along the way. Her name is Evelyn Pasionne, and she is the Resistance's main contact with the Jewish groups hiding in the area. She communicates their needs to the group, who then do what they can to help. She leads the heroes down a long hallway carved out of the earth, which then leads into another basement filled with families and children. All look frightened and tired. None look like they've slept much in the last few weeks.

A nervous-looking man steps forward to the party and the woman. *"You are here to help us, yes? Our Rabbi, he is gone. We think taken by the Germans."*

When questioned, the following facts arise:

- The people don't know why the Nazis are destroying their homes. Some believe they are looking for gold or other precious items.

- Rabbi Reis was a student of the Great Rabbi Loew, who was a great and powerful Rabbi.

- Loew was a legend in Prague and Poland. Rumor has it that Loew stopped a German tank dead in its tracks with only a single word.

- Loew was captured when the city fell, leaving his student behind to lead them.

- Rabbi Reis spends much time studying the Great Rabbi's books in his room. He came out the other day, laughing and singing. He said he'd found a way to protect us.

- Reis was shaken by the news that the SS were searching old Jewish homes in town. He grew pale and went back into his room and would not respond to anyone.

- This evening, he came out, looking tired and worn, and said, "Shalom," which means "peace." He shut his door and never came out again.



• A couple on the second floor heard a German patrol shout "Halt!" and they swore they heard the young Rabbi screaming for vengeance and swearing that God would destroy them all. That was an hour ago. They couldn't get here sooner because they had to dodge German patrols and make it here safely. They believe it happened down by the river.

If the party wishes to be taken to the Rabbi's room, they find it in disarray, with books scattered all over the floor and papers everywhere. There are no exits to the room and he is nowhere to be found. A successful search roll, DC 20, finds a scrap of paper lined with dates but written in Hebrew. Any Jewish person nearby can easily translate. It is a page from a diary of some sort and it reads as follows:

"July 2, 1944. The Nazis are here and they know. May God have mercy on the Great Rabbi, they must not find the book."

Other than that, it is too messy and the people gathered around won't allow the party to search the room more, insisting that the Americans help find their beloved Rabbi instead of prowling through his personal things.

If asked, Evelyn provides a map of the town, marked with where the Nazis have

been spotted looking through homes. When ready, she leads them to a safe exit to an abandoned home nearby. She wishes them luck and Godspeed, and maybe plants a quick kiss on the character with the highest Charisma.

Scene Two: Said the Spider to the Fly

The exit leads to the basement of an old home. The old stairs creak as they climb, sprinkling dust down on the cellar floor. No Germans are in the area, but the party doesn't know that. Take a moment to have the group make Move Silently rolls and shake your head if one looks low. Make a roll yourself, no DC, just to make the players feel uncomfortable. Anything you can do to heighten the fear here is good. Remember that *Weird Wars* is a horror game, and it's time to rack up the tension a notch.

The stairs lead to a back door that faces a high brick wall. A quick look reveals no one is in sight. Once everyone is outside, wait a moment, then ask for another check.

From this point, the party can go to many places. The river bank, the searched homes, or the deserted library the Nazis are currently calling home.





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The River

At the river, have the squad make Search rolls (DC 18). If made, they find a large amount of clay from the river bed has disappeared. There are no tools or machines to allow for this. Footprints show that several people had been here recently, and there are tracks to indicate someone was dragged away from the river bank recently. The tracks vanish after they reach the town's streets. The party is on their own from there.

The Homes

The hand-drawn map points to several homes. All have been utterly ransacked and looks demolished from the inside. If the players wish to visit them, there are three nearby with easy access—feel free to improvise any details or encounters as you see fit. Below are some general details for each house—be sure to spread them around if many are to be visited.

- Pictures are torn from their frames, as if they were looking behind them.
- Floorboards and walls have had holes bashed in them.
- In one house, a wall safe hangs open. Pictures of family members and smiling children like scattered on the broken floor.
- Carpet and a pile of drapes in one corner smell of urine. A spot check, DC 20, finds a chrome SS symbol lying on the floor nearby. (WM: Winter caught one of the SS desecrating one of the homes and cuffed him. Winter does not care for such behavior, especially from men under his command.)
- Anything else you feel might be a nice touch. Remember to have the party make Move Silently rolls every now and then! The Nazis aren't nearby, but let them think they need to.

The Library/HO

In passing, have the party make a Spot check, DC 18. If made, a Nazi guard is noticed walking around a large building nearby. It looks as if it is the remains of a library. A burnt pile of logs and ashes still litter the ground here, where the books were taken and burnt.

Two more guards can be seen from here, both at the ready, and a German truck is parked nearby. Apparently, this is where they have been staying during their search. The stone building rises two stories from the street, with intricate masonry carved to resemble grape leaves

and vines. The name of the building, carved into the headstone, cannot be read, as bullet holes have chipped away the words themselves.

The party has two options here: break in using stealth and subterfuge (i.e., Move Silently and Hide and some accompanying distractions) or go in the front door, guns blazing. Either way works fine. If shooting, there are ten SS guards (four in the front (two per side), four in the back, and two wandering the perimeter). All are armed as below:

Waffen SS Soldier

CR 1: Medium-size human; Class: Grt 1; Hp 6; Init +1; Spd 30 ft; AC 12 (+1 Dex, +1 Armor); Atk MP40 +3; AL LE; SV Fort +3 Ref +1 Will +2, Str 12, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Driving +2, First Aid +2, Hide +5, Move Silently +5, Spot +5; Automatic Weapons Proficiency, Firearms Proficiency; Point Blank Shot, Rank: SS Grenadier, Simple Weapons Proficiency, Weapon Focus: MP40, Wheeled Vehicle Proficiency.

Special Qualities:

Devotion: The devotion of SS members to the Nazi party gives them +2 morale against Will saves.

Possessions: MP40, 4 full magazines of 9mm ammunition, helmet, uniform, 2 stielhandgranate 24

It is important to note that the Nazis aren't expecting any kind of trouble. This is a broken town filled with broken people. The Nazis are arrogant and fulfill their duties with as little care as possible. Any frontal assault catches them completely off guard, giving the first round to the party's attacks.

If the party attempts to sneak in, have them make the appropriate Hide/Move Silently rolls made. Add +5 to the checks due to the lax natures of the SS guards. Arrogance is costly.

Once inside, if sneaking in, they come face to face with an SS officer inside and combat ensues. The SS guards outside arrive on the second turn of combat, but only three can attack through the doorway entrance at a time. There is ample cover for the party against the guards, as the architecture creates corners for them to hide behind.

Once defeated, there is silence and the smell of smoke in the antechamber. Ask for party positions. The antechamber leads to a closed door. It is unlocked. Chances are, the heroes are not really



The Golem

going to want to open it, but after a moment of indecision, anyone listening can hear the quiet sounds of weeping coming in through the door.

Beyond the door is a large, empty room with great wooden shelves knocked on their sides. No books are found here—all were burnt outside long ago. Towards the back of the room, an unconscious man sits strapped to a wooden chair, bound with hard hemp rope. He looks beaten nearly to death. Blood covers his face and hands, his right eye has swollen shut, and his nose has flattened, badly broken.

The weeping comes from the corner. A second man of average build is curled up in the corner, covering his hands in front of his face. He continually repeats: *"Please, don't kill me. Please stop, we don't know anything. Please, don't kill me."*

If the heroes approach him gently, he stops and recognition streams across his face. *"Americans! You have saved us! God be praised."*

If not, the man curls up harder, mumbling *"God help me."* until they do.

A DC 25 Language (French) roll detects a faint German accent...

Surprise!

Here's the surprise. The unbound man is Ehrmann Winter, the fext sent by Berlin to retrieve the Kabballah so that Hitler's Blood Mages can figure out its secrets. It is his mission to find the tome by any means possible. If you have any question how to play this scene, rent *Die Hard*.

Play up the sincerity to those who fall for this ruse. The man calls himself Jon Ehrmann. If asked, he tells the party he was captured trying to help Rabbi Reis complete his ritual. When asked about the ritual he admits he doesn't know what Reis was trying to do. *"The Rabbi only said that it would wreak vengeance and death on the hated Nazis."*

If there is a medic in the party, he can attempt to heal the Rabbi. Bones can be set and cuts fixed, but no amount of treatment causes the Rabbi to awaken. It is apparent the Rabbi needs bed rest and appropriate care. "Jon Ehrmann" volunteers to help carry the Rabbi, or to at least assist in some way.

If questioned about what was asked of the Rabbi (and presumably himself), he answers truthfully. It makes for better lies. In short, Ehrmann does whatever is needed to assure the heroes he's on the level. (Don't let the party figure it out until the Third Scene). Even if someone detected his slight accent, Ehrmann

simply claims that he's a German Jew who moved to France in the pre-war years.

Here are some of the things Ehrmann says:

- The Germans sent the SS to look for some book. (True.)
- The Nazis questioned Rabbi Reis for hours but Reis never said anything. (Sort of a lie. Reis said the Nazis would die soon for their crimes against God.)
- The book is called the Kabballah. It is a book of powerful Jewish magic. Apparently powerful enough to bring all these SS troops in search of it. (True.)
- The officer in the hallway led the SS group. (Lie, Ehrmann is their leader.)
- Other than the SS guards, that's all he saw. There are no others. (Lie.)

The trip back to the little house entrance is uneventful, but it is best to have a party member scout ahead and make Spot checks. Have the group make Hide and Move Silently rolls as well, though nothing happens. Ehrmann does nothing to draw attention either—he's fairly confident he can handle the Americans and their Resistance friends on his own.

Evelyn Pasionne herself waits at the old building. She rushes to the wounded Rabbi and hugs him, giving his frightened "helper" nothing but a quick glance—a fatal mistake on her part.

Ehrmann keeps his face hidden in shadow as much as possible, a trick that is not difficult in the dark stairway. Once downstairs, Evelyn hurries the group inside and takes the Rabbi to a small room. She places him on a nearly clean mattress to treat his wounds. If asked, Evelyn mentions that she was a nurse before the war.

After checking Reis out, she nods her head and mentions that he only needs rest now. She thinks some ribs might be broken, but she's done all she can do. She turns and faces the stranger (Ehrmann). *"And you? May I treat your wounds... Who are you?"*

Evelyn now notices his face and recognizes the SS leader.

Ehrmann Winter smiles, a thick book in his hands. It is old and the cover is thick with age. His other hand points a gun at you all. *"Why, I'm the Spider, of course. You must be the flies."*

Ehrmann Winter, Fext: (see *Weird Wars* p.165-166 for more details on fexts)



The Golem

CR 5; Medium-size Humanoid HD: 3d10; hp 27; Init +1 (Dex); Speed 30ft; AC: 12 (+1 Dex, +1 Armor); Attacks: +4 Ranged, +3 Melee; Damage: by Weapon; Face: 5ft by 5 ft/5ft; AL LE; SV Fort +4, Ref +2, Will +1; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 10

Special Qualities:

Immune to non-magical weapons, weakness (bullet made of glass, stake used to tie up a young tree driven through heart)

Skills and Feats: Driving +4, First Aid +2, Hide +7, Move Silently +7, Spot +7; Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rank: Grenadier, Rapid Shot, Simple Weapons Proficiency, Weapon Focus: Kar 98k, Wheeled Vehicle Proficiency.

Scene Three: SNAFU

Any sudden moves ends up with someone getting shot (Ehrmann has the drop on the leader—or Evelyn or the Rabbi if you feel that might make the group stall more). Evelyn cautions against shooting because there are families with children behind this wall and door. Stray shots could kill innocents here.

"And that would be horrible, yes?" Winter purrs with a sneer. "I admit destroying those homes piece by piece was growing stale. Thank you very much for not only delivering the Kabbalah to me, but also the location of the Resistance and more Jews. Happy Birthday to me."

With that he opens the door behind him and smiles. *"Thanks for the book."* And turns to walk off.

If a hero shoots him in the back, have him roll as normal, but remember, pretty

much nothing the PC's have is going to even put a dent in this guy. Evelyn cries out to stop shooting and when the hysteria of the moment is gone, Winter has not moved, but maybe his hair was parted out of place by the shot. He stands perfectly still, turns his head to reveal a horrible grin and says, *"Heil Hitler."*

After the first time the party shoots Ehrmann Winter and they witness no damage, have the party roll a DC 15 Fear check. The war just got weird.

If the party doesn't get it and continues shooting, have Winter continue walking towards the door, the bullets tearing his clothing, but leaving his body unharmed in any way.

If the party simply follows, Winter makes it to the door they came from. *"Good day."* He then nods and leaves.

Assuming the party follows, Winter makes it to the front lawn of the house and turns to face the party. If the heroes decide to shoot the living daylight out of Winter at this time, let them, but

use the same descriptions as before. All in all, it means nothing.

At this point, or if the party simply watches, Ehrmann

Winter faces the party and addresses them.

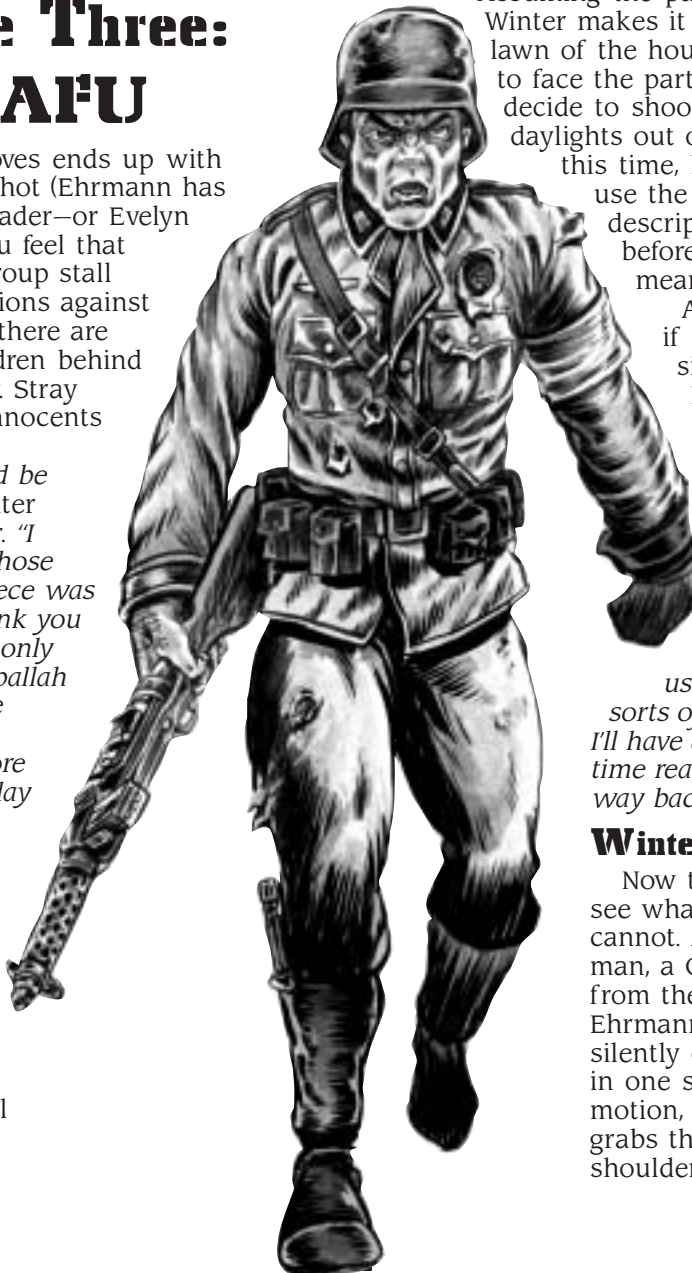
"Fascinating book."

Apparently, the Jews have

used it to do all sorts of awful things. I'll have a wonderful time reading it all the way back to Berlin."

Winter Gets His

Now the party can see what Winter cannot. A giant clay man, a Golem, rises from the rubble behind Ehrmann and towers silently over him. Then, in one sweeping motion, the monster grabs the man by the shoulder and hurls him





The Golem

across the yard. Ehrmann soars ten feet in the air and lands roughly on the cobblestone street. The book dashes to the dirt and pages spill out onto the ground.

Winter gets up, disoriented. *"Who the Hell-"*

The Golem turns and moves in a blur towards the fallen man. In a low voice that sounds as if it comes through a layer of wet mud, he screams: "I AM VENGEANCE. I WILL DESTROY YOU ALL."

With that, he grabs Winter's arm and begins flailing his body against the street over and over. The book slips from Ehrmann's grasp. The creature is inhumanly fast for its size and bulk. Between the creature's clay "skin" glistening in the moonlight and Winter's body being thrashed around like a rag doll (and continuing to live!), the Fear check here is 20. That goes for the German soldiers who arrive now as well.

The Big Finale

German soldiers race up the street and begin shooting. There are 20 of them, all of the Waffen SS variety. Some shoot at the Golem while others shoot at the party. At the start of each round of combat from this point forward, roll a d6. On a 1-3, half shoot at the Golem, on a 4-6 they all do. Confusion reigns supreme here. (Also remember that the effects of fear last for the entire combat).

If used wisely, the ending battle between the golem and the fext should make for a very creepy experience, one that will hopefully stick in the players' minds for years to come, and create a powerful opponent for the heroes in the future. Be sure to have the fext's unholy gifts frighten rather than kill the heroes. Nothing can upset a roomful of players quicker than a villain that they can't defeat.

The Golem's attack is always to throw or slam Winter into something. The other attacks are focused on the SS guards. Once they are gone, the Golem turns and faces the party. That's when things get hairy.

At the start of each turn after the first, roll a d20. On an 18 or higher, Rabbi Reis appears behind the party. He looks grim. If the SS guards are still standing, he watches as the Germans attack the Golem helplessly. He does nothing to stop the Golem. If the Golem attacks the party, he commands it to stop—but it doesn't.

As in the classic story of the Golem, the creature does not want to return to

mud. It attacks the heroes and must be fought. While tough, the creature isn't invincible. If the heroes have a very rough time, Evelyn emerges with a few grenades to help them out.

During the fight, Winter lies crumpled on the ground. To all intents and purposes, he's dead. Not really, of course. He's playing possum until the creature is nearly destroyed. At that moment, while the party still fights the thing, he bolts up, snatches 1d6 pages of the ravaged Kaballah, and disappears.

Epilogue

In the end, the Golem lies on the street like so much clay. Rabbi Reis hobbles his way down the front steps and looks at his handiwork and weeps. The Kaballah is destroyed. Its pages are torn, marred with clay and blood. *"He warned me of this. Rabbi Loew was great, not because of the things he had done, but because of what he could do and did not. Now I understand. Much has been lost this night."*

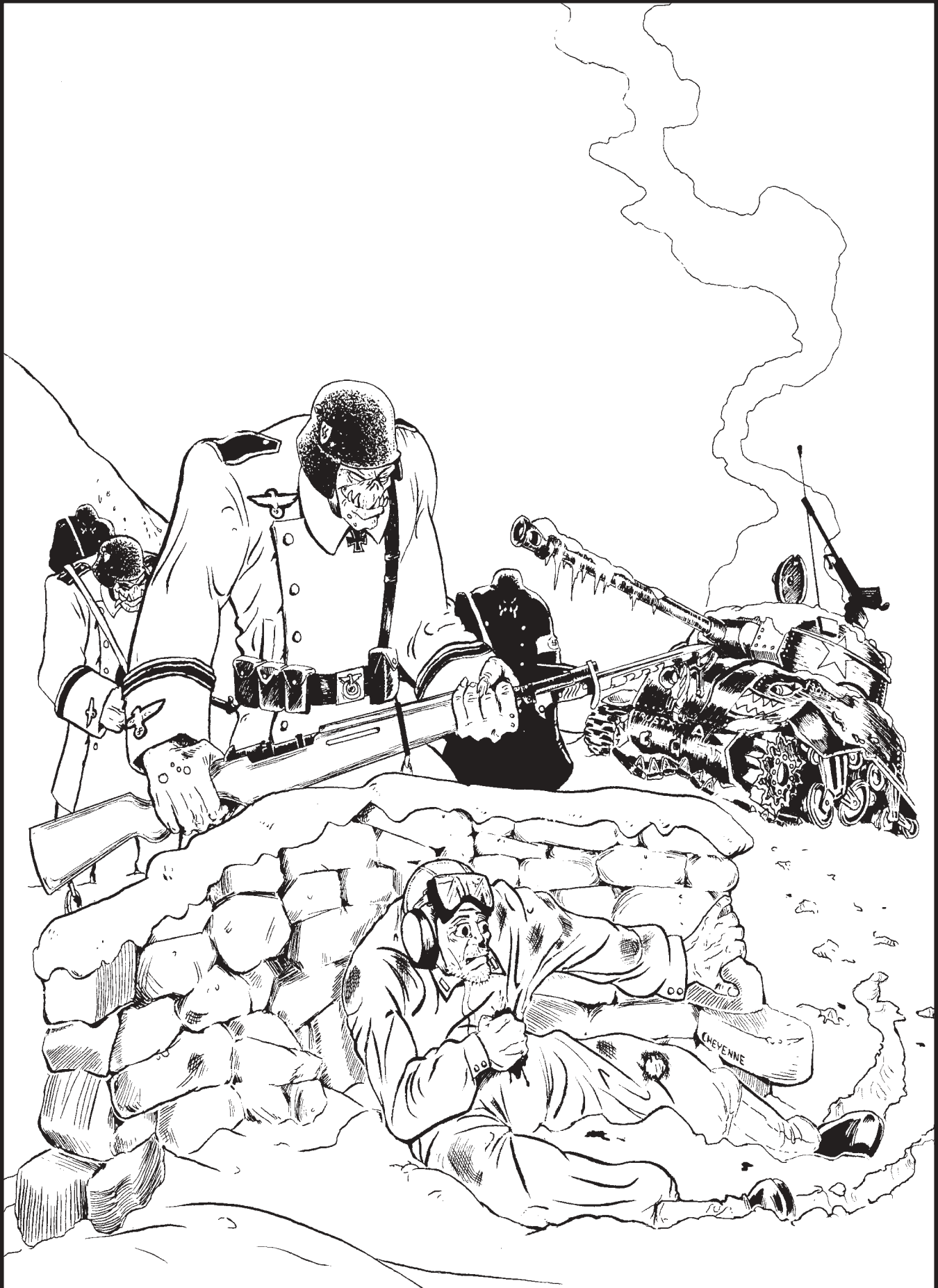
Evelyn can treat wounds (except death, of course). A quick transmission to Allied HQ sends trucks and the like to the area for safe evacuation of the heroes and the Jewish families.

This adventure is over, but Ehrmann Winter is still out there, ready to cause trouble for the heroes. The humiliation he received makes the heroes quite prominent in his mind. And he will have his revenge. The Rabbi and his book can be taken to HQ for debriefing. This sort of thing attracts the attention of the OSI, who now watch the heroes and may induct them into their ranks if they continue to survive against the horrors of the Weird Wars.

Using Winter

The rest of the adventures in this book, *Test of Worth* and *Castle Schloss*, do not feature Ehrmann Winter as it is conceivable the players could kill him in this adventure. It's also a bit contrived that the same officer would appear in all three of the team's missions. If you'd like to add Ehrmann Winter to these scenarios, simply add him to the list of villains in each Scene. If you'd like a slightly less contrived way to have him reappear, it could be the SS keeps tabs on the heroes and deliberately sends Winter after them. It's your call, War Master. Do whatever you think fits the mood and atmosphere of your campaign best.





Test of Worth

By Otto Cargill

Battered and bruised Sgt. Wico picked himself up off the floor of the dark hallway. The damp, musty odor told him that he was still underground but he had long ago lost track of where that might be. "Keep moving swine!" shouted the SS Soldier in broken English. Sharp pain shot through his lower back as the guard beat him with the butt of his assault rifle. Apparently he wasn't moving fast enough for their taste. He pressed forward as quickly as he could.

As Wico continued walking down the hall, the guard's conversation once again turned to how he would fare against Clauberg's latest creation. For days now, he had been caged like an animal, beaten into submission and fed just enough to stay alive. Transported from location to location, caged right alongside the creations of Dr. Clauberg, Wico silently listened to them casually talk about his fate like he was some rooster in a cock fight. The latest odds were 10 to 1 that he would not even last a full minute. It was times like these when he wished he couldn't understand what they were saying.

Wico stepped through the gate and heard it shut and lock behind him. Walking forward slowly, Wico examined his surroundings. It looked to be some kind of

arena, half the size of a football field, complete with unfinished stone floors stained with blood. It looked like it was carved out of a natural cave system of some kind. Through the dim lighting he could make out openings in the walls high above him with catwalks connecting them. From one of the larger openings, he could hear people talking, too many to make out any of them clearly.

The Sergeant's heart started racing as he heard a vicious growl and a loud thud come from the large steel door at the opposite end of the cavern. Cheers arose from the opening overhead as the lighting in the cavern suddenly grew brighter. Something large had struck the door. Wico was worried that whatever made the noise was the thing that he would not survive a full minute against.

Bare-chested and unarmed, Sgt. Wico stood silently in the center of this cavern that was soon to be his tomb. He silently said a prayer to himself as he waited for his almost certain demise. The gears turned, the lock slid open and his heart skipped a beat with every noise that emanated from the steel door. A chill ran down his spine when he heard the metal on metal screech as the door burst open.

The invasion of Normandy allowed the Allies to establish a strong beachhead against the Axis armies. Searching desperately, Germany turned to new and terrible weapons to unleash against their foes. They turned to their war machines, the panzers. They turned to the Luftwaffe. They turned to their scientists for new weapons, the V-2 rockets. Finally they turned to their doctors, mad scientists, unethical practitioners and evil-minded medical persons. These heinous men took stock of their resources and their available knowledge, then began creating abominations that no sane man would dare envision, let alone set loose upon his fellow man.

Test of Worth is designed for four to six 4th to 6th level characters. Our stalwart heroes will have to journey across occupied France, dodge Nazi Patrols, sneak into a concentration camp, and encounter the evils of the Nazis face-to-face. By the end of this adventure, the team will have journeyed over hundreds of miles and fought against horrid creatures of supernatural evil. They should also have proved they are worthy of joining the OSI, the elite secret group of terror hunters who strive to protect humanity from the horrors of the night.

If you are using this adventure as a continuation of the first two in this book, *Hell in the Hedgerows* and *The Golem*, this adventure comes as the team have made a name for themselves among the top brass—particularly those with ties to the Office of Supernatural Investigations.

If you are running this adventure as a stand-alone, the player characters should have had at least one previous encounter with the supernatural.

War Master's Brief

Late July, 1944

Sgt. Ryan Wico is one of the OSI's agents within the 101st Airborne. Following a drop behind enemy lines, Sgt. Wico sent word of creatures; neither man nor beast, at the end of SS leashes. His unit watched as they unleashed them on POWs and other victims behind the wire fences of Natzweiler-Struthof. OSI communications with Sgt. Wico were lost shortly thereafter and he had been reported killed in action.

A few days ago, word reached them that Sgt. Wico is in fact alive. He is being held in Natzweiler-Struthof, outside of

Stroasburg in Southern France. He managed to get a message out where and claims to have vital information on what these abominations are and what the Nazis plan to do with them.

Pitr Croteau, a member of the French Resistance and the OSI, is currently located in Luxembourg. Communications with the man have tasked him with gathering a group capable of infiltrating the prison, finding Sgt. Wico, and returning with him and the information.

Getting the Heroes Involved

The adventure begins with Croteau contacting the heroes, whether through mutual connections, messages sent by OSI runners or even through OSI agents within the military who command the heroes. Any heroes in the military or Resistance get orders to contact Croteau and assist him in a top-secret mission, while civilians receive offerings of food and money.

The heroes must cross German-held France between Luxembourg and Stroasburg, infiltrate the camp, and rescue Sgt. Wico. Like any typical mission, this one goes wrong and the heroes have to penetrate deep into the heart of the very beast that they and the allies fight against as they travel from Stroasburg to Ravensbrueck. In a camp known for its grotesque experiments, the heroes there will face the darkness of a lunatic's mind, firsthand.

If you are bringing existing characters over from your campaign, then it should be a simple matter to direct them towards Croteau. While he is not holding a sign up in the town square, he knows how to contact likely candidates for assistance. If your characters are brand new, this is an excellent opportunity for them to meet and get to know each other. This mission provides them with a bonding experience to help cement them as a group if they choose to continue together afterwards.

The heroes have a long journey in front of them and strange events happen along the way. While they may have encountered the supernatural before, this is really their proving ground for recruitment into the OSI. The OSI agent, Croteau, is watching the heroes every step of the way and it is by the heroes' actions alone that Croteau may judge them worthy of filling the OSI ranks in their battle against evil. While their goal is to rescue Sgt. Wico, anything they do could cost them the support of a powerful agency.



Scene 1: From Luxembourg to Stroasbourg

Luxembourg

Luxembourg borders Germany to the east, France to the south and Belgium to the west, and Stroasbourg, one of its major cities, has suffered through the war. The frequent battles have taken their toll, and portions of the city stand only in ruin. The city's leading families live in exile and even though the Allies have invaded to the north, Luxembourg still does not know freedom.

Pitr Croteau

For over a year, Pitr Croteau has proven himself worthy of his superior's respect and support. Serving as the primary operative for the OSI out of Luxembourg, his success on assigned missions has granted him positive marks and allowed the higher ranks of OSI personnel to overlook his penchant for the ladies.

Pitr Croteau: Operative for the French Resistance; CR6: Medium-size Human; Class: Res 4, Sct 1, Opt 1; hp 37; Init +2; Spd 30 ft; AC 12 (+2 Dex); Ranged atk +6 (+7 within 30 ft); AL CG; Fort +5 Ref +8 Will +3; Str 8, Dex 15, Con 14, Int 12, Wis 10, Cha 14

Skills and Feats: Bluff +8, Disable Device +5, Disguise +8, Forgery +3, Gather Info +8, Hide +8, Innuendo +6, Listen +6, Move Silently +6, Open Lock +6, Search +7, Spot +6, Swim +0, French +5, English +3, German +4, Simple Weapon Proficiency, Firearm Proficiency, Light Armor Proficiency, Point Blank Shot, Precise Shot, Eye for Terrain, Dead Eye, Track.

Special Qualities:

Sneak Attack +3d6: See the Players Handbook page 47
Contacts: Once per Week
Uncanny Dodge: See the Players Handbook page 48

Croteau arranges for the heroes to meet him in the back room of La Flamberge late in the afternoon. The bistro, is sympathetic to the Allies, and Resistance members have long whispered that food

served to the Nazis sometimes has grotesque extras—some strike back at the invaders in their own ways.

While the bistro is clean and well decorated up front, the back room is little more than a storage area for dry goods and dishes. The host is immediately welcoming and shows the squad straight to the back.

Croteau is already waiting for the heroes when they arrive. He has his cache laid out on a small wooden table by the time the heroes arrive. Stacked on the table are a Thompson machine gun, two German Kar 98 rifles, four Colt pistols, two Luger pistols, two potato mashers, six pineapple grenades and enough ammunition for three reloads of each weapon.

The bistro provides a satchel containing several sandwiches, a few pastries, and croissants (all of it quite clean). Croteau has the materials to make up identification papers for those who are traveling without them and civilian clothing to disguise them. Pitr does his best to make the papers, and while he has experience, they are not perfect. Each set of papers requires a Forgery check with a DC 15. Any papers that fail are obviously wrong. If the roll is a natural 1, the papers look correct to Croteau and the heroes but are missing some otherwise obvious detail so that any trained and alert person checking these papers knows they are false. Papers successfully created grant a +4 bonus to Bluff roles when used.

Croteau starts speaking in French, but switches to heavily accented English if the characters cannot understand him.

"Mes amis, we have a long trip ahead of us. I have brought you together because you have demonstrated the skills we need on this mission.

As you know, the Americans, British, and Canadians have landed and are pushing back the Germans daily, however they still need the help of the Resistance. One of their paratroopers dropped to the south of us and carries vital information.

The Allies do not have any units in the area who can undertake a rescue, so we must do it for them. Last we heard, the missing man, a Sergeant Wico, was imprisoned at Natzweiler-Struthof prison camp, located outside of Stroasbourg.



Test of Worth

We will travel by foot since vehicles only draw attention and force us to keep to the roads. By going across the countryside, we can avoid the checkpoints and the normal patrol routes. Once we reach Stroasbourg, we must enter the camp and bring Wico out.

Rescuing Sgt. Wico is absolutely vital and must be done at any cost. You must resist the temptation to rescue any other poor souls we find at the camp.

Here are your civilian clothes. We must maintain our cover while traveling through German-held territory. Time is of the essence but we must also be careful. Remember that Allied forces caught in civilian clothing are treated as spies.

Here is our route."

Laying out civilian clothing and a map, Croteau shows the route to Stroasbourg. The heroes must trek over 70 miles through Nazi-held territory. In this they have two choices.

By passing through the countryside, the squad can bypass German checkpoints set up along the roads. There is no guarantee the heroes can avoid German patrols crossing in the forests, however. Croteau prefers this route, even though it is longer.

Croteau answers any questions as best he can, but his intelligence on the Stroasbourg area is limited to how to get there, where the camp is, and where Stroasbourg is in relation to the camp. A sympathizer in the area will help them with the details of the camp once they arrive. Croteau refuses to name the sympathizer until they arrive, so the heroes had best keep him alive, Croteau grins.

Le Sewer

When everyone is ready, Croteau unlocks a hidden door behind the shelf containing the dishes. This door leads into the old sewers and provides a faster way out of the city.

The journey through the sewers is not as easy as it looks. A gang of thieves has been making use of the tunnels as a way around the city and the German patrols. The Germans finally grew wise to their tactics after they observed one of the thieves making an escape through a manhole. Ever since, German patrols delve into the sewers daily under orders to capture the thieves. These boys are on

alert for anyone in the sewers and are authorized to shoot to kill if there is resistance.

Patrolling the area are three groups of guards, each made up of three Wehrmacht soldiers and two veteran Wehrmacht soldiers armed with Kar 98k rifles (*Blood on the Rhine* 163). Have the squad make Move Silently rolls, but at -2 due to the echoing tunnels. Any gunfire in the tunnels alerts the other guards immediately, who arrive 1d20 rounds later.

The patrols are concentrating their search underneath the bistro because the manhole the thief escaped through is on the same block. They shout a warning for anyone they see to stop and surrender first. If the "thieves" refuse to stop, make a violent action, or attempt to escape, however the Germans open fire and pursue. Several recesses and corners are provided by the sewer to use as cover when anyone is moving down the tunnels.

This is a wake-up encounter for the heroes as opposed to a serious life or death situation. The Germans have authorization to treat the thieves as partisans (meaning they may execute them), but they are also men who have been ordered to walk around the sewers for several days following a bunch of thieves stealing food. Elude them long enough and the guards give up and go back to their search.

Out of the Sewers

The path south towards Stroasbourg beckons the heroes once they are out of the sewers and into open air under a clear night sky. Passing through the Ardennes this way is almost all forest and mountain, so extremely rough terrain waits for the squad in their cross-country journey. The patrols are not difficult to avoid for the most part—out in the open there is more room to hide. Nature provides fresh meat for those who can hunt and the heroes do not have to worry about concealing any weapons or questionable items.

There Is No Shelter Here

While the first night is clear and comfortable, the days following grow colder and very unpleasant. Storms turn from drizzle to downpour in a heartbeat and sweep over the countryside. Traveling in rain and muck makes our heroes cold, wet, and covered in mud.

Sight of shelter is welcome after trudging through this weather for the third day in a row. The shell of a downed



Test of Worth

British bomber is the nearest that can be found. Running along the port side of the plane is a large gash and its tail is scattered in debris across the field where it crashed. Broken chronometers and calendars inside indicate this plane belly-landed a few weeks prior. The lack of rummaging points out the plane has not yet been found by German patrols. Very little blood and no bodies around indicate the crew made good on its escape or at least lived through the landing.

Searching (DC 10) turns up a medic's kit, compass, two K-Rations and assorted personal items. No maps or intelligence items remain in the bomber as the crew collected them before they departed. Characters with knowledge of planes can deduce that dumping the heavy manned machine guns before crashing lightened the plane enough to clear the tree line south of its resting spot. No bombs remain in its belly.

Croteau suggests the squad stay the night in the bomber to escape the buckets of rain coming down. Lighting a small fire inside is not a problem and the heat given off is enough to make the plane comfortably warm.

Trouble in the Rough

Unfortunately, the plane was spotted by a patrol—who promptly gave chase to the escaping crew and lost them in the woods. Now the Germans have one man watching the plane to see if the crew returns.

The heroes only chance to spot the scout hiding in the woods nearby is to make a successful Spot check against the Scout's Hide of +10, plus a situational modifier of +10 because of his prepared and camouflaged position.

The scout calls in his squad mates immediately on seeing any weapons on the "civilians" (assuming they are Resistance), or any Allied uniforms if any of the heroes are not disguised. The same occurs if the heroes press on past the bomber as well—the scout simply trails them (Move Silently +10) and vectors in a squad to intercept somewhere else in the woods.

The German patrol that shows up is composed of a veteran Wehrmacht officer armed with a MP38 SMG and Lugers, seven veteran Wehrmacht soldiers armed with Kar 98k rifles, and a Sdkfz 234/2 with a full crew.

Assuming the heroes bed down for the night in the bomber, the German patrol drives straight up to the bomber and

covers the hole in its side with the halftrack's machine guns.

The bomber offers concealment (but no armor) for the team, but the gash in the side is an easy entry point should the Germans decide to assault.

The Germans make every attempt to capture the squad alive so that they can find out just what these "partisans" were up to. If they are successful, the Germans take all of the team's weapons and execute them as partisans. Of course, a good War Master should provide some opportunity for escape should this seem likely.

In the unlikely event that no shots are fired and the heroes manage to hide any obvious weapons (or perhaps fool the guards into thinking they are simply hunters), their papers are checked. If these are in order, then they walk away after a short but brutal series of questions.

Mensch-Baer

After escaping the Germans, each passing step brings them closer to Stroasbourg. Around late afternoon on the day after the fight at the bomber, the operatives get the distinct feeling they are being watched. If the heroes search the area, all they find are large boot tracks.

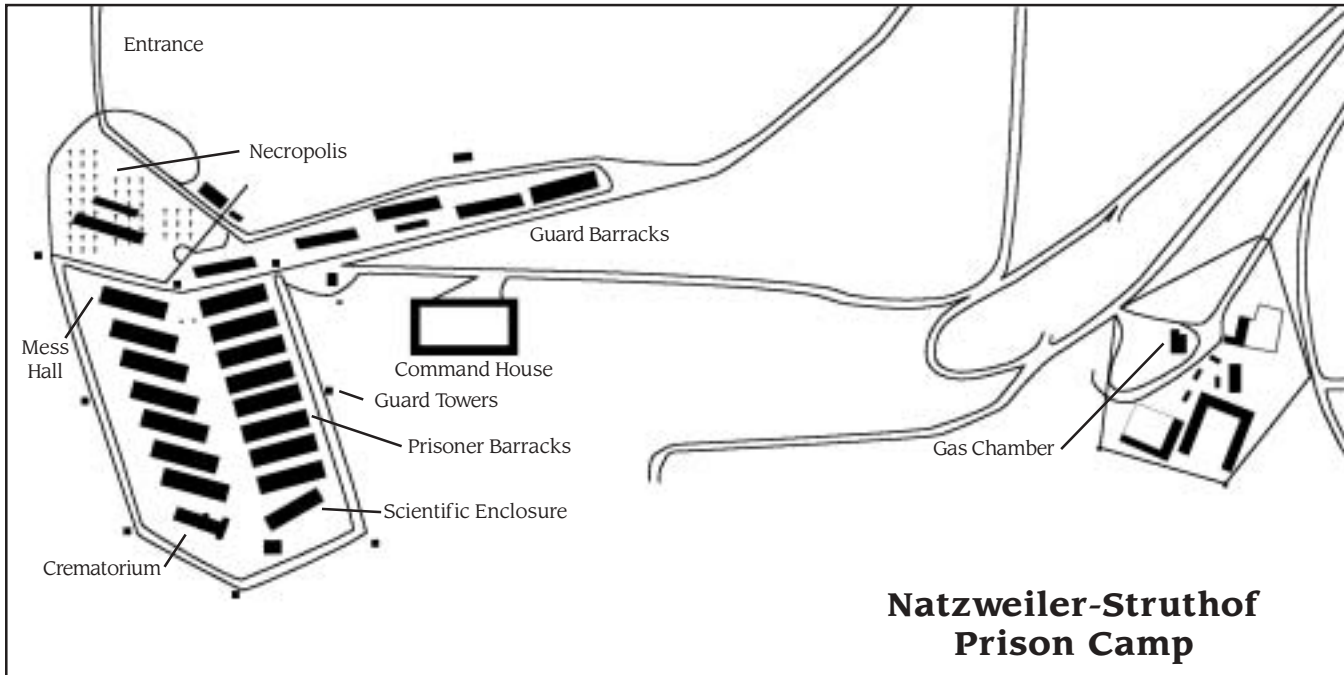
That feeling of being watched is all too accurate. Leery of the heroes' persistence and distance behind German lines, the Nazis have unleashed a patrol of brutes into the woods. These angry creatures trail the party relentlessly, tracking them through day and night until they catch the scent.

Late in the afternoon of their final full day of travel to Stroasbourg, the heroes find travel upon a small side road running south through the forest. The whole area, though wooded, has become quiet. Not even the birds in the trees chirp. Alert heroes (Listen of 15 or more) may hear the sound of crunching grass (or snow depending on the time of year). As the path narrows and the heavy noise behind them grows closer, the heroes should feel anxious and hunted, especially as night falls.

The brutes have now found the heroes and prepare to attack. There is one brute per character. Half of them circle wide and forward to surprise the team from their front. The other half continue to stalk the heroes from the rear.

Once the trap has sprung, the brutes attack relentlessly. They fight to the death and won't run regardless of how bad they appear to be losing the fight.





**Natzweiler-Struthof
Prison Camp**

Nazi Brutes: CR4; Medium-size Humanoid; HD 4d8; hp 28; Init +1 (+1 Dex); Spd 30ft; AC 14 (+3 natural, +1 Dex); Atk: By weapon or 2 claws +6 (1d6+4), Bite +2 (1d4+4); AL LE; Fort +5, Ref +3, Will +0; Str 18, Dex 12, Con 17, Int 6, Wis 10, Cha 4
Skills and Feats: Hide +4, Move Silently +4; Power attack
Special Qualities: Darkvision, scent
Possessions: Kar 98k (2d8 damage; Range 120), bayonet (1d6+5 damage), 24 rounds of 7.92mm ammo, 1 stielhandgranate (4d6 damage, Range 5).

These brutes are slightly tougher than the usual batch. They have a few more hit points as well as darkvision and scent. The latter is the sense they use to find and hunt down the heroes.

Brutes are pure evil—whatever good once dwelled in the subject's once-human heart was baked out in the creation process. A character who is downed (between 0 and -10 hit points) makes a very attractive target for the creatures. They delight in bayoneting the unfortunate soul, and must make a Will save (DC 10) not to do so, even if there are other targets nearby. Only a direct attack on the brute forces it to abandon its prey otherwise.

Scene 2: Into the Dark

Stroasbourg is a quaint little town, exactly the type tourists visit and walk around during more peaceful times. Red-roofed houses, little trinket shops and a small railroad station make up some of the more traveled areas of the town. The locals, cowed by the obvious German strength nearby, shun newcomers to the area. Croteau's only contact in the area is the baker, a secret sympathizer.

Turew Andersdorf, the baker, delivers fresh baked goods daily to the prison camp. He sees how the prisoners are treated and this has turned him against the German cause. On occasion, he has passed local news and information on to Croteau. Recently, he witnessed several men in American uniforms unloading at the camp. The last he knew of them, they lived in the POW barracks with the rest of the war prisoners. Turew says a couple of them wore the 101st Airborne patch on their uniform and according to Turew, one of the men matches the description of Sgt. Wico.

If the heroes cannot come up with a method for sneaking into the camp by themselves, Turew offers to play sick the next day so the heroes can make use of his delivery truck to sneak themselves inside. While he is not going to take any





huge risks, the truck serves as a good cover story for the squad. It might also be possible to simply hide in the truck. Turew claims the guards have inspected his cargo once or twice, but most often do not.

Getting into the camp by any other method won't be easy. If any of the heroes speaks German, they may be able to steal some uniforms and fake their way in, but the guards are suspicious of regular line troops who attempt to enter. They demand orders, papers, and proof the disguised soldiers are supposed to be there. Heroes attempting this approach must talk fast and convince the guards they have some important purpose at the camp. The truck normally runs at 10:00 AM to deliver the fresh food and returns again at 5:00 PM to pick up empty bottles and crates for restocking. If someone other than Turew drives the truck, the Germans most definitely ask why and check papers. If there is any suspicion whatsoever (the hero fails his Bluff roll, for instance), the guard opens the back of the truck and gives it a cursory glance. With extreme suspicion, he searches more carefully and automatically finds the heroes unless they have hidden themselves in a sealed container or other device.

The Camp

Each of the camp's gates remains guarded day and night. The external fences are electrified with hoops of razor wire across the top, completely enclosing the perimeter. Watch towers stand every 50 yards and are armed with spotlights, heavy machine guns, radios, and alarms. Between the external fences and the camp is another set of fences which make up the dog run. The dogs have hutches located approximately half way between the watchtowers and about 30 dogs are in the run at any given time. The area between the dog run and the exterior fence is 10 yards of open ground with no cover at all. Any loud commotion in the perimeter raises the alarm 1d6 rounds later.

The camp itself would drive a claustrophobic person insane. The prisoner cabins are arranged neatly in two rows of six, with mess halls to the north and a crematorium to the south. The headquarters consist of the staff's offices and quarters, guard's quarters, mess hall, and a medical building. A scientific enclosure surrounded by a ten-foot tall cement wall with a wrought iron gate sits


between the headquarters and the prisoner cabins.

Once inside the fence, staying low-key is the only way to avoid the guards. There are many prisoners and guards moving around inside during the day. The prisoners work, dig ditches, tend what little farmland is available inside, and repair the cabins with any material they can find. The guards keep a watchful eye on everyone, but so long as the heroes look busy, they should blend in with the crowd. Some cautious questioning about Wico, especially near the POW cabins, points them toward the scientific enclosure. During the night, all of the prisoners are in their cabins and guard patrols increase to ensure there are no escapes. The central headquarters remains active until late night with German officers and soldiers eating in the mess and the occasional strain of music drifting over the area. The scientific enclosure remains dark and inactive by all appearances.

According to prisoners from the POW cabin, Sgt. Wico and several other prisoners were moved from their regular cabins to the enclosure several days ago. Not one word has been heard of them since. This has generally been the same for anyone transferred to the enclosure. They have seen trucks from other camps arrive, enter the enclosure, and then leave a day or so later, but none of the prisoners are ever used to load or off-load these trucks so no one knows what's in them (or is put in them). Rumors about the enclosure include a gas chamber, an incinerator, medical experiments, or an interrogation room since only POWs have entered it so far. (Remember that the atrocities committed at the Death Camps further east are not widely known yet.)

If the heroes entered the camp disguised as German soldiers, the prisoners do not speak to them willingly. The camp population does not trust the guards and any prisoner seen passing information to the guards is shunned completely by the rest of the prisoners. Accidents also have a habit of happening to prisoners who betray one another in this method. Heroes wearing German uniforms must find ways of convincing the prisoners to talk to them. Fast talking, showing dog tags, revealing their mission, and most other methods can be effective, but compromise their secrecy. Once the prisoners are convinced the heroes are who they claim to be, they must be convinced not to let this information slip.





Anyone who knows who the heroes truly are is a liability and should only be trusted with this information for a short time.

For such a fearsome reputation, the enclosure is guarded lightly from the outside. While a pair of guards walks the perimeter of the building, they take their time and spend it talking and swapping cigarettes instead of paying attention. With the stories the prisoners are telling, this should seem very unusual to the heroes. It seems the guard dropped heavily after some noisy ruckus and gunfire was heard from the area two nights prior (Clauberg's enclosure was evacuated).

If the heroes snuck in using the truck, they have to be very careful moving outside of the mess area. The guards aren't going to be friendly to any "bakers" caught around other buildings, though some fresh pastries and fast talking might get them into the officers' quarters and offices. If the heroes somehow snuck in by other methods, they may be able to get closer to the enclosure but it is still not going to be easy.

The heroes play a dangerous game here. Outnumbered and under-armed, they stand very little chance of escaping in one piece if they start trouble. While attempting to rescue the prisoners is noble and good, it is not what they are here to accomplish. They do not have the resources for a full-scale rescue, and even if they did manage to get the whole place sprung, they are still deep in enemy territory. Guiding the whole lot out to safety is impractical and, unfortunately, not on the menu for this mission.

The Enclosure

The doors to the enclosure remain locked by a simple tumbler, easily picked with little effort (Lockpicking DC 15). If the team somehow finds a way inside, they find it has a dirt floor and thick concrete walls—more like a bunker than a research facility. The stink around the area, especially the crematorium, smells less of ashes than is usually expected and more of rotted meat and death.

The inside of the bunker looks amazingly like the outside, all gray concrete and brown stained walls. Ten feet from the exterior door is a wall made of prison bars, with a single door leading through. This door hangs open and behind it is a heavy steel "portcullis" that lifts up from the floor, revealing a small spiral staircase leading down into the darkness.

Unless they have brought flashlights or can manage to find the light switch at the bottom of the staircase, the entire lower area is pitch-black, barring whatever light filters in from the stairway. Mounted on the wall alongside the bottom of the stairs is an electrical panel with several switches. Throwing these switches activates the various electrical outlets in the bunker including the lights, which illuminates the entire inside of the bunker as well as the tunnel.

The lower area has been sectioned off into a dozen cages large enough to hold a full grown bear. A medical area holds various pieces of equipment and an office made out of a temporary and flimsy wooden partition sits on the east end. At the west end is a door, the type used on vaults, half open and revealing a long, dark tunnel behind it.

The cages are completely enclosed on all sides and the top by very strong bars, but in some areas the bars are noticeably bent outwards. The floors of the cages are bolted securely into the concrete and on a whole appear to have held up against whatever was contained inside. The concrete floor in all of the cages show gouges and scars, the marks strongly resembling the slashes in the wall surrounding the staircase down into this room.

The medical area itself is the main source of the wretched smell that hangs over the bunker. Small pools of dried blood and other evidence of poor surgery, including leftover surgical towels and bits of unrecognizable meat cover the tables and fill the bins around the area. Bits and pieces of medical equipment are still here, mainly in wall-mounted bins. Any medic can replenish 1d6 healing supplies from these bins. The metal door into the crematorium is convenient for the quick disposal of experimental surgeries gone awry.

With the lights on, a watchful character might also notice strange symbols painted on the walls in blood at each of the cardinal points of the compass. To those who can read them, the runes are: Uruz, for control of the creatures, Thurisaz for the destructive power the creature possess, and Wunjo for the fury they possess in their attack. A Nazi blood mage showed Clauberg how to add these small magics to his bizarre surgical experiments.

Inside the incinerator are nothing but ash and the occasional bone with the exception of one skull. Even charred and



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blackened by the fire, this skull strongly resembles a human skull, only with the jaw supporting fangs instead of normal teeth and a quarter-sized hole drilled into the base of the skull. Scratched deep into the bone, the skull also features the same runes found on the walls of the surgical areas.

In the office drawers hang open, a very cold cup of tea sits on the desk. The desk itself is empty, save for a few office supplies in the center drawer.

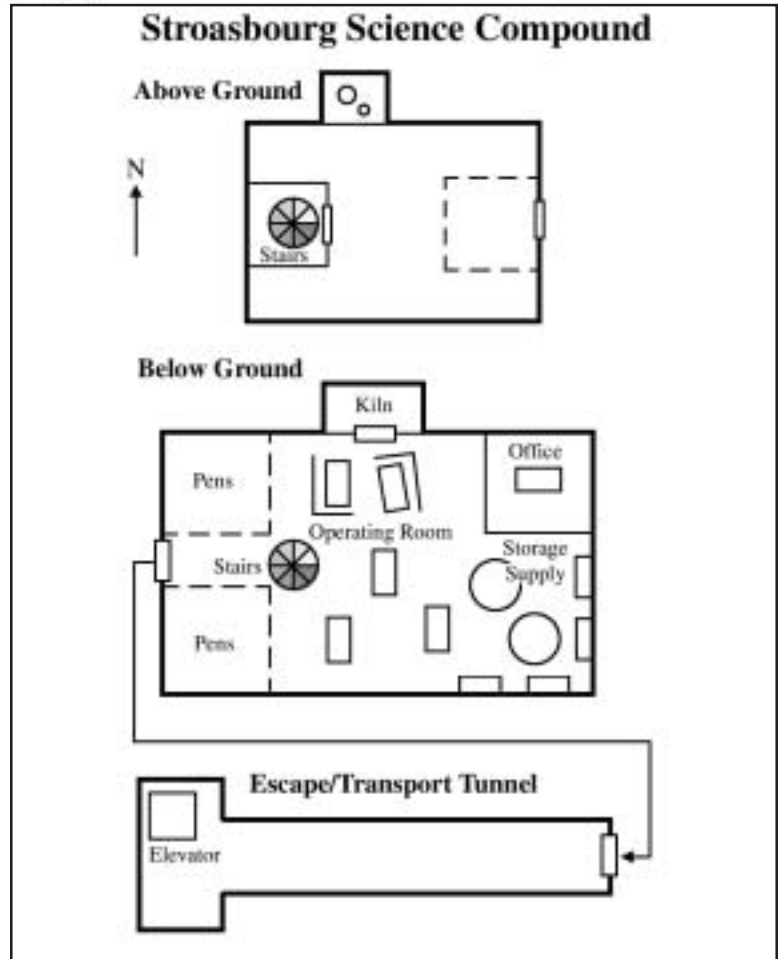
In one corner is a small metal trashcan with a pile of ashes inside. The piled ashes have cooled completely by the time the heroes find them and anyone digging through them or making a search check (DC 15) of the office finds a half burnt notebook. The notebook is Professor Clauberg's himself, and his name is inside the cover. According to the notes, Clauberg's experiments run the gauntlet of the profane and unholy. Working with combining creatures to create monstrous amalgamations, the Nazi scientist is seeking the perfect balance between intelligence, cunning, power, and terror in order to create a new warrior for the Führer. The notes run the gambit of his ideas in the development of "his" creatures. Due to the book being burned however, much of this has been lost and only a few tidbits remain. A character who makes a Language (German) roll (DC 15) roll, finds notes on what sort of animals Clauberg has used, mainly bears, wolves and cougars. There is no mention of how they crossed the creatures with humans but if the evidence in the medical area is any clue, it was not pretty or painless.

At the end of the book is a partially destroyed note about the Führer inviting Clauberg to Ravensbrueck for a demonstration of his new creations. Folded into the back of the notebook is a decoded message. It sets the date of the transfer at the same day the other prisoners last saw Wico. It reads, in German:

"Transfer experiments to Ravensbrueck. Stop. SS to provide escort. Stop. Meet with command in three days. Stop."

Escape

If the heroes left a guard at the entrance, he had better be a fast talker because one of the patrols coming on duty goes to check out the bunker. If they



left no guard, the first indication they get that things have gone wrong are the shouts from above as the guards summon reinforcements and prepare to kill the intruders. Clauberg's tunnel, used to move the creatures secretly out of the camp for transport to Ravensbrueck, provides the most immediate exit. With the entire camp on alert above them and two-dozen guards making their way into the bunker, it is the only safe way out.

Unfortunately, Clauberg was afraid his creatures might one day break free. To stop them, he had several traps constructed along the length of the tunnel. These are simply two foot deep pit traps with sharpened stakes in them. They are designed to hobble and slow a creature, not kill it. Every 10 yards traveled, have the characters make a DC 15 Reflex save. Of those who fail, the lead character steps into a trap and suffers 1d6 damage. His movement rate is also halved for the next 1d4 days or until the damage is healed. The DC of the Reflex save is reduce to 10 if the heroes walk.





The tunnel is one hundred yards long and leads to a small garage outside of the camp. It is illuminated only by whatever light the heroes carry. This same tunnel previously witnessed the loading of the caged creatures into trucks.

The guards know about the traps but do not know where they actually are, so they hang back at the entrance and fire at the heroes until they either kill them or the traps take them down. If the heroes are well on their way to escaping, the guards send a small detachment down the tunnel but move slowly so as not to step in a pit trap.

The tunnel, after a few twists and turns, leads to an elevator installed beneath Klaus and Sons Garage, a front set up by Clauberg in order to have a hidden escape route on hand. The garage is empty except for a cage and some packing gear. The whole place feels abandoned. The garage is outside the south end of the camp and a side road leads to the main road that connects the camp and Stroasbourg.

With the camp on alert and guards doubling at every post, it may not be

wise to hang around the area for too long. While the only guards who knew about the exit underneath Klaus and Sons left with Clauberg, it does not take the guards that chased the heroes through the tunnel long to make it past the traps. Once they reach the elevator, they use it to enter and scour the building.

Receiving communications about the intruders, the German soldiers in town set up stations to check everyone trying to leave. The soldiers detain anyone without proper papers or a good reason to be traveling and a curfew is set for sunset. The last northbound train departs just before the curfew is enforced. This train travels north to Hamburg, stopping at all points in between.

Croteau has a contact in Hanover with at least some knowledge of Ravensbrueck camp. He had spent several months there as a guard before defecting. Considering that Sgt. Wico may be in more immediate danger than originally expected, time is of the essence and the train is the fastest way there.

Scene 3: Searching for Sgt. Wico

The most expedient way north is via the train that runs from Stroasbourg to Hanover. By cutting across country, passing through Wittenberg and then straight on to Ravensbrueck, Croteau hopes to recover Wico before Clauberg can end his existence with his twisted medical experiments. Walking will take too long with this distance and the roads are dangerous, thanks to the recent increase in air attacks from the Allies and the constant checkpoints.

The Train

The train feels like a sardine can. The accommodations are moderate, with overhead nets for baggage and bench seats for everyone. If the heroes have snuck aboard the train instead of paying for tickets, then the baggage car is suitable for hiding but very cramped.

Germans lightly patrol the platform in Stroasbourg while auditors stand by the passenger doors to check papers. Anyone found without proper papers is detained for investigation. A half-dozen guards assigned to the train do their duties quickly and without too much concern



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unless trouble starts. They spend most of their time smoking in the caboose away from the other passengers. As the train pulls out of station, it steams forward and north to Hanover.

Train Checkpoints

Five stops await the heroes between Stroasbourg and Hanover. Each takes nearly an hour to pass through thanks to guards boarding the train and checking for papers. Detainment and a rough trip off the train await anyone whose papers are not in order or found to be false. The guards drag off the train and imprison anyone who resists too strenuously. The guards are not mindlessly cruel, but neither are they willing to let potential Resistance members slip through their fingers.

At each of the five stops, a German officer and two guards board each passenger car. Shouting orders and demanding papers, these men move down the car row by row. When the officers reach the heroes, they check and scrutinize their papers as closely as everyone else. If the papers are out of order, incorrect, or missing, the guards immediately arrest the team. If the heroes try to cause trouble, the guards are under orders to stop them as quickly as possible. Gunshots and loud fighting bring 2d6 other guards from elsewhere in the train within 1d6 rounds.

Hanover, Germany

Croteau's contact in Hanover is Nikolaus, an ex-guard formerly stationed at Ravensbrueck. He has been living in Hanover since his stint with the German army ended. Collecting his pension and setting up a small farm outside of Hanover is all he really wanted, but when something started stalking his farm and chewing up his livestock, he set out to stop it. Croteau arrived on the second night of his vigil and together the two of them chased the creature down and finished it off. Ever since, Nikolaus has helped Croteau with local "special" problems, though he is not formally a member of the Resistance.

The farm is a kilometer outside of the town, and when the heroes arrive, a large crowd has gathered around the front door. Nikolaus is standing on the porch facing the group of angry villagers with torches in hand. Shouts echo around the area as the Heroes approach.

*"The creature lives here!" and
"Your field hand is the monster!"*

Nikolaus waves his arms, trying to calm the crowd and talk to them.

*"Only me and my farmhand live
around here. We did not see
anything last night. You're chasing
shadows! Hans would not do such
a thing!"*

Crouching behind Nikolaus is a very large man, his face covered in burn scars and his muscles stretching his work clothes. Pitr sees his friend's dilemma and tries to help Nikolaus' explanation (in perfect German), but the crowd only argues louder, some of the more direct members waving their torches towards the cowering Hans. Pitr and Nikolaus cannot hold them off forever. The heroes must step forward and defuse the situation before the people with torches get eager to burn something down.

The crowd remains determined though. On the other side of town, there is definitely a dairy cow torn to pieces and partially devoured. Sightings of some flying beast started after Hans' arrival. In addition, rumors and secondhand news is running rampant so the heroes had better move quick and come up with a good reason for the crowd to leave. Threatening violence can work but is guaranteed to get the heroes reported to the police and Germans in the area. Talking down the crowd is a far more peaceful and low-key approach. Only allow Diplomacy rolls to be made after the players come up with a valid argument for the crowd or if they are completely stumped.

Once the villagers disperse, Nikolaus gladly welcomes the heroes inside and prepares them a hot meal.

*"I thank you for helping us. After
the stories of some monster
cropped up I thought it was only a
matter of time before you came
around, Croteau. Hans has nothing
to do with this, but the villagers are
scared and he is still new. They
want to blame anything they can
for the attacks. Whatever these
things are they only showed up
about a week ago and Hans only a
few days before that."*



Nikolaus Heftig

Nikolaus had a medical discharge from the German army after an accident while transporting munitions left him with only his right arm and a severe limp on his left side. Considering the state of the others in the accident, he got off easy. He then traveled to Hanover, and using the money he received after his retirement, started a small farm where he intends to spend the rest of his years. The farm itself should eventually produce enough for him to live on and that is all he was interested in until Croteau showed up. While he is patriotic to Germany and served proudly in the Wehrmacht, he was not a member of the Nazi party and strongly disagrees with what sort of experiments and conditions exist at Ravensbrueck. He has pride in the Fatherland but shows his contempt for what the bad elements in charge are doing. His disgust with these acts is the only thing that motivates him to help, along with his gratefulness to Croteau.

Hans Grubberman

The scars on his face and body do not reflect the good heart within. Burned and silenced during a firebombing on his hometown, Hans traveled for weeks before arriving at Nikolaus' farm. In the short time since Hans' arrival the two have grown into good friends. The same attack that burned his body also destroyed his voice and he is unable to speak, though he does write just fine. While the townsfolk shunned him, Nikolaus welcomed him in and gave him room and board in exchange for help with the chores. Hans is friendly and does his best to be helpful. His natural strength makes him an excellent hand on Nikolaus' farm.

Croteau looks in on Nikolaus every month or two and Nikolaus helps him with problems in the area by providing what information he can. He rarely divulges anything about the regular army—only those elements he feels engage in supernatural or “evil” activities. Fortunately for Croteau, Nikolaus' knowledge of the terrain between Hanover and Ravensbrueck is nearly encyclopedic. Nikolaus shares what he knows about Ravensbrueck with the heroes. He has no actual maps of Ravensbrueck but recalls the layout of the camp as it was when he left nearly a year ago. This includes the special fenced in bunker located next to the camp but outside the camp's fence. His orders never allowed him into the bunker firsthand but there were

constantly SS on patrol around it until Professor Clauberg was reassigned to Stroasbourg. Shortly following this, Nikolaus was injured. Clauberg's return to Ravensbrueck does not sit well with him, especially if there is evidence he has taken POWs with him for experimentation.

“The camp is laid out in an L shape near the Schewdt-See with warehouses along the north side, a railway station in the northwest, and SS workshops in the center. Fences and another railway divide the Men's and Women's camps. The women all work in the SS Workshop while the men split their numbers between the Siemens Factory and the Forced Labor Camp at the south end. To the southeast is the Uckermark, where the greenhouses stand and several sand pits wait for the disposal of executed prisoners. The bunker that Clauberg worked in is at the far northeast end, just south of the railway station and within sight of the SS housing. This bunker is probably where he is and where he has imprisoned your comrade.”

“The bunker always had several SS stationed around it and only one entrance at the north side, facing the railway station. Whatever Clauberg is doing, he is doing it inside there. If your friend is there then he does not have much time left, if he is still alive now.”

“The fastest way there from here is to cross the countryside and go through Wittenberg. The British have taken out many bridges all along the river and Wittenberg is the only place I know of that still has any intact. Once you are across the river, the road to Berlin passes very closely to Ravensbrueck and you can find your way there with ease.”

Nikolaus offers his barn for a place to rest through the night if the heroes wish to take advantage of it. Hans sleeps in the back room of the house and the barn has a large hayloft. The next day, the best he can offer is a good breakfast and a ride to the other side of Hanover so that the heroes can quickly return to their journey on foot.



Over the River and Through the Woods

The country leading to Wittenberg is a landscape of hills crisscrossed by streams, rivers, and valleys. The weather remains overcast and cool, punctuated by the occasional shower and rainstorm as the heroes march over the wet grass and shallow streams. The countryside between Hanover and Wittenberg is not empty. With the front pushing east every day it has become busier than ever. Patrols of Wehrmacht soldiers roam the hills hunting for downed pilots and resistance groups. While the squad hikes through the area, roll 1d6 every six hours for encounters:

- 1: Panzer!** A Pzkw IV rolls over a nearby hill, four Wehrmacht soldiers riding on top. If the team looks suspicious, the tank stops and the soldiers disembark to check their papers.
- 2: Wehrmacht Patrol.** Sounds of an engine coming over the horizon soon give view to a Sdkfz 251 half-track with six Wehrmacht Soldier and a Waffen SS Officer. The patrol stops for a routine inspection of the party's papers.
- 3: Mine Field.** The heroes come upon a wooden sign displaying Achtung!

The skull and crossbones painted on the sign indicate a minefield. The minefield is a mix of antipersonnel and antitank with the occasional S44 thrown in for good measure. Make a second roll to determine the density of the minefield.

1-2: Low Density Rating of 6

3-5: Medium Density Rating of 10

6: High Density Rating of 15

4: Air Patrol. A pair of BF-109e's cruises over the horizon, scouting for the armored division moving towards Wittenberg from the east. The fighters make a slow circle around the squad before making their way west.

5: Cattle. The heroes stumble onto some local's farmland and a herd of cattle greets them. The cattle watch the party pass, doing nothing but chewing their cud and mooing. A few dead cows lie stinking nearby, victims of a recent air raid.

6: Refugees. A group of refugees escaping the city bombings camps nears the squad's position. Tents and small fires surround the area while mainly women and children gather wood or scrounge for food. Aside from the elderly or infirm, there are very few men in the camp. The refugees have very little to trade and



no real information on the area other than what direction Wittenberg or any other city is from the camp. The people can provide a hot meal of soup and bread if the heroes are friendly towards them and have something to trade.

666th Airborne

One of Professor Clauberg's earlier experiments with the creatures was to grant them some form of flight. This made for better maneuverability and easier travel when released. A trio of the creatures, tagged and released by Clauberg, has been hunting the hills between Hanover and Wittenberg for weeks. After a recent run in with a shepherd, their appetites have changed and any wandering human, traveler, or soldier makes for an easy snack. These are the creatures preying on the Hanover farms near Nikolaus.

666th Airborne: CR 6; Large Humanoid; HD 5d10+10; hp 38; Init +3; Spd 15 ft, 60ft fly (average); AC 16 (-1 size, +3 Dex, +4 natural); Atk 2 Claws +8 (1d6+4), bite +3 (1d8+2); Face 5ft.x5ft./5ft.; AL NE; SV Fort +6, Ref +7, Will +1; Str 18, Dex 16, Con 15, Int 5, Wis 11, Cha 7

Skills and Feats: Hide +7, Listen +4, Move Silently +8; Fly By Attack

Special Qualities:

Improved Grab, Darkvision, +8 to Move Silently and Hide checks when flying

Combat: When the creature hits with a claw attack, it immediately gets a free Grapple check. If successful, it latches onto the character and rises at least 50 ft into the air. The next round, it drops him for 5d6 falling damage. The only thing a character can do while flying the unfriendly skies is attempt to grab onto the thing's ankles and hang on for dear life. Should a character attempt this, make a second grapple check. If successful, he hangs on. If not, he is shaken free as above. The exact distance he falls is up to the War Master.

Ranged attacks against the flying horrors receive -2 to hit because of their constant movement, high speed, and unpredictable flight patterns.

The creatures wait until nightfall before making their attack, using the darkness as cover to help them keep the element of surprise. Descending from the cloud cover, a trio of these beasts dives on the heroes. If successful, the creatures gain surprise and make swooping attacks with their powerful hind legs. The creatures are each strong enough to lift a struggling human. These creatures randomly attack on the first few passes and then concentrate on whomever appears the weakest, whether through obvious wounds or because he is not fighting back. During these attacks, two of the things try to distract the more powerful characters with feigned attacks and fancy flying while the third tries to snatch the weaker one and drop him some distance away. Once a squad member is dead, they fly the victim back to their nest where they feast on the warm corpse. The horrors retreat if badly wounded (quarter hit points) or one of their own is killed.

Read the following when the fight is over and someone examines the creature's corpse.

The creature is definitely the victim of some sort of Nazi experimentation. It was certainly once a man, but its hind legs have been augmented somehow to be incredibly strong, and a pair of very large canvas wings have been painfully riveted onto its arms.

The poor subject must have been driven mad by the surgery by the way it fought.

Scene 4: Ravensbrueck

Currently holding the largest population of female prisoners in Germany, Ravensbrueck proves an ideal setting for Clauberg's plans. Part of his research is into the various methods and applications of sterilization techniques on the imprisoned women. Most of the women who undergo them die during the testing or shortly afterwards in great pain. Any who survive undergo further study and those who die become fodder for other experiments. The German physicians conduct pseudoscientific medical experiments that utilize thousands of the camp prisoners without their consent, most of them Jews, in addition to Poles, Russians, and Gypsies.



Inside the Wall

The camp is laid out close to what Nikolaus described, with Clauberg's bunker at the far west end of the camp, just south of the train station and surrounded by barbed wire and heavy fences. The ground surrounding it is nothing but empty dirt. A watchtower stands sentinel, sweeping its spotlight across the area after dark. SS squads patrol the bunker itself, with two pairs of men and a dog circling the area and keeping watch on the immediate areas while the tower guard keeps a broader overview of the landscape.

During daylight, the camp is alive with labor and the occasional gunshot as the guards intimidate or execute another prisoner. The female prisoners are lead to the factories and work areas with small groups taken from the population and moved down into Clauberg's bunker. The men are on the far side of the camp and are not visible to the heroes at all unless they travel to that side as well, but their routine matches the women's closely.

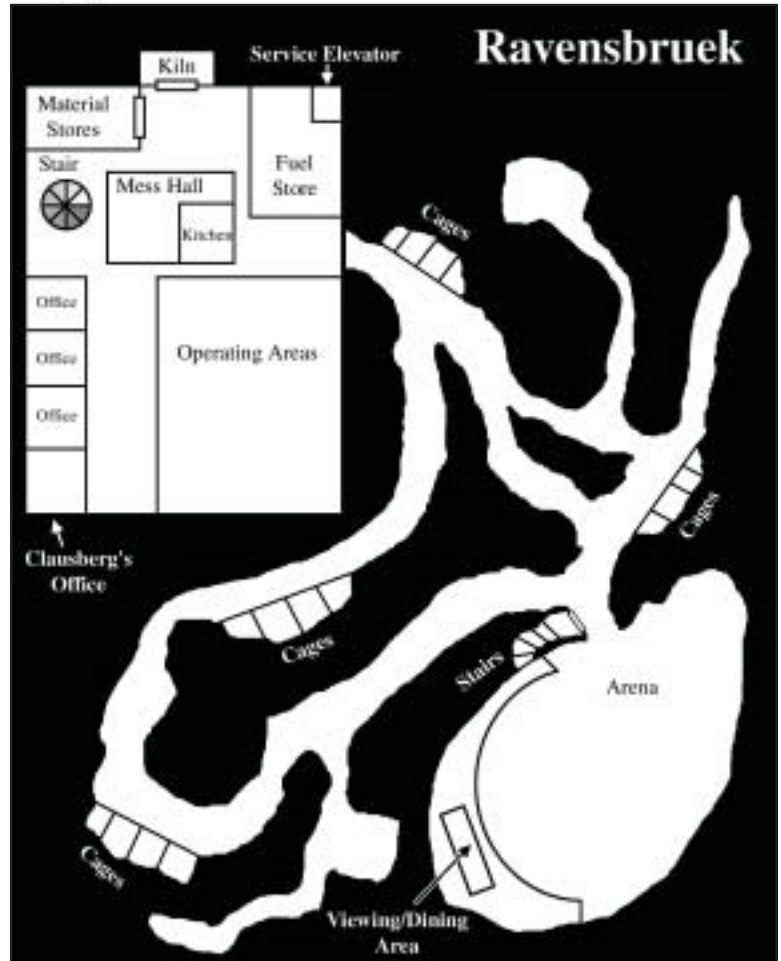
The railway station is currently devoid of trains, but a small connecting storage yard houses several work trucks for hauling loads around the camp, and even a single half-track for moving small numbers of prisoners to destinations too close to warrant the train. Otherwise, the train station is very quiet this day, with no new prisoners arriving or departing, simply working the same tasks in the factories they did the day before.

If the heroes wear German uniforms and try to sneak in, their Bluff check bonus becomes zero. The SS on guard duty are under orders not to allow anyone other than the scientists into the bunker. SS uniforms, on the other hand, give the heroes a bonus of +2 to their Bluff as long as they have a good cover story to get in.

Professor Clauberg maintains his own special compound outside of Ravensbrueck proper to continue his experiments in privacy while still having a ready supply of bodies, living and dead.

The Bunker

Located exactly where Nikolaus said it would be, the bunker is nearly identical (at least above ground) to the one seen at Stroasbourg. This time there are actually guards on patrol immediately outside the bunker. Much like the bunker in Stroasbourg, most of Clauberg's areas



extend underground. With this operation being more directly under the Führer's view, the areas received a drastic upgrade in materials and services. New areas devoted to the storage and display of the creatures line the walls of the hall leading to the arena. Clauberg hopes that by proving his creatures in an arena of combat in front of the Führer he is certain to gain approval for the mass creation of more abominations, a process he is working on even now.

With the SS Housing areas not more than 200 yards from the bunker proper, fighting their way in is not going to help the players at all. Waiting for nightfall brings an additional guard unit out but also gives them the team the cover of darkness. After surveying the area from a nearby hill, Croteau recommends that doing just this is probably the best course of action as Sgt. Wico is bound to be in the bunker somewhere.

The inside of the bunker is barren, barring a heavy steel door with a crank handle in the back wall and a few abandoned work desks scattered around



the large concrete room. Behind the door is the stairway leading down into Die Grube (see below).

Die Grube

Worse than the bunker at Stroasbourg, Die Grube (the Pit) is where the Professor houses all of his latest experiments, waiting to unleash them at the Führer's request. Descending the staircase found in the back of the bunker leads directly into the Pit. The walls, hewn directly out of the earth absorb sound easily, masking the noise of the creatures from anyone passing overhead. Cages line the walls. A dozen of them hold creatures, some stalking back and forth, some sleeping, and others with bizarre new attachments hanging off of them cowering in the corners.

Corridors and rooms divide Die Grube. Much more advanced than the operating area at Natzweiler-Struthof, the entire place is a labyrinth of medical areas, supply rooms, specimen storage and a single large, dirt floored underground stadium called the Arena. These rooms and tunnels are all part of a natural cave system below the lake and resemble such, with smoothed walls running the length of the corridors and condensation dripping from the ceilings.

Other than Clauberg and his chosen surgeons and doctors, no humans live or work inside Die Grube, except for the occasional prisoner. His own specially modified and trained creatures keep guard for him, patrolling the halls and rooms freely and heavily armed. These creatures are even more modified than what the heroes have previously encountered, mounting powerful weapons in and on their bodies to supplement their strength in hand-to-hand combat and frighten anyone who views them. The "mutts," as Clauberg calls them, are almost perfect guard animals, ready to attack and kill intruders.

If the heroes infiltrate the bunker during the daylight hours, surgeons and doctors are on hand, working in the offices or attending in the surgical areas. During the night, usually only Clauberg and his creatures are present. Clauberg spends his nights revising and studying the day's experiments and planning the next revision to his creatures. Tonight though, only the creatures are present, as Clauberg is having his dinner party with the SS.

Clauberg's Mutts

The mutts are rottweilers with a machine gun and ammo hopper mounted along their spine. The trigger is wired directly to the dog's skull, and the dog is trained to jerk its head down to fire. When it does so, the gun fires to its front. These mutts are kept by Clauberg in Die Grube to run the corridors at night, hunting for potential intruders. While their accuracy is very poor, facing these mad dogs in a narrow corridor is deadly.

Clauberg's Mutts: CR 3; Small Beast; HD 3d8+6; hp 20; Init +4; Spd 40 ft.; AC 19 (+4 Dex, +1 size, +4 natural); Atk +4 bite (1d6+2), +3 MP40 (2d6); AL LE; SV Fort +5, Ref +7, Will +2; Str 14, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Listen +3, Spot +2, Swim +2, Wilderness Lore +11; Track

Special Qualities:

Scent

Weapon: The dog's fire is erratic. Treat it as firing at innocent bystanders every round in combat. Every victim in the corridor ahead of the dog is a potential victim.

The mutts are solitary hunters that avoid one another as much as possible. They are trained to respond to and head toward any gunfire they hear, as well as a the command "Come!" Either command draws the entire pack in 1d6 rounds. The mutts on guard are the only five who have survived the surgery and healing process.

Every soldier, doctor, and scientist is under orders not to enter Die Grube after dusk. Recognizing only Clauberg, the Mutts chase and attack anyone other than Clauberg when loose in the complex. This evening, Clauberg released them early to help insure his dinner party with the SS officers remains uninterrupted.

Doctor's Offices

The doctors' offices are very similar to each other. Each has desks, piles of paperwork, and notes and charts on how various subjects are adjusting to their procedures and implants. During the daytime, doctors work on reports for Clauberg on everything from sterilization tests to experiments on how long the subjects lasted. The information in the files covers almost every sort of medical perversity possible, and it is obvious these doctors have been at their work for a long time already.



Surgery Rooms

Blood, gore, and the stench of death fills these rooms to the brink. Used medical tools and pus-covered rags are strewn about on every surface. The metal beds are from a local mortuary and feature a blood drain at the end, some of which are still wet with the life fluids of the doctor's victims. The tools surrounding these beds are standard medical fare, scalpels, scapulas, clamps and drills, but in pans next to these are what look like bears claws made out of steel, bundles of wiring, and even an unarmed flamethrower adapted to be self contained.

Mounted in the wall behind the tables is a heavy metal door about waist high from the floor. This leads directly to the incinerator, though this one actually contains more than ashes. A twisted body, belonging to today's experiment, still lays unburned in the incinerator. Upon opening the incinerator, a Will Save vs. fear (DC15) is in order.

The same runes painted on the walls at Natzweiler-Struthof hang here. They are more carefully applied than the previous marks but they remain done in blood and are again painted at the cardinal points of the compass.

Supply Rooms

Stocked with various medical supplies, including flammable gasses and liquids used in experiments, the stock rooms are large and hold shelves from wall to wall. The supply rooms contain nearly everything to help ensure that the staff very rarely runs out of necessary materials. Among them is also a pantry with emergency power generators, food, and barrels of water. The bunker is equipped for a siege lasting up to a week with these supplies.

The stores also serve as temporary fuel storage for the camp, with one room containing nothing but drums of gasoline. These drums are stacked two high and three deep along the walls. There are roughly a dozen of them in this storeroom and they are all full and capped shut.

Clauberg's Office

Clauberg's private office appears tastefully attired. Despite this, the area is just as cluttered as any of the other offices in the bunker. The skulls of various dangerous animals line the shelves directly behind Clauberg's desk. If the heroes can take any of it, than these papers are invaluable to the OSI.

The Professor's notes seem dedicated to the procedures the prisoners undergo before their transformation into creatures. Details on the surgical procedures used and information on dark rituals that took place to ensure the success of each creature are contained in the files. Some new theories on expanding the available weapons that can be mounted on the creatures and new areas of research on the modification and alteration of subjects, such as the creature that appears human until ordered and then projects several hidden weapons from within it's own body. Clauberg's office is the only area where files this in-depth are found, and they are invaluable to the OSI.

Creature Comforts

These creatures were once pathetically human. Now they are little more than pieces of bloody flesh horridly patched together in haphazard fashion. Grotesque animal appendages sewn where their normal arms and legs should grow demonstrate the extent of Clauberg's madness. Hands and feet have been replaced by oversized animal paws bearing steel claws, jaws have been removed and replaced with muzzled fangs, and vicious weapons have been installed into their bodies.

The creatures that have survived the procedures necessary to install the different animal parts and control equipment in their bodies are kept in cages barely large enough to contain them but strong enough to resist their pain-induced fury against the bars. Each creature is incapable of speech and cannot communicate, though they understand a few command words in German. Most of the cages contain a specimen, each one unique and all of them more human in appearance than any of the creatures previously encountered, but each also bear severe operation scars around their skulls. Some also have bits of wiring extruding from these wounds.

The Arena

At the furthest corner of Die Grube is the staircase leading to the balcony that oversees what Clauberg calls the Arena. An open testing area where the creatures rage against prisoners and each other, the Arena is Clauberg's hidden proving grounds. A heavy steel door to the left of the staircase leads directly into the arena where even now, the heroes can hear the snarls of some creature through the door and the laughter of a dinner party above



them. The arena is roughly 40 feet wide by 80 ft long with the balcony overlooking the far end. A walkway leads from the staircase, above and around the arena floor and directly to the balcony area that is large enough to hold the dining table and party of Clauberg.

This evening, Professor Clauberg is entertaining a select group of SS officers who have shown an interest in some aspects of his work. He is hoping that with their support, swaying the Führer will be even easier. Full reign over an even larger scale version of his current creature experiments would be his, allowing him to oversee a veritable army of surgeons and their monsters.

His current dinner plans include a five course meal for the dozen attending officers, carefully prepared and served on the balcony overlooking the small arena he had workers dig out and create before sending them off to the surgeons. He is planning to release a very special specimen he has devoted his time to in order to demonstrate the incredible effectiveness of a creature against its fellow prisoners, both in battle and as a morale weapon. A dozen veteran Waffen SS officers attend the party in full uniform.

Professor Clauberg

Having always had an interest in the workings of the human body, as well as every other natural creature on the face of the planet, Professor Clauberg delved into dark studies that eventually led to his banishment from a professorship at the University of Berlin. During his pursuits, Clauberg joined the Nazi party and bought their line on Aryan history completely. His own thoughts took these ideas and skewed them into what are now his "pets." In 1942, an assistant of Heinrich Himmler, who already had some information about Clauberg's research, recruited him and gave him the means to extend his experiments into new realms. These included training in the basics of Blood Magic, something that Clauberg has managed to meld with his own scientific meddling.

Professor Clauberg: CR10: Medium-size Human; Class: Exp 1, Med 2, Ofr 1, Adt 6; HD 1d6+3d8+6d6+20; hp 58; Init +0; Spd 30 ft.; AC 10; Atk ; AL LE; SV Fort +7, Ref +2, Will +14; Str 12, Dex 10, Con 14, Int 16, Wis 14, Cha 12
Skills and Feats: Alchemy +16, Bluff +5, Combat Medicine +7, Concentration

+6, Diplomacy +5, Driving +3, Hide +3, Knowledge (arcana) +16, Knowledge (medicine) +7, Listen +6, Move Silently +2, Profession (weaponsmith) +6, Search +7, Spellcraft +16, Spot +6, Use Magic Device +14; Simple Weapon Proficiency, Firearm Proficiency, Light Armor Proficiency, Rank, Automatic Weapon Proficiency, Run, Extend Spell, Heighten Spell, Flamethrower Proficiency, Spell Penetration

Special Qualities:

Create Runes: see BotR 119

Attuned: see BotR 119

Inscribe Runes: see BotR 119

Runes: Professor Clauberg knows 9 runes. Uruz, Thurisaz, Wunjo, Fehu, Laguz, Isa, Mannaz, Kenaz, Gebo

Blood Magic: see BotR 150

Clauberg arrived at Natzweiler-Struthof in December, 1942 after spending some time in Ravensbrueck. Shortly thereafter, he received the entire scientific enclosure for his own base of operations. He also received access to any prisoners he wanted, regardless of race, creed, or religious orientation. Clauberg's motivations are more suspect. He is a slightly built man with a bully streak a mile long. Underneath his professional demeanor, the prisoners and subjects under his control are the ultimate victims, powerless against any painful experiment he wants to perform on them. He is a coward, lashing out on anyone weaker than him, but quickly capitulating to anyone obviously stronger than he is.

Sgt. Ryan Wico, Airborne, 101st

Sgt. Ryan Wico is a born and bred patriot. He volunteered for the first American unit shipped to Europe. He joined up with the 101st and quickly had a squad of men placed under his command. Later, he encountered some of the Nazi's brutes, and after defeating them and several other horrors, was recruited into the OSI. After the unsuccessful drop near Stroasbuerg, he quickly gathered the men he could and went north to make trouble, successfully stalling a supply convoy before his capture. Inside his head, he holds detailed information on Clauberg's experiments, a good number of the other doctors involved, where they are located,



Test of Worth



and how the creatures hunt and fight. Returning him alive, with or without Clauberg's papers, gives the OSI a huge advantage in stopping the continuation of these atrocious experiments.

Sgt. Ryan Wico: Male Human Grt 4, Sct 2, Opt 1; CR 7; Medium-size Human; HD 4d10+3d8+21; hp 57; Init +7; Spd 30 ft.; AC 13; Atk +9/+4 melee, +11/+6 M1 Carbine (2d8+9); AL NG; SV Fort +11, Ref +7, Will +4; Str 14, Dex 16, Con 16, Int 12, Wis 10, Cha 12

Skills and Feats: Bluff +2, Climb +4, Disguise +2, Gather Information +2, Hide +9, Innuendo +1, Jump +4, Listen +6, Move Silently +9, Open Lock +4, Search +7, Sense Motive +3, Spot +6, Swim +4, Wilderness Lore +4, English +6, German +4; Improved Initiative, Parachute Proficiency, Automatic Weapon Proficiency, Point Blank Shot, Rapid Shot, Dead Eye, Rank, Track, Weapon Focus (M1 Carbine), Weapon Specialization (M1 Carbine)

Special Qualities:

Sneak Attack +2d6: See the Players Handbook page 47

Gladiator

Sgt. Wico stands unceremoniously on the arena floor. One of Clauberg's creature's paces behind a second barred door, even larger than any the heroes have

previously seen. The walkway leading from the stairway to the balcony hides traps similar to those found in the escape tunnel at Natzweiler-Struthof with the addition of drop floors that swing open and drop anyone who is standing on them and fails a DC20 Reflex save into the arena itself to face whatever creature is loose.

Upon spotting the intruders, Clauberg uses a radio control to activate the traps found along the walkway and sets the trapped floors to drop when anyone steps on them. The SS officers themselves carry Lugers and the serving staff is completely unarmed, panicking and running at the first sign of combat between the SS and the heroes.

Down in the arena, the cage opens and the largest, ugliest, and most dangerous of the creatures emerges, ready to slaughter Sgt. Wico and anyone else who falls into the arena regardless of uniform or rank.

Croteau recognizes Wico and leaps into the arena to help as soon as the action starts. The heroes can follow him, but in the arena, they have no cover from the Germans on the balcony, all of which are concentrating their fire on whoever remains on the walkway since anyone down below has the creature to deal with and it is sure to triumph over them.

Arena Creature

This beast is twice the size of any creature previously seen by the heroes



either in the wild or within these very walls. Metal plates have been crudely bolted into its skin, blades extend from its elbows, a variety of iron spikes run the ridges of its shoulders, and each hand ends in wicked claws. Froth drips from its enlarged jaws and the madness in its eyes shows that this creature can last. The creature is strong, fast, and brutal in its attack, using its blades and claws when close to Wico, Croteau, or any hero it can reach to bash and slash them fatally.

Arena Creature: CR 9; Large

Monstrous Humanoid; HD 8d8+32; hp 68; Init +3; Spd 30 ft.; AC 22 (+3 Dex, +4 Natural, +6 Armor, -1 Size); Atk +15/+10 2 claws (1d8+9), +10/+5 2 Sturmgewehr 44's (2d8-1); AL CE; SV Fort +10, Ref +9, Will +2; Str 14, Dex 16, Con 18, Int 8, Wis 10, Cha 6

Skills and Feats: Climb +12, Hide +3, Jump +11, Listen +4, Move Silently +7, Search +4, Spot +5; Automatic Weapon Proficiency, Firearm Proficiency, Improved Initiative, Simple Weapon Proficiency, Weapon Focus (Claws)

Special Qualities:

Hidden Guns: If the creature is losing, hatches open in its chest and a pair of Sturmgewehr 44's extend into its hands. This is a move equivalent action.

Armor Plating: If a weapon with a positive PV is used, treat the creature as AC 15.

Sgt. Wico, bare-chested and unarmed, refuses to go down without a fight. With Croteau and any heroes by his side to help him, he is even more ready for this battle, whatever the outcome. Bellowing a war cry, both Wico and the creature charge one another and grapple in combat, even though Wico has a definite size disadvantage.

Clauberg deactivates the locks on the other creatures' cages and opens the door to release them into the arena if it appears the heroes are winning. Though these creatures are smaller, they are still deadly and easily match the heroes one-for-one.

If the heroes leap into the arena, they can provide covering fire for Wico's battle. The creature shifts focus from Wico to them, using its blades and machine guns where necessary. If the heroes manage to

kill the creature, it dies spectacularly, writhing and twitching on the ground then going still with a peaceful, almost human, appearance on its face. Otherwise, if they cut and run as soon as possible, the creature and eight of its brethren stalk them through the bunker. The creatures follow them above ground if the heroes do nothing to slow or stop them. Their attacks follow the heroes all the way to the surface.

The release of another half dozen less-advanced creatures into the arena makes the going even more difficult, but it also opens up the steel door that leads back to the bunker. The heroes can make a break for it if they leap into the arena as well, grab Wico, and run for it.

Clauberg himself takes cover behind the table for most of the battle, letting his creatures and the SS do the fighting while he cowers under cover. His life is more valuable to himself than that of the creatures. He can always make more and even if all of the creatures die and the SS surrender or suffer similar fates, he does not touch a weapon if it means exposing himself to danger.

With SS officers pinning them with gunfire and the monster and its companions in the arena below, escape through the steel door may be the only option for the player characters. Once they are out, a quick raid on the supply room and its fuel barrels could provide the distraction to throw the creatures and officers off their trail while they make for the vehicle housing by the railway station or simply run for the hills on foot.

The heroes' escape is bound to alert the guards around the area, especially if it is a hasty one with wounded and Sgt. Wico in tow. Soon after they are spotted or gunfire is heard, alarms raise across the camp and any available guards come running towards the bunker in 1d6 rounds. The heroes can make a break for the vehicle storage across a long yard before any of the other guards arrive, but the three SS release their dogs and open fire on the heroes. If the creatures have followed the heroes up, the guards split their fire, having never seen Clauberg's handiwork before, and run like hell if the creatures decide to take an interest in the guards themselves. A fast drive across the German countryside in a stolen vehicle awaits the heroes if they take this route on their return to safety and freedom for Sgt. Wico.



Scene 5: The Return to Luxembourg

Croteau informs the heroes that he has a safe house in Luxembourg where they can hide out while waiting for his superiors to arrive and pick up Sgt. Wico. The journey back can go north and follow the coastline, taking advantage of the occasional rebuilt bridge to cross the rivers.

Once they have returned to Luxembourg, it is only a day before a group of OSI officers arrives, congratulating Croteau on another successful mission. Without a word about who they are, they quickly set to grilling Sgt. Wico for all of the information he has on Clauberg's experiments. Separated for their individual debriefing, the heroes receive questioning on what they saw, how the creatures operated, and the various types of creatures encountered. Any papers the heroes took from Clauberg's files are confiscated and the whole process is very orderly if somewhat rushed.

Croteau gives the OSI officers his assessment of the heroes. His critiques and observations determine whether the heroes receive positions with OSI. Any hero who has been lax during the mission, was involved in actions that were flagrantly in violation of OSI standards, or endangered the mission or its secrecy is excused from the rest of the proceedings and escorted out of the safe house for detainment elsewhere.

Once everyone has finished with their questioning, Croteau and the OSI officers gather the heroes in the dining room. The older officer, with a streak of gray running through his hair, steps forward and addresses the heroes.

"Men, these past few days you have seen, fought, and won over creatures that no man has ever encountered before and escaped from. Of course, you already know this, as I am sure none of you has ever dealt with events like those before either. It is not often that people come into this type of knowledge and live for long afterwards. However, you have done us a great service. Croteau and I are

operatives for the Office of Supernatural Investigations, or OSI, an organization tasked with guarding the world from things like Clauberg and his experiments as well as things you cannot even imagine. Hitler and his Nazi thugs are unleashing something terrible on the world and we must do everything we can to stop it. Croteau has informed us that you all are fit for the role of OSI agents. You may never get to speak of what you see, you might never truly know the full extent of the evil you face, and someday you might be eaten by something you never knew existed. Nevertheless, with the OSI, you can help stop the darkness from swallowing the light. If you accept the responsibilities of the duties that you may be called upon to perform, then I welcome you to our ranks."

Any hero found lacking does not participate in this ceremony. The hero can look forward to an extended stay behind bars if he refuses to cooperate and keep the events he witnessed secret. Heroes who return to the world spouting off everything they saw are watched and likely put six feet under, by either Croteau or the newly recruited OSI heroes. This could lead to an interesting "Test of Worth" mission where the Heroes are asked to search out and permanently silence their former squad mat. Being members of a secret government agency has its responsibilities after all.





Schloss Fenris

By Gareth Michael-Skarka

A small fire crackled in the hearth, warming the main room of the inn against the wind whipping through the mountains. Despite the warm summer days, the wind up in the mountains filled the air with an unseasonable chill and rattled the windows of the small building.

Viktor Laslo sat by the fire, nursing a warm beer. "No sign of them yet, Uwe."

Uwe shrugged. "They'll show soon enough." He nodded in the direction of the rest of their men, seated around the room. Some were talking amongst themselves, others were playing cards or even catching a quick nap. "And when they do, we can finally start to turn the tide. The Nazis will abandon Austria soon enough."

Viktor grunted. "Hopefully. Although the Germans in Austria might have some other ideas...they're the ones who invited them in after all."

The conversation was cut short by a burst of wind as the door flew open. Two men entered, wearing the distinctive uniforms of Hitler's Waffen SS. The death's heads and lightning bolts gleamed in the firelight. The room fell silent.

The SS men swaggered across the room to the bar. "Innkeep!" one barked. "Give us two beers."

The innkeeper tried to look as busy as

possible as he hustled to get the two officers their drinks. The two Nazis looked around the room at the undisguised hatred glaring in the eyes of the inn's patrons. "Good evening." One said sarcastically.

The innkeeper silently served the beer. Viktor's eyes widened as Uwe got up, and walked over to the two jackbooted soldiers. What was the man thinking?

Uwe put on his best country-bumpkin smile. "Well...heroes of the Reich! Allow me to buy those drinks for you!" The Nazis looked him over with suspicion and obvious contempt.

"What brings you so far up into the mountains? Are you lost?" Uwe was laying on the loud peasant act a bit thick, Viktor thought—but he began to see the man's intent. He was checking to see if the two SS officers were alone, or part of a larger group who might be outside.

"No, not lost." Said one of the Nazis. "We're stationed at the castle."

Viktor's heart leapt to his throat. The castle! Why were they here? Were they sent? Did they know of the rendezvous? He watched the eyes of his men around the room, reflecting the same questions that now raced through his mind.

customers and speak. Timidly, he said "Would you like anything to eat, gentlemen? I didn't hear any motor outside and I know that the walk down from the castle must've made you hungry..."

The Nazi smiled. A horrible, knowing smile. A smile that made Viktor's flesh crawl, for it seemed to have too many teeth within it. Too many sharp teeth.

"Ja. It is quite a journey. We are quite hungry." One of the Nazis hands flashed outward, impossibly fast, catching Uwe about the throat. The other Nazi, with equal precision, grabbed the top of the innkeeper's head like a great melon.

Viktor watched his friend's eyes bulge as the Nazi's hand began to squeeze, and long jagged nails (which Viktor hadn't noticed before) began to tear into the flesh. Blood splashed over the countertop and the floor as Uwe's neck broke with a wet snap. The innkeeper whimpered like a small child at this sight, before the other Nazi silenced him by tightening his grip on the man's skull. It caved in with a pulpy, hollow sound.

The Nazi turned to face the rest of the room. The one that killed Uwe licked the blood from his hands. His companion pounced up on the blood-slicked countertop and idly pawed at the ruined skull of the innkeeper, slumped over the bar. "Oh yes..." He said quietly, almost in a whisper. "Quite hungry indeed." Coarse, black fur sprouted from the Nazis' skin, and their eyes glowed yellow in the dimly lit room.

A howl burst forth from them. Viktor thought it sounded like somebody screaming—until he realized the screams came from him.

War Master's Brief

This adventure takes place in late summer of 1944 and assumes the player characters have been initiated into the OSI. Given their past experiences with the supernatural (particularly if they played the adventure, *Test of Worth*), they've now been assigned to specifically deal with a horrific threat. This mission will lead the characters into direct confrontation with one of the most infamous figures of Hitler's inner circle: Reichsführer Heinrich Himmler—the master of the SS himself.

The adventure is intended for 4-6 characters of levels 6-9. At least one player capable of wielding magic is recommended. Without magical back-up,

the adventure may prove to be a short one for the unfortunate party.

Note that the *Weird Wars* supplement *Dead From Above* is necessary to play out the first scene. If you don't have that book, you should simply have the battle fought as a normal ranged combat between the Baron and the heroes and describe the aerial maneuvers narratively.

Adventure Summary

Chapter One: The characters are flying in a C-47 Skytrain, through the mountains near the Hungary/Austria border. The plane flies low to avoid detection by the Luftwaffe, for the mission it undertakes is of the utmost secrecy. Even the player characters are not informed of the details until they are well underway. Broome, a British OSI officer, briefs the characters on the darkened plane as it weaves its way through the jagged peaks.

The OSI has learned that a member of Hitler's inner circle, one of the most powerful of the Nazi hierarchy, will be making a visit to a castle in the Austrian mountains near Vornau, near the Hungarian border. Spies in Vienna confirmed the arrival of Heinrich Himmler earlier in the week, and reports indicate that his motorcade left for Vornau earlier this evening. Intelligence indicates that his destination is a castle known as Schloss Fenris, where he is to personally decorate an honored SS unit for bravery in combat. Given the rumors that Himmler has dabbled in black magic, it was decided that an OSI unit would be best equipped to handle any supernatural eventualities of the mission. Their orders are simple: assassinate the Reichsführer.

Suddenly, bullets rip through the fuselage as the aircraft comes under attack. The C-47 appears to have been discovered by an old-fashioned Fokker triplane. As the attacks continue, it becomes evident that the attacking pilot is not a normal flier but rather the undead spirit of Manfred Von Richtofen...the Red Baron of World War I, summoned back into hellish existence by dark magics. The player characters must find a way to defeat the air wraith, as normal weapons are useless. The situation becomes more dire when the pilot of the C-47 is killed, and the plane begins to fall out of the sky. The characters (along with Broome) are forced to bail out of the crippled aircraft.

Chapter Two: The characters must survive a low-altitude parachute jump into heavily-wooded mountains, and then



get a fix on their location, which turns out to be only a few miles from their scheduled rendezvous with members of an Austrian resistance group. During the overland hike through the night, the party must avoid detection by the Red Baron flying overhead (assuming that they were not able to defeat him in Chapter One). To make matters worse, the characters must deal with forest encounters such as a pack of dire wolves (normal wolves that have been warped by proximity to the evil of the castle) while trudging through the woods.

Eventually, Broome leads the party to a small roadside inn, where they are supposed to meet their contacts. The sight that greets them, however, is one of unrelenting slaughter. The inn is empty, save for the bodies of patrons who have been literally torn limb from limb. The player characters hear a creak of the floorboards upstairs, and upon investigation, discover a wounded man hiding in an upstairs closet. He is Viktor, one of the Austrian patriots who resent the German occupation—a resistance group that works as a fifth column behind enemy lines. He tells the party that the inn was visited earlier by two SS officers from Schloss Fenris who changed into powerful wolf-men and systematically killed everyone in the inn. They were wehrwolves.

With the sun coming up, Broome suggests the party lay low and hide at the inn until nightfall, where they can proceed to the castle and complete their mission under cover of darkness. The party must sleep in shifts, posting guards to defend against discovery. As night falls, however, the player characters must deal with a wolf in the fold. Viktor, it seems, has contracted lycanthropy from his wound. He changes into the hybrid wolf-man form and in an uncontrolled frenzy, attacks the player characters. During the fight, he mauls Broome pretty badly...but the British officer survives. Knowing what awaits him, he begs the party to kill him before he changes. The choice of what to do is a burden that is borne solely on the PCs.

With nightfall, the party moves on to Schloss Fenris and the horrors that await them.

Chapter Three: The party must successfully infiltrate Schloss Fenris. The castle is a focus of evil in the area, and has been for hundreds of years. Currently, the castle is one of Himmler's centers of occult research. It is headquarters to a

veteran unit of the Waffen SS (including several Blood Mages). There are 13 Wehrwolves here as well...Himmler has brought them here as part of an experiment to see if they can be used to create more of their kind by wounding volunteers and infecting them with lycanthropy (So far, the efforts have been marred by the bloodlust of the Wehrwolves...it is difficult for them to stop at merely wounding a target). Additionally, Himmler and the Blood Mages have raised Von Richtofen as an air wraith to protect the castle. The player characters have their work cut out for them.

At the climax of the mission, the player characters discover that Himmler is not Himmler, but rather a Doppelgänger, following the Reichsführer's orders. Himmler is aware of the efforts of the OSI, and subsequently does not leave the borders of Germany any longer, preferring instead to send doppelgängers bound to his service. The players' efforts were for naught, in the end, though they at least learn Himmler's secret. They must fight their way out of Schloss Fenris, and find their way back to Allied territory and relative safety.

Scene One: A Wing and a Prayer

The player characters find themselves on board a C-47 Skytrain (known as a Dakota to British characters, and nicknamed "Gooneybirds" by grunts everywhere). The C-47 is the standard paratrooper transport used by the Allies at this point in the War. The Skytrain is running dark—no lights at all, even lighting cigarettes is discouraged. The plane is crewed by a pilot and a co-pilot, but in place of a jump master, the third crew member is Captain Josiah Broome, a British officer attached to the OSI.

Capt. Josiah Broome, OSI CR 6:

Medium-size Human; Class:

Ofr 3/Opt 3; hp 43; Init +3 (Dex); Spd 30ft; AC 13 (+3 Dex); Atk Webley +5 (2d6-1) Ranged; AL LG; SV Fort +6, Ref +5 Will +5; Str 13 Dex 16, Con 16, Int 17, Wis 10, Cha 17.

Skills and Feats: Driving +4, First Aid +4, Hide +6, Leadership +9, Move Silently





+5, Search +6, Spot +4, Swim +4, Language (German) +5, Language (French) +2, Demolitions +3, Bluff +4, Escape Artist +4, Open Lock +5, Firearms Proficiency, Automatic Weapons Proficiency Parachute Proficiency, Garrote, Command Voice, Tactician, Rank: Captain.
Special Qualities: Sneak Attack +1d6, License to Kill
Possessions: Webley Mk4, 60 rounds of .38 ammo, Garrote, uniform

Josiah Broome is a career military officer, from a long line of distinguished service. His father fought in the "Great War", his grandfather fought at Isandalhwana...Broomes have excelled in the army since one served under Wellington (as Broome will tell anyone with half a moment to listen).

Josiah had his first run-in with the supernatural while serving as a young Lieutenant in 1940. Broome's familial history and connections had gotten him an assignment with the Ministry—a relatively cushy office job...or at least it was until the Battle of Britain began. A local band of goblins, long dormant, was awakened by the fear generated by the Blitz, and began to use the opportunity to feed on the inhabitants of Broome's street, picking off neighbors as they cowered in their homes. Broome unwittingly discovered the plot, and bravely fought the

wicked creatures, eventually destroying them. The OSI discovered this, and soon, Broome was promoted to Captain and seconded to the organization, where he has served with distinction ever since.

Captain Broome is young man, hardened by war beyond his years. His sandy blonde hair is beginning to thin on top, and is perhaps a little longer than regulation permits. He affects a pencil-thin moustache in an effort to appear older, but it is the steely look in his eyes—eyes that have seen far too much for a man his age—that truly give him the maturity he seeks.

Pilot/Co-pilot CR 4: Medium-size Human; Class: Plt 4; hp 20; Init +6 (+2 Dex, +4 Feat); Spd 30 ft; AC 12 (+2 Dex, +1 Armor); Atk M1911 +5 (2d6+2) Ranged; AL CG; SV Fort +1 Ref +6 Will+2; Str 10, Dex 15, Con 11, Int 12, Wis 12, Cha 11.

Skills and Feats: First Aid +6, Leadership +8, Piloting +9, Spot +8, Swim +2, Automatic Weapons Proficiency, Barnstormer, Firearms Proficiency, Improved Initiative, Rank: Lieutenant, Simple Weapons Proficiency, Seat of the Pants, Single-engine Aircraft Proficiency

Special Qualities: None

Possessions: Colt M1911, 2 full magazines of .45 ammunition, uniform



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The pilot and co-pilot are a mixed crew—one American and one English. They have flown for the OSI on past missions, and are considered able to be trusted. Their names are Smith and Jones (no kidding).

C-47 Skytrain

Armor Class 12 (-2 size +4 Speed)

Damage Points: 75

Size: Huge **Maneuverability:** -2

Engines: 2 **Range:** 1600 miles

Weapons: None **Bombs:** None

Crew: 3 (pilot, co-pilot, loadmaster)

Armor: Wing 2 Fuselage 2 Cockpit 4
Engine 4

The player characters boarded the plane at an Allied airfield outside the newly-liberated city of Rome. Sent there under orders of the OSI, the characters currently have no idea of their mission. They were met at the airfield by Broome, who then led them to the C-47. The plane took off just after dark, headed north.

The party has been flying now for around four hours. Any character who has the Navigation or Piloting skills can figure out that the plane is currently somewhere near the Hungarian/Austrian border, flying low through the mountains to avoid detection. Characters without those skills will only know that a) they've been flying for quite a while, b) flying in the dark is scary as hell, and c) those mountains look awfully damned close.

At this point, Broome sits down with the characters and begins his briefing. Read or paraphrase the following:

"I suspect you chaps are wondering why you're here. Well, lads—it's no exaggeration to say that you are now engaged in what may turn out to be one of the most important operations of the war.

Intelligence reports indicate that a high-ranking member of Hitler's inner circle arrived in Vienna earlier this week."

At this point, Broome hands the characters file photographs of Heinrich Himmler. Himmler is such an infamous figure that all characters recognize him with a DC 10 Intelligence roll.

"That's right, Reichsführer Heinrich Himmler, commander of the SS. We've got reliable reports of his motorcade leaving Vienna this

afternoon, apparently headed to a castle in the Austrian Alps, near Vornau and the Hungarian Border. The castle is known as Schloss Fenris."

(Allow rune-using characters to realize that Fenris is the Norse/Thule word for wolf. If they say anything, Broome nods in agreement, but continues his briefing unabated.)

"Apparently, Herr Himmler is there to personally decorate a veteran SS unit for bravery in combat. That's where you chaps come in. You're to parachute into the mountains and meet up with the members of an Austrian fifth-column resistance group at an inn outside of Vornau. They'll guide you to the castle and arrange for your escape after completion of the mission. You are to infiltrate the defenses of the castle, locate Reichsführer Himmler, and assassinate him.

Allied intelligence feels that given the rumors of Himmler's interest in magic and other occult practices, OSI operatives are perhaps best equipped to handle any of the eventualities that may arise during the completion of the mission. Now then...any questions?"

Allow the players to ask any questions they wish. Sample answers are listed below. Any questions not covered below should be answered with fairly correct answers—Broome and the OSI are operating under reliable intelligence reports. After the third question, Broome's briefing is interrupted (see **Ghost Rider in the Sky**, below).

What sort of resistance should we expect at the castle? *"Schloss Fenris is currently operating as headquarters for a veteran company of the Waffen SS. Expect near to 100 men, plus command group, some vehicles...no armor, as far as we know."*

How are we to identify our contacts? *"The contacts are a small squad of fifth-columnists...Austrian nationalists who resent the German occupation. They'll be at a mountain inn two miles north of Vornau. The person who is humming the tune to Eidelwiesse is your man."*

Is the OSI expecting supernatural resistance? *"It is a confirmed fact that Himmler has headed up the Nazi occult*



research efforts during the war. Given that, we must assume that he has learned some magic."

What is our exit strategy? *"The fifth columnists will act as your guides, and will attempt to take you to a private airfield outside of Vienna. There, you will contact a pilot by the name of Strassen. He will fly you to Italy. In the event that the Austrians are unable to help, or if you are compromised in any way, you should attempt to get out via air if possible. Barring that, the overland route to Allied territory should be your last option."*

What method are we to employ in the assassination? *"That aspect of the mission is to you. Your squad leader (the ranking member of the party) has final authority on the ground."*

What sort of equipment will be provided? *"As a clandestine operation, you'll be limited to the equipment that you can carry. Feel free to load up from the materials we've got on board here. You should definitely take some silver bullets as Himmler is likely to have a few wehrwolves on hand."*

The cargo area of the C-47 is loaded with a pallet that contains the following, from which the player characters are welcome to take whatever they wish:

12 Entrenching Tools, 6 Garrotes, 12 knives, 2 Browning HP, 4 Colt M1911A1, 2 Enfield No 2 Mk1, 4 M3 Greaseguns, 4 Sten, 2 BAR, 100 rounds 9mm ammunition, 100 rounds .38 ammunition, 500 rounds .45 ammunition, 200 rounds .30 ammunition, 20 rounds of 9mm silver ammunition, 20 rounds of silver .45 ammunition, six small satchel charges, three large satchel charges, four 500' spools of detonation wire, 4 spools of rope (50'), six sets of climbing gear (hammer and pitons), four small detonators, 36 Mk2 Pineapple grenades, 12 Survival Kits, four medic's kits, and enough survival rations for each of the party members for 1 week.

Ghost Rider in the Sky

As the player characters engage in their briefing with Broome, they are suddenly interrupted by the tell-tale chatter of machine gun fire peppering the hull of the aircraft...the C-47 is under attack!

The initial barrage blows a few holes in the fuselage, but has no real effect, save to let the player characters have a change to observe the eerie green tracer effect accompanying the weapons fire. This is no normal tracer round, as any experienced military man is able to tell

on sight. The bullets that rip through the cabin are sheathed in an unearthly green glow, which lingers slightly, following the path of the shot like a streak of watercolor in a child's painting.

Investigation reveals that the C-47 is under attack by what appears to be a triplane—a World War One era Fokker DR-1, to be precise. Introduced in late 1917, this style of aircraft had not only three wings but a supplementary airfoil on the wheel carriage. These features enabled the Fokker to out-climb and out-turn almost any contemporary Allied aircraft. A skilled pilot in a DR-1 enjoyed an almost unfair advantage over any other opponent of that time.

Give the player characters a chance to notice that the Fokker is painted a distinct red color, and adorned with Iron Crosses on the wings and tail. Those markings are unmistakable—it is the livery of Manfred Von Richtofen: The Red Baron.

Of course, the Red Baron was shot down over St. Quentin in April of 1918...over 26 years ago. That would probably explain the unearthly greenish glow that surrounds the air craft...and the horrible, flaming skull that rests where the pilot's head should be. This is not a human airman...this is an air wraith!

Air Wraith

Huge Undead (Incorporeal—includes plane)

Hit Dice: 8d12 (55 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft., fly 200 ft. (good)

AC: 15 (+3 Dex, +2 deflection)

Damage: Spectral guns (2d8) and energy drain

Special Attacks: energy drain, frightful moan, horrific appearance, corrupting gaze

Special Qualities: Undead, incorporeal, +4 turn resistance, unnatural aura, sunlight powerlessness.

Saves: Fort +2, Ref +5, Will +7

Abilities: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

Skills: Tactics +12, Pilot +10, Listen +13, Search +10, Spot +13

Feats: Alertness, Fly-by attack, Combat Reflexes, Improved Initiative

Climate/Terrain: Airborne

Organization: Solitary or gang (2-4)

Challenge Rating: 10



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Treasure: None

Alignment: Lawful Evil

Advancement: 8-14 HD

Air wraiths are the undead spirits of pilots who have been damned to hell, and resurrected by means of dark magic. They patrol the area that they are commanded to by the mage who brought them back from the dead.

An air wraith looks like a man with a flaming skull in the place of his head. Instead of being seated within the cockpit of his former aircraft, the body of the pilot appears to be growing out of it—the airplane itself is actually part of the air wraith's incorporeal "body". In death, the pilot becomes as one with his plane—permanently.

Combat

In combat, the air wraith attacks with its spectral guns—ghostly versions of the armament of their craft during life. The attack of these guns drains the life of those they strike. The air wraith also makes use of its incorporeality—flying through obstacles and opponents alike.

Energy Drain (Su): Living creatures hit by the air wraith's spectral guns must make a DC 15 Willpower save or lose one level.

Frightful Moan (Su): The air wraith can emit a horrible, tortured wail once per day. All living creatures within a 100-foot radius must succeed at a Will save or lose 1d4 points of Strength, 1d4 points of Dexterity, and 1d4 points of Constitution. A creature that successfully saves against this effect cannot be affected by that air wraith again. Lost attribute points return at the rate of one per day.

Corrupting Gaze (Su): The air wraith can wither living beings with its infernal gaze at a range of up to 30 feet. Creatures that meet the air wraith's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain. This is a free action for the creature.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic. Can pass through solid objects at will.

Unnatural aura (Su): Both wild and domesticated animals can sense the unnatural presence of an air wraith at a

distance of 100ft. They do not willingly approach any nearer than that, and panic if forced to do so. They remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Air wraiths are utterly powerless in natural sunlight, and flee from it. An air wraith caught in sunlight dissipates until the sun goes down again.

A C-47 is aptly named "a gooney bird." Even against a real-world Fokker DR-1, it would be hard-pressed to survive. The plane is ungainly and intended for parachute delivery, not air combat. The matter is made even worse by going up against a creature like an air wraith. The spectral guns of the air wraith can do direct damage to the plane, or to the passengers and pilots within (at the whim of the gamemaster—although give passengers hidden from view within the plane concealment and a bonus to their AC of +3).

The party most likely attempts to return fire with whatever weapons are available, given the fact that the C-47 is not armed. None of the provided weapons



are effective against the air wraith due to its incorporeality. The creature is affected only by magic or through any magical items the player characters may have accumulated from their past missions.

During the Baron's first run of attacks, have him kill off one of the pilots. That way, one of the player characters will be forced to take his place, allowing the players to take a more active role in the scene.

For the purposes of air combat (as described in the supplement *Dead From Above*), the air wraith has a Maneuverability of +6. If a player happens to take the yoke of the C-47, play out the air combat. Otherwise, fudge it (just don't let the players know!).

The Red Baron harasses the hapless C-47, diving and strafing again and again. Some of the air wraith's favorite tactics include:

Playing "Chicken": The air wraith flies straight towards the C-47, making the pilot dodge to avoid a collision. Of course, being incorporeal, the Baron knows that a collision isn't possible—but the pilot of the C-47 doesn't. To avoid "chickening out" takes a Will Save at DC 15. If the save is failed, the pilot must make an immediate piloting skill check (DC 15) to avoid losing control of the aircraft. The aircraft loses 1 position per turn unless the pilot can make a successful DC 15 check to regain control. Dropping below position 0 requires a DC 25 check or the plane crashes in 2d4 rounds (as described in *Dead From Above*).

Gaze Attack: The Baron flies parallel to the target aircraft, matching speed with his prey, and unleash his Corrupting Gaze, Horrific Appearance, and Frightful Moan on the inhabitants. If the player characters have methods by which they may attack the air wraith, this is probably their best opportunity...the Baron's purposefully matching flight bestows a +3 to hit to any trying to attack him during this maneuver.

The minute the Baron realizes the player characters represent a threat, he turns his attention from bringing the plane down to directly attacking the characters themselves, strafing fire into the cabin of the plane.

The combat with the undead spirit that was Manfred Von Richtofen continues until the air wraith successfully kills the remaining NPC pilot. Note that if the players are able to defeat or drive off the Baron, fudge a bit—have the remaining pilot reveal (in a most dramatic fashion, naturally) that he'd been injured early on,

and had been heroically continuing, clutching his bleeding wound until he just couldn't continue any longer. (Lay it on thick. Think of the heaviest volume of pathos from the best war movies you can remember.)

Regardless of how it occurs—the aircraft now has no pilots (save, perhaps any member of the party with the appropriate skill), and begins losing altitude rapidly. Even if the player characters are able to fly the plane, Broome points out they need to bail out anyway—all of the squad is needed for the mission, and Broome himself is unable to fly. So the squad and Broome need to parachute from the C-47 before it plows into a mountain (in 2d4 rounds)

If the players don't remember to grab materials from the equipment pallet, well, don't remind them...they'll hate you for it, naturally, but those, as they say, are the breaks. If they do think of it, the team can either try to grab what little they can before jumping, or instead they can try to affix extra chutes to the entire pallet and chuck the whole mess out of the jump doors to recover it after landing.

The jump from the crashing C-47 is incredibly difficult—not only is the terrain below heavily forested, but the jump takes place at a much lower altitude than normal, raising the DC of the Dexterity check to 20. A failed landing results in the hero taking 3d6 points of damage—and at the WM's discretion, ending up dangling from a tree.

After a few minutes of rummaging around in the dark, the members of the party manage to find each other and recover whatever equipment they managed to escape with. As the echoes of the C-47 exploding against the side of a mountain fade, the squad finds itself deep in the heart of the Austrian Alps, with a mission to fulfill.

Scene Two: Over Hill, Over Dale

The heroes spend the next period of time finding their companions without drawing the attention of any locals or German troops that might be in the area. Finding a member of the party requires a Search with a DC of 10. Make this part of the adventure rife with tension: ask the players specific questions on *how* they're



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looking and what noise they're making. Occasionally roll the dice and act as if you're consulting something. Ask the players to make the occasional roll, and don't tell them what they're rolling for (it's actually just to make them paranoid, but they don't need to know that!)

The third or fourth player attempting a roll finds Captain Broome, who landed roughly and is snagged in the branches of a tree. Getting him down requires a DC 10 Climbing roll. Failure causes 1 point of damage from minor cuts and scrapes. A critical failure (rolling a 1) means the climbing character falls and takes 1d10 points of damage from bouncing off of branches and hitting the ground. The whole time, Broome isn't being particularly quiet, which should have the players freaking out, convinced that they're going to be discovered at any moment.

Once the heroes have managed to get together, they must then try to get a fix on their position. Checking against compass readings and their map of the area, the party is able to determine that they are in the forest approximately eight miles north of Vornau...some 6 miles away from their rendezvous point. An overland hike appears to be the only option.

As the player characters travel through the heavily forested mountains, they may have to contend still with the air wraith from Chapter One, assuming that they were unsuccessful in overcoming the threat earlier. If the air wraith is still around, travel for the player characters become very difficult. The Red Baron flies just above the tree level at an unnaturally low speed for an aircraft, and occasionally flies below the tree level, eerily passing through the trees unharmed as his hunt for the heroes continues. The Baron continues to hunt the player characters until such time as either a) he succeeds in killing all of the heroes, b) he himself is destroyed, or c) the sun rises (approximately five hours from the time the team landed).

Regardless of any harassment from the Baron, the hike to the rendezvous point takes four hours. During the overland travel, roll on the following table to check for encounters, once per hour:

What Big Eyes You Have

The player characters are making their way through the woods when a DC 10 Listen check reveals a low growling coming from the tree line up ahead. If the players miss the Listen check, the pack of

Random Encounter Table

| Roll (1d10) | Result* |
|-------------|--------------------------|
| 1 to 4 | No Encounter |
| 5 to 6 | What Big Eyes You Have! |
| 7 | Good Witch or Bad Witch? |
| 8 | Night of the Living Dead |
| 9 | Lair of the Beast |
| 10 | SS-Search and Destroy |

**The encounters are detailed in their own sections, below.*

dire wolves get a surprise attack. If the check is made, the pack is revealed, and initiative is rolled as normal. When the wolves are revealed, read or paraphrase the following:

You see a pack of what appear to be wolves...but you've never seen specimens this big before. Each wolf is huge— nearly 8 feet long, and looks to weigh somewhere in the neighborhood of 700 pounds. Their eyes gleam with an unnatural light, and saliva drips from their fanged muzzles as they approach with grim and deliberate purpose.

Dire Wolves: A pack (1d4 +4) of wolves that have been warped by centuries of exposure to the evil of Schloss Fenris.

CR 3, Large animals, HD 6d8+18 (45 hp), Init +2 (Dex), Spd 50ft

AC: 14 (-1 size, +2 Dex, +3 natural)

Attacks: Bite +10 melee (1d8 +10)

AL: N SV Fort +8, Ref +7, Will +6, Str 25, Dex 15 Con 17, Int 2, Wis 12

Cha 10

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1

Special Attacks: Trip

Special Qualities: Scent

The dire wolves attack with some degree of intelligence. They attempt to flank the party so that they are able to attack individual characters without having to bunch up within the range of automatic weapons fire.

Good Witch or Bad Witch?

The heroes come upon a cottage in the woods, which at first might make them believe that they've arrived at their rendezvous earlier than anticipated. Broome, in fact, pours over the map, attempting to verify the party's position.





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Read or paraphrase the following:

"No, this can't be it. We're nowhere near the rendezvous point. This isn't it," Broome says, restowing the laminated map of the area. In the clearing ahead sits a small ramshackle cottage, with a trickle of smoke rising from the stone chimney, carrying with it smells of home cooking and comfort.

The front door of the cottage opens, and a small old woman ushers a couple of cats out into the night. "Shoo, shoo, lovelies...out for the night. See you for breakfast." She chortles in Austrian.

Regardless of the heroes' attempts to remain hidden, the old woman spots them and cackles in broken English.

"Eh? Soldiers, hmmm? Allies? G.I. Joe! Doughboys! Good, good, good! Down with the Nazi pigs. Ptui!" she spits. She calls the squad forward. "Please, please...you must be careful. There is a Nazi patrol nearby. They passed by here a short time ago, and I think they might be coming back. You can hide here—I have food and drink for such valiant Allies."

The squad has the option to take the old woman's invitation or not. If they do, read the following:

The old woman leads you inside her home. The interior of the cottage is the very picture of the rustic alpine lodge. A stewpot hangs on a hook over a small fire in the hearth. A few hand-made chairs can be found through out the main room, along with a rough-hewn table which currently has exactly enough place settings for each member of the squad.

See the accompanying map.

The old woman attempts to serve the player characters a meal—the stew she is cooking. Give the player characters a DC 10 chance to notice something odd about the stew—one of the bowls of steaming meat appears to have a bit of shiny metal in it...metal which turns out to be an SS lapel badge. Upon this revelation, if any of the player characters have eaten any of the stew, they must make a DC 20 Fort

Save to avoid puking their guts out when faced with the evidence of their own unintentional cannibalism.

At this point (or if at any point the player characters refuse the old woman's invitation, or question the odd coincidences of her hospitality) she reveals herself as a witch and attack the heroes.

Alpine Witch: CR 3, Medium-size humanoid, HD 5d6(17 hp), Init +1 (Dex), Spd 20ft

AC: 11 (+1 Dex) Attacks: by spell AL: CE SV Fort +4, Ref +2, Will +4, Str 9, Dex 13 Con 11, Int 12, Wis 13 Cha 12

Skills: Knowledge (arcana) +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1, Sense Motive +5, Concentration +4

Feats: Dodge, Enlarge Spell, Extend Spell

Special Attacks: Spells, Polymorph

Special Qualities: Silver weakness, 9 runes: Ansuz, Ehwaz, Eihwaz, Kenaz, Laguz, Mannaz, Sowilo, Teiwaz, Wunjo.

Alpine witches are creatures of legend and fairy tale. They live in cottages deep in the alpine woods, and waylay travellers, devouring them. They can appear to be kindly old women, but the minute they are revealed as witches, their true, hag-like appearance is revealed.

Witches know the rune magic of the ancient Thule, and can also *polymorph*.

Polymorph (Sp): Witches can change their shape into one specific type of creature. A black cat is the most common variety. The witch can also make herself look just like a specific person, or, most commonly simply disguise her hag appearance. The change only lasts for an hour, and if the witch touches anything silver, she instantly changes back into her true form.

Silver weakness (Su): Only silver weapons can kill a witch. A witch killed by any other means simply rises again with full hit points, after two rounds. For this reason, a witch refuses to handle silver coins or objects, and flees from silver forcefully presented.

If the player characters are successful in destroying the witch permanently, and search her lair (DC 15), they will find a trunk that contains three magically inscribed items:



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- 1) A key with a *knock* spell inscribed, able to open any door
- 2) A ring of *invisibility*
- 3) A wand of *magic missiles*

These are items the witch had inscribed herself for use against any prey who prove to be too much trouble. In fact, if the player characters present themselves as a viable threat, she attempts to retrieve her trunk and use the items against the heroes herself.

Additionally, there are other items in the cottage which the witch might use as weapons: A carving knife (used to prepare the stew) which does 1d6+1 damage, and knitting needles (kept with her yarn) which do 1d4+2 points of damage.

Night of the Living Dead

The player characters are continuing their trudge through the wintry forested mountains when they come across a band of 2d4 zombies—hapless victims of the SS Blood Mage's negative energy.

When not engaged in combat, the zombies simply sit as if they were frozen corpses in the snow. Roll for surprise should the party approach within 10' of the scene.

These are local peasants whose dead bodies have been brought back to a shallow mockery of life. None of them are armed with any weapons. They burst from the snowy ground and get a free attack on the heroes with surprise.

Zombies: CR 2, Medium-size undead, HD 2d12(14 hp), Init +0, Spd 50ft
AC: 10, Attacks: 2 claws +2 (1d4+1), bite 1d4 AL: NE SV Fort +0, Ref +0, Will +3, Str 13, Dex 11 Con —, Int 6, Wis 9 Cha 6

Skills: Climb +5, Hide +5, Listen +5, Move Silently +5, Spot +5, Swim +5

Feats: Multiattack

Special Qualities: Undead, fearless, hunger

These zombies are the results of dark experiments performed by the SS Blood Mages of Schloss Fenris. They were looking into the possibilities of extracting a longevity elixir (a formula provided to Hitler by Dr. Fu Manchu, his ally in Southern China) from the bodies of local peasants. Unfortunately the process kills the donor—and turned out to be worthless as well. The result were these zombies, who the Nazis simply cast out into the woods.

These zombies are lightning-fast and ravenously hungry, driven by a fierce need for human brains. In addition to the standard special abilities of reanimants, they also have the following Special Qualities:

Hunger (Ex): Once a zombie has brought a victim down, it must make a Will save at DC 17 to keep from stopping to devour its victim's brain.



Lair of the Beast

As the heroes continue their way to their rendezvous with their contacts, the lead member of the party must make a DC 17 Dex check to avoid falling into the hidden entrance of a cave, covered over with fallen branches and leaves. The falling character takes 1d4 points of damage from bumps and bruises, but no serious injury occurs. Characters making the Dex check uncover the cave, but do not fall.

The cave is the lair of a troll—a creature of legend that has always existed in this area, spawned by the aura of palpable evil generated by the castle. It will attack the party as soon as it discovers they are in the area, either by attacking the player character who has fallen into its cave, or by bursting forth from the lair and attacking the group.

Troll: CR 8, Large Beast, HD 10d10 +70 (125 hp) Init +0, Spd 30ft
AC: 19 (-1 size, +10 natural) Attacks: bite +12 (2d6+6), 2 claws +7 (1d6+3)
AL: NE SV Fort +14, Ref +7, Will +4, Str 23, Dex 10, Con 24, Int 3, Wis 12 Cha 8
Skills: Hide +7, Spot +8
Special Attacks: Improved Grab, Rend
Special Qualities: Scent

Trolls are immense humanoid beasts, 10 feet tall and covered in coarse grey fur. They have massive six-fingered hands that are tipped with razor sharp claws, and a gaping maw of a mouth with razor-sharp fangs and two jutting sabre-teeth from the lower jaw. They live in dank caves up in the mountains, or sometimes under bridges. They are of animal intelligence and eat anything that crosses their path.

Note that this troll is not the standard rubbery-skinned, regenerating troll with a weakness for fire damage that most D20 players are used to, but rather the troll as it appears in alpine legends. This fact may cause confusion when players attempt to deal with this threat. It is up to the War Master if they wish to add to this confusion by referring to the creature as a troll, or rather just describing the creature physically.

A troll attacks without any quarter or mercy—its strategy is to overwhelm its target with massive amounts of damage.

Improved Grab (Ex): If the troll hits with a claw attack, it can attempt to start

a grapple as a free action without provoking an attack of opportunity (See Grapple, page 137 in the Players Handbook). A successful hold does not deal any additional damage, but gives the Troll a +3 to hit with its bite attack or a chance to launch its rend attack.

Rend (Ex): A troll that has a hold of a victim can tear the flesh apart, automatically delivering 3d6+9 points of damage. This attack releases the hold on the victim, as the flesh that was being held on to is essentially torn away. (Eww...)

Scent (Ex): Trolls can detect opponents within 30 feet by sense of smell. If the opponent is upwind, range increases to 60 feet; if downwind, range decreases to 15 feet.

If the characters take the time to search the troll's cave (a full search is DC 13, a cursory search is DC 20), they will find the bones of around a dozen victims, ranging in size from adult through child. There are scraps of bloody uniforms (German) and civilian clothing, a few dozen coins of various denomination (German and Austrian—all paper money has been ruined, however), several rusted, broken, or otherwise useless weapons, and the following usable items:

- A Sturmgewehr 44 and 4 complete magazines of 7.92k mm ammo
- Six Stielhandgranate "potato mashers"
- Three runestones: Gebo, Perthro and Algiz

Search and Destroy

The player characters encounter a small unit of SS on patrol from the castle. The unit is searching the mountains specifically for the player characters, having been in the area when the air wraith shot the plane down. They have not yet reported back to the Castle, and so are alone in their knowledge of the heroes' presence in the mountains. Have the player character who is on point or acting as a scout make an opposed Spot check against a Move Silently roll by the approaching Nazis. If the hero fails the check, have the Nazis make the same roll to detect the player characters. If that check fails, have the player characters check again, and so on. The checks continue until one side or the other makes the detection.

The unit is comprised of five Waffen SS soldiers, one veteran SS soldier, and an SS Blood Mage in command of the group. Their statistics follow:



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5 Waffen SS Soldiers (SS Grenadiers Kahnert, Telscher, Kohl, Schmidt and Reinhart)

CR 1: Medium-size human, Class: Grt 1; hp 6; Init +1, Spd 10, AC 12 (+1 Dex, +1 Armor); Attack: MP40 +3 (2d6), AL: LE, SV Fort +3 Ref +1 Will +2, Str 12, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills: Driving +2, First Aid +2, Hide +5, Move Silently +5, Spot +5,

Feats: Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rank, Simple Weapons Proficiency, Weapon Focus (MP40), Wheeled Vehicle Proficiency

Special Qualities: Devotion—the devotion of SS members to the Nazi party gives them a +2 morale bonus to Will saves.

Possessions: MP40, four full magazines of 9mm ammunition, helmet, uniform, two stiehlhandgranate.

These men are some of the newest transferees to the unit stationed at Schloss Fenris. They are fresh-faced young idealists, fervent in their belief in the precepts of National Socialism. Most are 18 or 19 years old, fresh out of the Hitler Youth units back home in Germany. Their primary purpose at the castle is to act as the subjects of the lycanthropy experiments of the SS—these are the men who are placed in rooms with frenzied wehrwolves to see if they can contract lycanthropy from the attacks.

Veteran Waffen SS Soldier (SS-Scharführer Oskar Mueller)

CR 4: Medium-sized human, Class: Grt 4; hp 24, Init +1, Spd 30 ft, AC 12 (+1 Dex, +1 Armor); Attack: Sturmgewehr 43 +6 (2d8), AL: LE, SV Fort +5 Ref +2 Will +3, Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 10

Skills: Driving +2, First Aid +2, Hide +8, Move Silently +8, Search +3, Spot +8

Feats: Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rank, Rapid Shot, Simple Weapons Proficiency, Weapons Focus: MP40, Weapon Focus: Sturmgewehr 43, Wheeled Vehicle Proficiency.

Special Qualities: Devotion: The devotion of SS members to the Nazi party gives them a +2 morale bonus to Will Saves.

Possessions: Sturmgewehr 43, 4 full magazines of 7.92mm ammunition, helmet, uniform, 2 stiehlhandgranate 24.

SS-Scharführer Mueller is a veteran of the eastern front. Mueller was part of the SS units that rolled across Poland, and now has been transferred to duty at Schloss Fenris. He is a loyal Nazi, but feels some degree of guilt at the fact that he is here while members of his old unit are fighting and dying on the Russian front.

SS Blood Mage (SS-Standartenführer Helmut Von Freigang)

CR 12: Medium-sized human; Class: Ofr 6/Adt 6, hp 63; Init +1, Speed 30 ft, AC 12 (+1 Dex, +1 Armor), Attack: PPK +10/+5 (2d6), AL: LE, SV Fort +3 Ref +3 Will +8, Str 11, Dex 12, Con 12, Int 16, Wis 17, Cha 18

Skills: Bluff +11, Concentration +13, Diplomacy +11, First Aid +9, Leadership +10, Move Silently +9, Intimidate +10, Knowledge (arcana) +15, Sense Motive +10, Spellcraft +15, Spot +9, Swim +6, Use Magic Device +14

Feats: Command, Command Voice, Enlarge Spell, Extend Spell, Firearms Proficiency, Heighten Spell, Rank, Simple Weapons Proficiency, Toughness, Weapon Focus PPK, Wheeled Vehicle Proficiency

Special Qualities: Blood Magic—the blood mage suffers no fatigue cost from casting spells.

Runes—The blood mage knows 9 runes: Ansuz, Ehwaz, Eihwaz, Kenaz, Laguz, Mannaz, Sowilo, Teiwaz, Wunjo

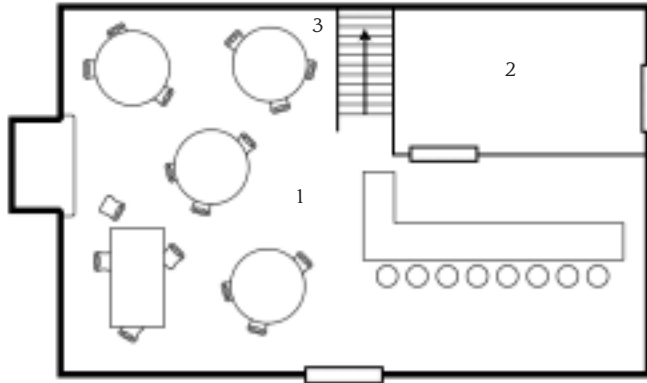
Possessions: Walther PPK, 2 spare magazines, 30 rounds of 9mm ammunition, helmet, uniform, runestones.

Von Freigang is a fanatic. He embodies all of the ideals of National Socialism...and worse. He feels that he represents the true Aryan Superman, and that his adherence to the ancient ways of Thule set him above even other Nazis. He represents the elite of the Aryan race, by his way of thinking.

It is Von Freigang who summoned the air wraith. The presence of a C-47, flying low and unlit through the mountains led Von Freigang to believe that a secret

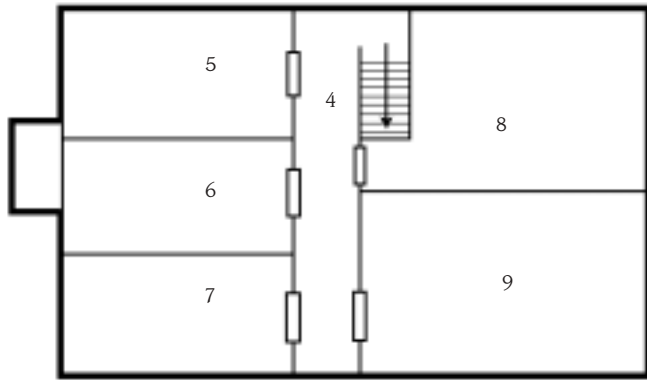


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The Inn

First Floor



Second Floor

is a rough-hewn wooden representation of what appears to be a mug of beer, although the paint is worn away, and there is no name visible at all. A fire is burning in the hearth, if the wreath of smoke trailing from the chimney is any indication. Lamps are lit on the first floor, and the light is visible through the heavy glass windows, although the windows on the second floor are dark. Despite the lights, there are no sounds of activity coming from within...although it is somewhere around four in the morning, so that is not that unusual.

The characters can make a reconnaissance of the area—the zone around the inn is clear. Allow the characters to make a spot roll (DC 10) to determine this—it adds tension to the proceedings if they're not sure if their search was effective. There is no way to see into the inn from the outside—decades of greasy cooking-smoke and the pipes and cigarettes of the patrons have covered the thick glass windows with a yellowish film, effectively obscuring the view of the interior.

Once the player characters decide to enter the inn, however, they are met with a scene of visceral horror. Read or paraphrase the following:

The interior of the inn is like walking into a slaughter house. The floor is slick with blood, which covers the entire room from wall to wall. Pieces of human bodies litter the floor, the tables, and the walls—looking for all the world like somebody set off a half-dozen anti-personnel mines within the confines of the room, if not for the fact that there appears to be no damage to the structure of the room itself.

It's hard to tell, with all of the parts strewn to and fro, exactly how many people died here. The only thing that can be told is that they died horribly...and fairly recently, given the fact that the blood has yet to dry.

operation of some kind is underway—which is why a man of his rank is out here on a simple patrol. He knows that something is up, and wants to be at the forefront of any effort to uncover it.

Slaughter at the Inn

Eventually, the player characters arrive at the roadside inn that marks the location of their rendezvous with the Austrian fifth columnists. As they approach, read or paraphrase the following:

The forest thins, and you find yourselves walking along the side of what passes for a road up in these mountains—little more than two wagon-wheel ruts in the dirt, although there are some signs of recent motor-vehicle traffic...and thankfully no sign at all of any tracked vehicle traffic.

Following the trail of the road for a short distance brings you to the doorstep of a small two-story roadside inn. The sign over the door

When the player characters view this horrific sight, they must make a Will save (DC 15). If the save is failed, the character becomes shaken (-2 to all attacks, saves





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and skill rolls) until they successfully manage to overcome an opponent (and thereby re-establish their confidence). Critical failure of the save results in the character panicking and fleeing—the character must be stopped by another hero and calmed down (the other hero must make an opposed Persuasion roll).

Broome is in a bad way. He fails his save (although not critically). Read or paraphrase the following:

Broome stands in the middle of the blood soaked room, shaking visibly. He goes for his pack of cigarettes, but fumbles with them, dropping one on a nearby table top. He reaches for the cigarette, but changes his mind, noticing that it has soaked up some of the blood that covers every surface in this room. Nervously, he grabs another from his pack, places it between his lips and lights it. As he drags heavily from the smoke, the glowing cherry-end of the cigarette dances and shakes like a firefly on a summer night.

"Well, lads." His voice quavers, "This appears to be what's left of our friends in the Austrian resistance." He chuckles slightly, a nervous, out-of-place sound in the grave quiet of the inn's main room.

The characters obviously have questions at this point: What happened to the resistance members? Were they discovered? Was the troll responsible for this carnage? The wolves? The witch? The Nazis?

The War Master should allow the player characters some time to ask these questions amongst themselves, building up the paranoia and fear of immediate discovery. Any characters astute enough to closely examine the bodies sees they appear to have been torn apart by something with claws, and partially consumed as well, given the tooth marks on some of the flesh. (Characters who faced the troll in the woods realize that whereas the troll was certainly capable of this level of carnage, the wounds are of a much smaller scale than would be caused by such an immense creature.)

If the characters decide to search the inn (or for that matter, if they don't, and decide to head out), read or paraphrase the following (LOUDLY):

CREEEEEEAAAAK! Suddenly, the floor boards above your heads creak under the weight of something moving around on the second floor.

This should prompt the players to examine the upstairs of the inn more closely. For the character's search of the property, consult the map of the roadside inn and the descriptions below:

First Floor

1) Main Room: The description that was read above gives the main view that greets anyone entering this room...pieces of meat thrown about and blood everywhere. The room is dominated by a long bar with beer kegs behind it (as well as a door that leads to the kitchen/pantry area). The rest of the room is filled with hand made tables and chairs, arranged at various points throughout the room. A dartboard is hung on the west wall. A stairway on the north wall heads to the second floor.

2) Kitchen/Pantry: This room serves as food storage for the inn, as well as a cooking area for the rudimentary meals served by the proprietor. There is not nearly as much blood in this area, although any character who thinks to look into the oven will discover the ruined head of the innkeeper sitting in a pan filled with apples, in a macabre display of humor. (Again, make a Will save at this discovery (DC 10), failure and critical results as above)

3) Stairway: a flight of stairs, heading to the second floor. There is a large portion of a corpse at the top of the stairs, and his blood has covered the stair from top to bottom. Characters climbing the stairs must make a Dex check at DC 10 to avoid slipping the slick blood and falling down the stairs (1d4 damage from falling).

Second Floor

The second floor is complete dark—none of the lamps are lit. Characters must use flashlights or carry a lantern from the first floor.

4) Hallway: A single hallway occupies the top floor, with three doors along the west wall (the first of which is smashed and splintered, the third of which is open) and two along the east (both closed).

5) Room One: This room's door is obliterated, torn practically off it's hinges and ripped to shreds. The room beyond appears to have once been a guest room,



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although the bed has been thrown across the room and smashed, as was the nightstand and wardrobe. A body is lying on the floor as well, and, compared to the carnage downstairs, is relatively intact—its throat has been torn out and its heart has been ripped from its chest.

6) Room Two: Another guest room, but this one is untouched. A moldy mattress (unmade), a rickety nightstand (with a porcelain water bowl) and a moth-filled wardrobe are the only features of the room.

7) Room Three: The door to this room is open. It is a guest room (like all of the others on this floor). Blood covers the floor, surrounding the torn-apart body of one of the resistance soldiers. Three large rats are currently gnawing on the remains. These rats are not normal rats—they too have been warped by proximity to the castle. They are larger than normal, and have no fear of man. They attack anyone disturbing their feast.

Dire Rats: CR 1/3, Hit Dice 1d8+1 (5 hp), Initiative +3 (dex), Speed 40 ft, AC 15 (+1 size, +3 Dex, +1 Natural) Attacks: Bite +4 (1d4), AL: N, SV Fort +3 Ref +5 Will +3, Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills: climb +11, Hide +11, Move Silently +6
Feats: Weapon Finesse (bite)
Special Attacks: Disease
Special Qualities: Scent

8) Room Four: This is one of the large guest rooms—the bed is larger, and it has two night stands and a larger wardrobe. Allow characters who are searching a chance (DC 15) to discover a false bottom in the wardrobe—this is a weapons stash used by the fifth columnists. The stash contains: two civilian revolvers with 50 rounds of .38 ammo, two sawed-off shotguns with 18 12-gauge cartridges, and two small homemade satchel charges with fuses. There are also maps of the surrounding area, including the location of Schloss Fenris.

9) Room Five: This is the second large guest room, identical to Room Four, above. While the characters are searching, allow them a Spot roll (DC 10) to hear movement within the wardrobe. The resistance member Viktor Lazlo (from the opening fiction), is hiding, wounded, within. If the players fire into the wardrobe before opening, the shots miss (fudge this roll...Lazlo is kind of important to the

story), because he is lying along the floor of the wardrobe, not standing.

As the doors to the wardrobe are opened, read or paraphrase the following:

The doors open, and out falls a man dressed in civilian clothing. His legs are wounded and bloody, and he clutches a civilian revolver in shaking hands. His eyes are wild, and there are blood spatters and smears all over his clothing and on his face and hair.

"Oh Thank God!" He exclaims.

Questioning the man reveals that he is Viktor Lazlo, the head of the Austrian fifth-column resistance unit that the OSI operatives were supposed to meet here at the inn.

Viktor Lazlo CR 3: Medium-size Human; Class:Res 3; hp 4 (normally 11); Init +3 (Dex); Spd 30 ft; AC 13 (+3 Dex); Atk Civilian revolver (2d6-1);AL CG; SV Fort +1 Ref +3 Will +1; Str 12 Dex 17, Con 11, Int 11, Wis 10, Cha 11.
Skills and Feats: Driving +2, Hide +2, Leadership +3 Firearms Proficiency, Automatic Weapons Proficiency
Special Qualities: Sneak Attack +1d6, Contacts 1/week
Possessions: Civilian revolver and four rounds of ammo.

Lazlo is able to tell the player characters what happened, but only does so in response to questions due to the fact that he is in shock. If asked, read or paraphrase the following:

"We were all here, about a dozen of us, I can't remember exactly how many. Myself, Uwe, Hans, young Dieter, some others. We were waiting for the rendezvous. That's when THEY arrived. Two SS men from the castle. I don't think they knew about us...it just seemed like they were...hunting, and just happened to find the inn. They...changed. They became wolf-men (At this point, Lazlo gets visibly upset)...creatures from Hell! They sprouted fur and fangs and claws and then there was tearing and biting and howling and running and slicing and screaming and screaming and screaming and screaming and screaming...."



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At this point, he trails off into near catatonia. A persuasion roll of DC 15 is required to snap him out of it to answer any further questions.

Lazlo tells the heroes he was wounded during the slaughter and played dead—lying under the bodies of his comrades as the wehrwolves tore into them. Once the wolf-men left the inn, he found himself a place to hide in case they came back and prayed the player characters would arrive.

(Any players familiar with werewolf legends may realize that Lazlo, having been attacked but not killed, has been infected with lycanthropy himself. However, unless the character has encountered werewolves before or has a Knowledge (arcana) skill (Check at DC 15), there is no way they know this.)

Broome points out the sun is now rising, so approaching the castle is extremely dangerous. The approach is best made in the dark— and intelligence indicates that Himmmler is planning on staying there at least another two days. Broome recommends the party hide out in the inn—his logic is that given the murders that occurred here, this is the last place that anyone would expect to look for them. He is open to argument however. Regardless, the party needs to find a place to hole up until the sun sets again, and Lazlo must come with them.

The next 12 hours pass uneventfully. If the War Master is feeling particularly nasty, have the players make the occasional Spot roll while on sentry duty, to no real effect other than to make the players nervous. The real fun doesn't begin until the sun begins to set.

A Wolf in the Fold

As alluded to earlier, Viktor Lazlo is now a werewolf, having been wounded, but not killed, by another lycanthrope. When the sun sets for the first time after his attack, he transforms into his wolf man form and attacks the player characters.

Read or paraphrase the following:

As the sun sets, Broome begins to round up the squad for the final approach to the Castle. Everyone is ready to go, except that apparently Viktor is still upstairs.

"I'll get him." Broome says, exasperated. "Should be understanding I suppose. He's been through a lot, and it's not as if he's regular army..."

Broome starts up the stairs but is suddenly struck by a massive, clawed arm, knocking him back down the flight. The single swipe of the massive talons tears open a section of his gut, leaving him bleeding and broken on the floor.

Standing at the top of the stairs is what was once Viktor Lazlo. His clothes are still recognizable, although they hang in tatters over a much larger frame. Course black fur covers his skin, and his head has transformed into a lupine aspect—pointed ears, yellow eyes, and snarling, fang-filled muzzle. A werewolf.

Viktor Lazlo, Werewolf: CR 6:

Medium-size Humanoid; Class:Res 3; hp 55; Init +3 (Dex); Spd 50 ft; AC 15 (+3 Dex +2 natural); Atk: Claw +8 ((1d6+3), Bite +8 (1d6+3) AL CE; SV Fort +8 Ref +3 Will +6; Str 14 Dex 17, Con 15, Int 11, Wis 10, Cha 11.

Skills and Feats: Driving +2, Hide +2, Leadership +3 Firearms Proficiency, Automatic Weapons Proficiency

Special Attacks: Curse of Lycanthropy, Trip

Special Qualities: Damage Reduction 15/silver, Wolf Empathy

Lazlo is a fledgling werewolf, and subsequently not nearly as powerful as the SS Wehrwolves. He has no control over his transformation, and is driven by a blood rage that he doesn't understand. He has the following abilities:

Curse of Lycanthropy: Any human wounded by a werewolf's attack must succeed at a Fortitude save (DC 15) or contract lycanthropy.

Damage Reduction 15/Silver: The werewolf ignores 15 points from every attack, unless the attack is silver.

Trip: A werewolf that hits with a bite attack can attempt a trip as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy: The werewolf can communicate and empathize with wolves and dire wolves. This gives them a +4 racial bonus to checks when influencing the animal's attitudes and allows the communication of simple concepts.

Lazlo the werewolf continues to attack the party until he is killed.



After the battle, the players are going to have to consider what to do with the characters that have been wounded but not killed. Do not tell the players the DC of the check for lycanthropy—so, they have no way of knowing who is infected or not. What should they do?

Broome makes the matter worse by insisting that someone shoot him. *"You all saw what happened to that poor bastard."* He pleads, *"And it's not going to happen to this man-jack. I've made my peace, lads. Please...do the act. Put me down."*

The players have to make the final call.

After that, all that remains is a castle full of Waffen SS, wehrwolves, SS Blood Mages, and Reichsführer Hienrich Himmler. No problem, right?

Scene Three: Schloss Fenris

From here on out, the plot of the adventure depends solely upon the actions of the player characters. It is up to them to decide how they will approach and penetrate the castle, then assassinate Himmler. This chapter details the area surrounding the castle, the castle itself, and the opposition that the player characters can expect to find within. From here...it's all up to them.

There are several ways that the player characters are most likely to choose to approach the castle: attempt to sneak in surreptitiously, attempt to grab some uniforms and walk in unnoticed, or a direct assault (not recommended, but you never know what players will come up with).

If the players decide they need to grab some uniforms, the only chance they really have is to ambush a patrol. One patrol leaves the castle in the morning, and another leaves at night. This patrol is made up of five Waffen SS soldiers and one Waffen SS veteran (see the stats from the SS Unit encounter in Scene Two). The player characters would have to ambush the SS and manage to get the uniforms without damaging them too heavily.

If they manage to do so, they can attempt to bluff their way past the guards at the gatehouse. This requires that a player character be able to speak German (obviously), and only succeeds on an opposed Persuasion roll (inflict a -2 penalty if the uniforms are battle damaged or bloody). Of course, any magic-users in the party may decide to devise magical means to get past the guards.

Sneaking in is probably the most advisable option, since a direct assault is near suicidal, as the detail of the castle and its defenders will show.

Castle Environs

The castle known as Schloss Fenris sits upon a peak, surrounded on three sides by sheer cliff walls. Any attempt to climb these walls requires a climbing roll at DC 20. Failure indicates that the character falls the length of the cliff, taking 20d6 points of damage from banging off the rocks all the way down to the jagged points below. A critical failure indicates that not only does the character fall, but he knocks into 1d4 of his companions, forcing them to make additional DC 20 Dex checks to avoid falling and suffering the same fate.

If the player characters somehow scale the cliffs, they then find themselves at the walls themselves—two story high stone walls that must also be climbed—these are DC 15 to climb. Failure indicates the characters fall to the base of the wall, taking 2d6 points of damage, and must make a DC 10 Dex check to avoid falling off the cliff as well. Critical failure indicates not only a fall, but making enough noise to alert the guards in the towers (q.v.).

The south approach to the castle is a single road. The land on either side of the road is a minefield—A high-density field (rating 13) of "Bouncing Betty" S-Mine 44's (6d8 damage, 30 foot burst radius). Detonating any mines not only ravages the characters with flying shrapnel, but also definitely alerts the SS unit within the castle.

Anything coming straight up the road is spotted by the guards in the towers and the gatehouse. There's no chance of sneaking up that way.

Castle Defenses

Schloss Fenris is surrounded by a two-story high thick stone wall, with a matching gatehouse and four-story high towers at each corner of the wall. Each tower is manned by five men, who are manning two MG42 machineguns (2d8 damage) and a panzerschrek rocket launcher (6d8 damage).

The gatehouse is a two-story structure, with a portcullis on the outer wall and another on the inner wall. It is manned by a squad of six SS soldiers on the outer gate (armed with MP40s and Stiehlhandgranates (see standard template), and another group of five on



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the rooftop, armed with two panzerschreks and a carriage-mounted 20mm cannon with AP rounds (3d10 damage).

Just inside the walls, in the main courtyard of the castle, is the vehicle compound. There are several vehicles currently parked here:

Four Opel-Blitz troop trucks (AC 12, Damage Points 40, Cruising speed 75 Weapons: none, Armor: Upper Hull 2/2/2, Lower Hull 2/2/2 Deck 2, Suspension 20)

Two Kubelwagen (jeeps) (AC 14, Damage Points 20, Cruising speed 90 Weapons: none, Armor: Upper hull 2/2/2 Lower Hull 2/2/2, Deck 2, Suspension 20)

One Sdkfz 234 armored car (AC 14, Damage Points 50, Cruising Speed 75, Weapons: 75L24 cannon (turret) and MG34 (flex mount on turret) Armor: Turret 35/10/10, Upper Hull 40/10/15, Lower Hull 20/15/20, Deck 6,, Suspension 30, Special: Smoke mortar)

Himmler's Staff Car (AC 12, Damage Points 20, Cruising Speed 90, Weapons: none, Armor: none)

In addition to the soldiers listed above, the castle has the following inhabitants at various locations throughout. In the event of a firefight or any other loud combat, these men are alerted and will come in waves against the player characters in 2d4 rounds.

45 Waffen SS Soldiers CR 1: Medium-size human, Class: Grt I; hp 6; Init +1, Spd 10, AC 12 (+1 Dex, +1 Armor); Attack: MP40 +3 (2d6), AL: LE, SV Fort +3 Ref +1 Will +2, Str 12, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills: Driving +2, First Aid +2, Hide +5, Move Silently +5, Spot +5,

Feats: Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rank, Simple Weapons Proficiency, Weapon Focus (MP40), Wheeled Vehicle Proficiency

Special Qualities: Devotion—the devotion of SS members to the Nazi Party

gives them a +2 morale bonus to Will Saves.

Possessions: MP40, 4 full magazines of 9mm ammunition, helmet, uniform, 2 stiehlhandgranate 24.

(To shake up the players a bit, you may want to occasionally have some of the SS soldiers armed with nonstandard weaponry, such as Sturmgewehr 44s, flamethrowers, or panzerfausts)

10 Veteran Waffen SS Officers CR 4: Medium-sized human, Class: Ofr 4; hp 24, Init +1, Spd 30 ft, AC 12 (+1 Dex, +1 Armor); Attack: Sturmgewehr 43 +6 (2d8), AL: LE, SV Fort +5 Ref +2 Will +3, Str 12, Dex 13, Con 12, Int 10, Wis 11, Cha 10

Skills: Driving +2, First Aid +2, Hide +8, Move Silently +8, Search +3, Spot +8

Feats: Automatic Weapons Proficiency, Firearms Proficiency, Point Blank Shot, Rank, Rapid Shot, Simple Weapons Proficiency, Weapons Focus: MP40, Weapon Focus: Sturmgewehr 43, Wheeled Vehicle Proficiency.

Special Qualities: Devotion: The devotion of SS members to the Nazi party gives them a +2 morale bonus to Will Saves.

Possessions: Sturmgewehr 43, 4 full magazines of 7.92mm ammunition, helmet, uniform, 2 stiehlhandgranate 24.

In addition to these standard SS soldiers, the castle also boasts the following additional threats:

Three SS Blood Mages
SS-Standartenführer Helmut Von Freigang (unless he was killed during the forest encounter)

SS-Standartenführer Klaus Schumann

CR 12: Medium-sized human; Class: Ofr 6/Adt 6, hp 57; Init +1, Speed 30 ft, AC 12 (+1 Dex, +1 Armor), Attack: PPK +10/+5 (2d6), AL: LE, SV Fort +3 Ref +3 Will +8, Str 13, Dex 12, Con 13, Int 17, Wis 17, Cha 16

Skills: Bluff +11, Concentration +12, Diplomacy +10, First Aid +9, Leadership +13, Move Silently +9,



Intimidate +10, Knowledge (arcana) +15, Sense Motive +10, Spellcraft +13, Spot +10, Swim +6, Use Magic Device +12

Feats: Command, Command Voice, Enlarge Spell, Extend Spell, Firearms Proficiency, Heighten Spell, Rank, Simple Weapons Proficiency, Toughness, Weapon Focus PPK, Wheeled Vehicle Proficiency

Special Qualities: Blood Magic—the blood mage suffers no fatigue cost from casting spells.

Runes—The blood mage knows 9 runes: Ansuz, Ehwaz, Eihwaz, Kenaz, Laguz, Mannaz, Ingwaz, Teiwaz, Othala

Possessions: Walther PPK, 2 spare magazines, 30 rounds of 9mm ammunition, helmet, uniform, runestones.



SS-Sturmbannführer Markus Kreiger

CR 12: Medium-sized human; Class: Ofr 5/Adt 6, hp 49; Init +1, Speed 30 ft, AC 12 (+1 Dex, +1 Armor), Attack: PPK +10/+5 (2d6), AL: LE, SV Fort +2 Ref +2 Will +7, Str 14, Dex 12, Con 12, Int 18, Wis 16, Cha 18

Skills: Concentration +10, Diplomacy +9, First Aid +8, Leadership +9, Move Silently +9, Intimidate +9, Knowledge (arcana) +12, Spellcraft +14, Spot +10 Use Magic Device +12

Feats: Command, Command Voice, Enlarge Spell, Extend Spell, Firearms Proficiency, Rank, Simple Weapons Proficiency, Weapon Focus PPK, Wheeled Vehicle Proficiency

Special Qualities: Blood Magic—the blood mage suffers no fatigue cost from casting spells.

Runes—The blood mage knows 9 runes: Fehu, Uruz, Thurisaz, Kenaz, Nauthiz, Pertho, Ehwaz, Mannaz, Laguz.

Possessions: Walther PPK, 2 spare magazines, 30 rounds of 9mm ammunition, helmet, uniform, runestones.

Thirteen Wehrwolves

CR 9: Medium-sized human; Class: Grt5/Com2, Hit Dice 7d10 (68 hp); Init +6 (+2 Dex, +4 Improved Initiative/+8 in wolf form, Speed 30 ft/60 ft, AC 13(+2 Dex, +1 Armor) AC 17 in wolf or hybrid form, Attack: MP40 +11 2d6, Claws +13 (1d6+3), Bite +13 (1d6+2), AL: LE, SV Fort +8 Ref +3 Will +6, Str 14 (16), Dex 15 (19), Con 15 (19), Int 12, Wis 13, Cha 12

Skills: Climb +5 (+6), Control Shape +5, Demolitions +4, Disable Device +4, Driving +5(+7), Hide +12(+14), Listen +11(+15), Move Silently +12(+14), Search +8(+12), Spot +12(+16), Wilderness Lore +4(+8).

Feats: Automatic Weapons Proficiency, Blind fight, Deadeye, Endurance, Firearms Proficiency, Improved Critical: MP40, Improved Initiative, Improved Unarmed Strike, Point Blank Shot, Rapid Shot, Simple Weapons Proficiency, Weapons Finesse (bite), Weapon Focus



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MP40, Weapon Specialization MP40.
Special Attacks: Curse of Lycanthropy, trip
Special Qualities: Damage Reduction 15/silver, Wolf Empathy
Possessions: Walther PPK, 2 spare magazines, 30 rounds of 9mm ammunition, helmet, uniform, runestones.

Curse of Lycanthropy: Any human wounded by not killed by a werewolf's attack must succeed at a Fortitude save (DC 15) or contract lycanthropy.

Damage Reduction 15/Silver: The werewolf ignores 15 points from every attack, unless the attack is silver.

Trip: A werewolf that hits with a bite attack can attempt a trip as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy: The werewolf can communicate and empathize with wolves and dire wolves. This gives them a +4 racial bonus to checks when influencing the animal's attitudes and allows the communication of simple concepts.

These 13 Wehrwolves are the special unit that Himmler is here to honor. Actually, he's also here to oversee the Blood Mages experiments—trying to get the Wehrwolves to attack but not kill SS volunteers in an effort to transform them into lycanthropes themselves.

And, of course, Hienrich Himmler himself. The following are the stats for Himmler are provided—however, if the player characters are somehow successful in killing him, the following stats are not actually Himmler (unless the War Master has no problem with altering history in his or her own campaign), but rather a Doppelganger sent by Himmler (who is now paranoid and never leaves Germany himself).

Reichsführer Heinrich Himmler

CR 15. Medium-sized human; Class: Ofr8/Adt7, hp 75; Init +1, Spd 30 ft, AC 12 (+1 Dex, +1 Armor), Attack: Luger +9/+4 (2d6), AL: LE, SV Fort +3 Ref +3 Will+8, Str 11, Dex 12, Con 12, Int 16, Wis 17, Cha 18.

Skills: Bluff +11, Concentration +13, Diplomacy +9, First Aid +10, Leadership +12, Move Silently +9, Intimidate +11, Knowledge (arcana) +15, Sense Motive +9, Spellcraft +15,

Spot +10, Swim +5, Use Magic Device +15

Feats: Command, Command Voice, Extend Spell, Firearms Proficiency, Heighten Spell, Natural Born Leader, Simple Weapons Proficiency, Spell Penetration, Tactician, Weapons Focus: Luger.

Special Qualities: Himmler knows 10 runes: Dagaz, Othala, Raidho, Mannaz, Sowilo, Wunjo, Algiz, Eihwaz, Thurisaz, and Uruz
Possessions: Uniform, Luger and 4 complete magazines of 9mm ammunition, SS Blood & Honor Dagger (+3 magical weapon, 1d6+3 damage plus energy drain (1 level per strike))

Castle Locations

First Floor

Towers: The towers have their entrances on the first floor, but are entirely given over to a massive spiral staircase going up to the guard station at the top.

Gatehouse: As stated before, the gatehouse has two portcullis, one outer and one inner. The mechanism for opening the portcullises is on the second floor.

1) Main Hall: This is the great room of the castle, dominated by massive tapestries and a huge marble staircase going up to the second floor. Along the walls are displays of suits of armor (standard D20 plate mail) and medieval weapons (use the stats in the Players Handbook for these, if anyone should chose to use them for some reason).

2) Kitchen: This is where the food of the castle is prepared. It has been converted from a gourmet kitchen to one capable of feeding over 100 always hungry soldiers.

3) Servant's Quarters: Originally, this area was where the butlers and maids lived. Now, it serves as one of the areas where the soldiers are housed. All of the luxury fixtures have been removed, and the area filled with cots and trunks.

4) Enlisted Mess: This was once a fine dining room, and has been converted for use as the enlisted men's dining area. Long tables with folding chairs are the only feature of this room, apart from a few massive paintings, which were kept on the walls because Himmler likes them.



Castle Schloss



5) Additional Housing: Another room converted to sleeping quarters for the soldiers.

6) Officer's Mess: This former drawing room has been converted to a dining area for Himmler, the Blood Mages, and the SS officers.

7) Officer's Quarters: This area houses the sleeping quarters for the SS officers.

Second Floor

1) Communications Suite: This room has been converted to the communications center of the castle. It is filled with the machinery for the wireless broadcaster (radio, Morse, etc). Any Nazi unit in the European theatre can be reached from this center, and there is also a hotline to the Reichschancellery—Hitler's office, in fact.

2) Additional Enlisted Quarters: This second floor room is reserved as a perk for certain enlisted men.

3) Wehrwolf quarters: This room is the sleeping quarters assigned to the wehrwolf unit. They sleep together, like a pack.

4) Blood Mage Quarters: The three Blood Mages are quartered here. Should the players find themselves in this room, OSI mages find books that teach them an additional 1d4 runes.

5) Himmler's Quarters: These are the rooms given to the Reichsführer when he is at the castle. They are the finest appointed rooms in the castle.

6) Library: This room is the library of the castle, filled floor to ceiling with books. Most of the books are of an occult nature. War Masters who are feeling particularly mischievous may choose to put certain recognizable occult tomes on these shelves, just to tempt the player characters into taking them along with them.

7) Prisoner's Quarters: In the event the unit stationed at the castle takes any prisoners, this is where they are locked. It is completely empty, save for barred windows, a couple of rough wooden benches, two porcelain bedpans, and a metal water bowl.

8) Storage: This room is where the Nazis throw the furnishings from the other rooms they have converted.

Third Floor

1) Command Center: This is the stereotypical "war room" you've seen in a hundred movies, complete right down to the big, lighted map which attendants move unit markers on with long croupier

sticks. There are teletype machines here that are wired down to the communications suite on the second floor, relaying orders back and forth from Berlin to units in the field. Player characters who get this far might be able to grab some of these telexes and provide valuable intelligence to Allied operations.

2) Experiment Room: This is the room where SS Volunteers are exposed to the fury of raging wehrwolves. There are blood stains on the walls and floor despite the best efforts of the staff to remove them.

3) Laboratory: This is the room where the Blood Mages attempted their other experiments, ranging from attempting to distill longevity elixir from peasants (accidentally creating zombies) to summoning demonic entities.

4) Weapons storage: this room has been converted to a weapons locker, where all of the armaments for the unit are stored. Lugers, MP40s, Sturmgewehr 44s, MG42 machineguns, all necessary ammunition, landmines, Panzerschreks (with rockets) and grenades are stored here, and able to be grabbed by desperate player characters.

5) Empty Room: This room is unused by the current occupants of the castle. Formerly, it was a bedroom.

6) Meeting Room: This is the room where Himmler, the Blood Mages, and the SS Officers meet to discuss operations (once per day, 0930 hours). It has a long oak table, with lamps and crystal water carafes.

7) Empty Room: This is another unused room. Formerly, it was a bedroom, although now it is filled with sheet-covered furniture and paintings from the other rooms on this floor.

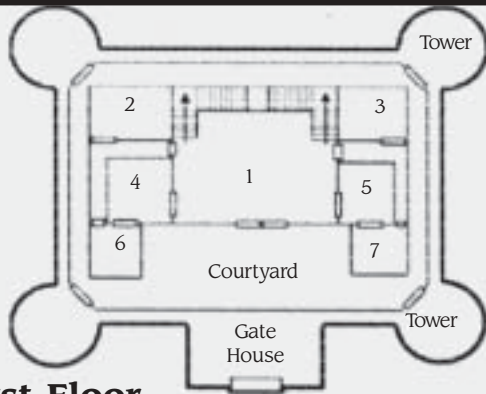
Getting Out of Dodge

Whether the characters are successful in their mission or not, the surviving members of the party must work their way back to Allied territory. If the characters asked the right questions, they know there is a pilot by the name of Strassen waiting for them at a private airfield outside of Vienna. They can attempt to travel to that rendezvous, at which point Strassen is able to secret fly them back to either Italy or France.

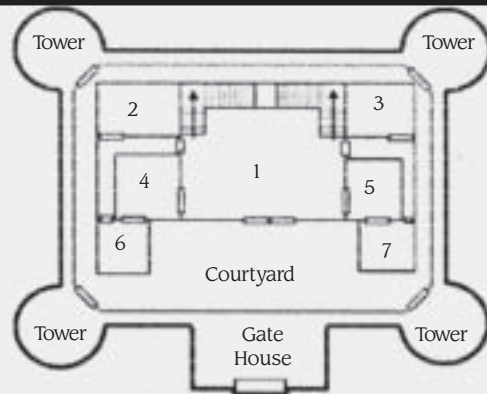
If they are unaware of that rendezvous, then it's up to them to figure out a way to get out from behind enemy lines.

Sounds like a good excuse for an adventure. But that is a tale for another day...

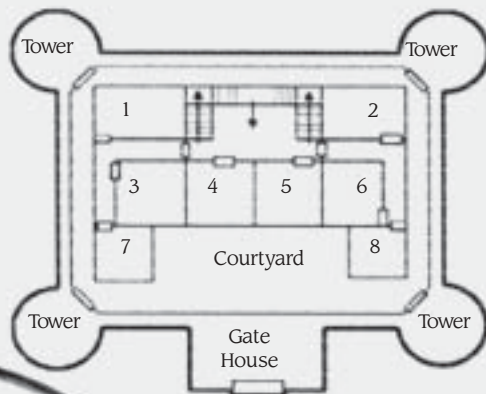




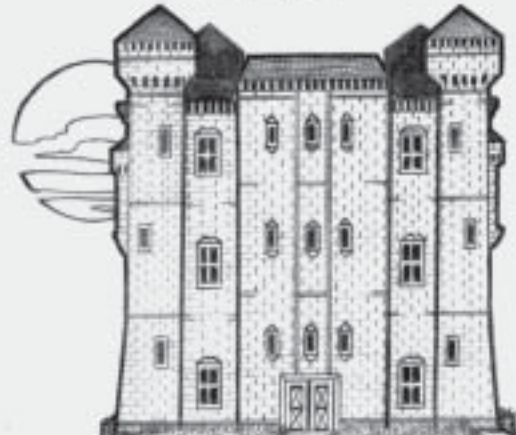
First Floor



Third Floor



Second Floor



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