



# THE GRIM OCCUPATION

*A mythos tale from the Second World War*

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## INTRODUCTION

This scenario is set during the second World War in occupied France. It is suitable for 2-6 players, with 4 being the recommended amount for both atmosphere and difficulty. The players will take the roll of Allied soldiers stuck behind enemy lines after a failed assault during Operation Overlord. Retreating south into rural France, they find themselves in a small occupied village, where the oppressing forces have committed horrific acts in a desperate attempt to stop the advancing troops.

The scenario is mainly location based, with the investigators arriving to a ghost town and trying to figure out what has happened. The first few locations are devoid of life and are used to build atmosphere for the climatic finale. Their main objectives are to find a way to clear the blockage on the southern road, find fuel for their car and find any axis communications with knowledge on a weakness in their lines to find a suitable escape.

Each successful objective adds a higher score to the chance of escape (See **Chances of Escape**, page 17), however the scoring system can be ignored if the module is being used to start a campaign.

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## Background

The events of this scenario entail the aftermath of town of Cauzerte during the occupation of Axis forces. A dark tome of knowledge, The Traveler's Teachings, has inspired the vile SS Officer commanding the occupying forces, to commit horrific acts of an otherworldly nature, resulting in cosmic horror to descend upon the once innocent town.

By the time the investigators arrive, the town has been all but abandoned. The original residents have all perished and those who remain are far beyond reprieve.

## Cauzerte

An ancient town built during the Roman Empire that has stood the test of time, albeit crumbling and faded. The town itself is located in the center of France, near Toulouse, surrounded by rural grounds. During the 11th century it became a castellan town built on a natural vantage point, a large hill in the center of vast fields. The strong architecture and great vantage points meant that it never fell to invading forces such as the British, until the 2nd World War.

## Timeline of Events

**12th Century:** The Lord of Cauzerte, desperate to overthrow the king due to the exceptionally high tax and levy, began searching for a way to raise an ultimate army. To achieve this treacherous goal he began consulting metallurgists, witch doctors and disgraced military leaders for any form of advantage he could use.

Sinking further into depravity, he consulted a lone traveler who provided him with unbound knowledge that detailed horrific sacrifices and experiments that could help him create his ultimate army.

However, his porter was eavesdropping on the lord's feverish plotting and word spread quickly. Fearing the lord was possessed by the devil, the town's people rushed his castle and placed his head upon the battlements. Following his swift murder, they attempted to burn the tome of unholy knowledge however its vile knowledge seemingly outlived the licking tongues of the flames.

Realizing the true nature of this journal, it was hidden away in a building that would be later used as the town

hall, the descendants of the usurpers eventually forming the council that would operate out of this town hall. The tome would remain there for 800 years.

**1940:** During the battle of France, French troops were forced to retreat up north after German divisions outnumbered the French Garrison, leaving the town to be conquered by the invading forces.

**1944:** At this point during the war, large amounts of France are being recovered by Allied forces after the events of D-day. During these missions, paratroopers are sent far behind lines to blow up important enemy structures and locations important to infrastructure.

**June 15th, 1944:** SS Officer Richter, the officer in charge of the occupation, began to grow nervous of dwindling supplies and advancing enemy troops. This paranoia led to him beginning to search the town for hidden caches, but instead finds a locked away tome of knowledge. He soon begins his experiments on the towns people.

**June 28th, 1944:** The towns people begin to notice the disappearances and fear starts to spread through the town.

**July 12th, 1944:** Horrific noises are heard from the keep, instilling fear into the occupying troops as well. Soldiers deployed in the keep begin witnessing sanity confronting events and order begins to break down as they refuse to take any more civilians to the keep.

**July 25th, 1944:** Following the constant refusals and lies of his men, Richter deploys his horrific mythos creature to fetch him new subjects, believing that he is on the brink of success. This creature does not distinguish between foe and friend and soon his own men begin to personally confront him.

**August 1st, 1944:** History repeating itself, the keep is assaulted by the town's people, attempting to bring down the horrors within, however they are trapped with The Mass Grave and quickly slaughtered. Those who survived were subject to further testing, Soldat Peter was one of these victims.

**August 15th, 1944:** The investigators arrive in Cauzerte, fleeing from Axis forces, they hope to find supplies and maybe assistance in the, recently radio silent town.

# DRAMATIS PERSONAE

## THE OCCUPATION

### **Sturmfuhrer Officer Richter**, *Dark SS Sorcerer*

The desperate leader of the occupying forces in the town. Realizing his hold, his slipping and the Allies are inbound, he resorts to consulting hidden eldritch knowledge and experimenting on citizens and then finally his own troops.

Now he stays in the keep of Cauzerte, keeping a watchful eye over the defiled town, hungering for more test subjects to arrive.

### **Gefrieter Leon Dieter**

The dead eye sniper for the occupying forces. Injecting him with the Uber-Serum granted him incredible hyper perception, however it only elevated his awareness of heights and the perils of the great outdoors, causing him to become agoraphobic and suffer from vertigo, ironically making him an incredible spotter but a terrible sniper, on account of his hands always shaking when in high positions.

Currently locked in the bell tower of the church in the center of the marketplace, he follows his duties, attempting to shoot enemy forces, but while he can detect troops easily, he can never seem to land a shot.

### **Soldat Peter Gruber**

A young, idyllic, handsome German soldier who joined the army for adventure but found himself stuck in military police. Despising his Commanding Officer, he attempts to be as friendly as possible to the oppressed forces within the walls. Eventually he turned sweet on

Mary, a young woman within the town, who was initially wary of him but came to trust his friendly demeanor. When he discovered that her brother had been taken to the keep, along with a few of his own friends going missing, he joined the stampede on the castle.

Furious at the betrayal, his commanding officer had him injected too, removing him of his sanity. Peter can truly see both alive and dead, but cannot tell the difference between. He simply goes about his rounds, friendly conversing with the spirits of the dead and going about his business. He regards his enemies with the same manner.

## ALLIED ASSETS

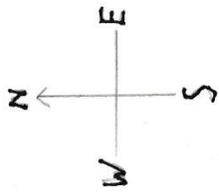
### **Gregory Evans**, *OSS Operative*

The OSS spy that has seen it all. He knows of the nuclear bomb project in Berlin, he has seen countless classified German documents and was closely involved in Operation Valkyrie. While attempting to returning home to relay all this information, he has found himself blocked by the ongoing war and relying on the help of lost soldiers to get home.

## NEUTRAL

### **Anna Beaumont**

Once a kindly and dutiful employee of the Town Hall, prior to the occupation, she now hides beneath her home in the Eastern Housing Block. Bearing witness to the atrocities of the occupation, losing her niece and catching a glimpse of the Winged One have left her shaken to the core and on the brink of insanity.



Town of Cauzerfe  
Malevolent Eil in Occupied France



## LOCATION 1: THE NORTHERN BLOCKADE

After days of driving through looming forest, muddy bogs and rolling fields, the seemingly ever extending countryside roads finally reached a wide basin. In the center, an imposing and towering hill with a town on top it, surrounded by a wall. Following the road through this natural basin leads to a road leading up the hill, jagged and poorly maintained.

The curved, steep roads finally level out at toward the top of the large hill. As your car crests the steep incline of the path, you see the entrance to the town. However, it is blocked by a typical checkpoint. Tank traps and road spikes line the sides while a wooden bar is attached to a booth, covered in Axis logos and propaganda. Either side of the man-made obstacle are high rising brick walls with wrought iron spikes atop the 10-foot rises, and to either side of the road is the steep drop down the hill.

## LOCATION 2: THE TOWN SQUARE

Upon navigating the small task of getting past the northern blockade, they find that the town opens up into a large open plaza with a large statue in the center, its back to the looming keep behind it. Flanking the square are tall, terraced buildings that watch over the town square. Directly south of the statue is a series of tents and barbed wire fences, presumably where the occupying forces kept their supplies. A few restaurants and bars still have their awnings out, covering an outdoors eating/drinking area. However, there is no food or drink to be found and the areas are completely deserted.

On the north side of the town square is a large building that dwarves the other, an old building with a tower ascending a few floors above a central ground floor area. A sign outside, in French, reads "Town Hall". (Details on the interior of **Location 4-Town Hall** are found on Page 8)

*Looting: If the Investigators decide to enter any of the buildings not outlined by the module, describe them as desolate, messy and devoid of life. When exploring the non-descript houses, ask for a Luck Roll, to see if they find any useful supplies (Typically food, small amounts of low caliber ammo, candles and matches etc)*

A **Tracking** roll reveals a set of hasty footfalls down the least steep slopes. If followed, it heads almost half way down the winding hilltop path before it suddenly stops. These are the remains of a German Soldier who attempted to escape but was quickly hunted down by The Winged One.

Navigating the barricade is incredibly easy, with a simple vault or duck under (No roll required) to cross it on foot. Trying to get the vehicle in will require the road spikes to be lowered, a winch is inside the booth to the side of the barricade, a **STR** roll will lower the spikes and allow passage (The spikes face both ways, attempting to drive over it without dealing with the obstacle will ruin the wheels and cause penalty dice on all **Drive Auto** rolls). A watch tower is located to the right of the blockade, a simple metal tower with banners hanging off it, however there is no sign of anyone manning it.

A **Languages (French)** roll reveals that the statue is devoted to the Saint Anthony of Padua, patron saint of missing people. Unbeknownst to the investigators, the statue was set up by the Lord after his people began to worry about the influx of missing citizens. To ease suspicions and calm the growing panic, he commissioned a sculptor to erect it. However, it wasn't long after it was finished that the Lord was overthrown.

It does not require a roll to see that the statue has been visibly damaged and somewhat recently. An experiment, returning from a hunt landed on the statue and cracked it, knocking off the head and smashing it to dust. A **Spot Hidden** reveals claw marks on the shoulders of the statue though, 5 gashes on either side where the talons have dug into the marble.

In-between the nondescript houses, there are the occasional places of business. Below are the contents of any place that stands out against the regular buildings.

### La Bolognerie (Bakery)

The ovens have long since chilled, the pantry ransacked and the wares long gone. Blankets and pillows are strewn across the floor. Carved on the wall are the words "regarder les cieux". A **Languages (French)** roll translates this too "Watch the Skies". A direct

warning of The Winged One. But veterans of both the Blitz and the front lines may relate it to bombing runs, however the town seems relatively damage free from air raids.

### ***La Droguiere (Hardware)***

Most of the good tools were taken when the villagers rushed the keep, however a **Spot Hidden** roll will find 2 hooks (good for towing or climbing) a 30ft chain and a metal pipe (1d8+DB). A **Hard Spot Hidden** or **regular Accounting** roll, will find a bill of sale for a crowbar to the Town hall for maintenance purposes (Found in **Location 4: Council meeting room**, page 8).

## **LOCATION 3: THE OCCUPYING SUPPLIES**

Towards the north side of the Town Square is a collection of tents, surrounded by tank traps, barbed wire and a field battery powered siren. A small corridor, typically guarded by soldiers, is formed by a gap in the barbed wire however as the place is abandoned, getting into the small compound is easy.

Inside are three tents, two of which have bunks inside. The L-tent in the top left, is a messy affair, with the bunks left unmaintained and the sheets missing. A **Spot Hidden** or a direct search under each bunk will find the **Handout 1 Occupation: Journal of Gefrieter. Henry Becker**.

He fears that the French are realizing that people are disappearing and will soon revolt. The journal also observes that Soldat Peter Gruber has been seen speaking amicably to people within his patrol route and should be moved to a new location.

In the top right tent, the bunks are similarly messy, however a crate which is locked tight (**Hard**

### ***Bureau de Poste (Post Office)***

Most of the Post Office is left untouched, blankets and sheets still left around however. Investigators who search this area will find a map of the town. As well as a map of the surrounding area in France (see **Chances of Escape**, page 17).

### ***Magasin Général (General Store)***

While most of the food has been taken and the cash register emptied, the only things remaining in the store is alcohol (10 consumptions worth) and small pieces of French literature, as well as a rusty boxcutter knife found in the back (1d6+2, damage).

**locksmith, Extreme STR** or **Regular STR** with a **crowbar**) contains 30; 9mm bullets and an Mp40 (Statistics listed in the **appendix**, page 34).

Inside the last tent, in the bottom right corner, is a multitude of fuel canisters, jerry cans and siphoning tubes, as well as large barrel of petrol that sits in the corner.

This barrel requires **STR200** to carry (refer to human limits), or **STR100** to carefully turn it on its side and roll to the car.

**Open Box- Keeper note Barrel** Should a fumble be rolled, state the lid breaks off and petrol leaks all over the floor. Investigators covered in petrol should suffer a penalty die on **CON** rolls for burn damage.

The barrel can easily fill the car up and still have 3/4 left to fill various jerry cans, bottles for Molotov's and any other arson related purposes that the investigators may have. Should the investigators somehow break the container of petrol, there are still vehicles around the town that can be siphoned for fuel.

## LOCATION 4: THE TOWN HALL

The antique, roman building dominates the square, drawing focus from the statue in the center. With large steps leading up to the thick wooden doors flanked by painted windows and slated roofs, it is a sight to behold for any architecture enthusiast.

Inside there is a semi-circle desk opposite the entrance that has been ransacked, papers strewn all around it. A small layer of dust coats all the surfaces and a musty smell lingers in the air. Small rays of light poked through the clear panes in the colored windows, giving a dull glow to the small reception room.

### The Meeting Room

Entering the double doors to the left enters a meeting room for the town's people to voice their concerns about problems facing the town to the members of the council. About 6 rows of 10 chairs sit facing a small raised platform with a podium. Once again, a thick layer of dust coats this room, implying that it has not seen much use in recent years. A small notice board states that a creche is hosted here every day, around 12 o'clock. Small wooden toys can be found in one of the cupboards in the room, however they also have a thick layer of dust on them.

A **Spot Hidden** notices a few child drawings pinned on the notice board. While most of them are benign and absurd, one shows a crude drawing of a house, colored almost entirely yellow. The drawing includes a cellar or basement of sorts but it's hard to tell with the child clearly lacking a grasp on perspective. It is poorly spelt but says "Auntie Anna's House". Should the investigators find themselves in **Location 6: Eastern Housing Block**, they will spot this as the only yellow house.

### Council Meeting Room

Going up the stairs from the main room leads to a small landing. From this landing, there is access to the council meeting room as well as stairs leading up to the records room. A thick wooden door stands in the way (**Hard STR** or **locksmith** roll to open). Inside is a square table with four chairs around it. Blinds are drawn on the large spacious windows. At the back, a small single door can be seen. On top of the large table is **Handout Occupation 2: What the Porter Saw**.

The storeroom, locked as well (**Hard STR** or **locksmith** roll to open) contains a few cleaning

supplies and a crowbar which decreases the difficulty of all **STR** based opening rolls.

### Records Room

Upon entering, they will see that the place is ransacked completely with papers and folders thrown about. Most of the cupboards and cases have been thrown open with papers covering the surfaces. A **library use** roll will discover a map with the layout of the town hall, as well as a map of the town. The map of the town hall will reveal that there seems to be a lot of unused space on this floor, on the eastern side of the building. Those looking for a hidden entrance then gain a **bonus die** on **Hard Spot Hidden** rolls to detect. The spot hidden roll also reveals a few hooks on a wall with a single key ring left hanging. This is the key for the council meeting room and the attached storeroom.

Succeeding this roll will discover small scratch marks where a cupboard has been hastily pushed back to where it was found. The bookcase (**SIZ 100**) can be easily pushed out the way to reveal a small attached room. The room however is incredibly dim with no windows or light sources. Directly ahead, and in the center of the room is a stone podium with an indent where a book would have sat. On the top of this stone podium, carved into the stones face is a five-sided star with an eye in the center (A **Cthulhu Mythos** roll identifies this as an Elder Sign).

## LOCATION 5: EASTERN HOUSING BLOCK

This area is on an artificial peninsula on the Eastern side of the town with ramps going up to the housing block. The buildings here are more modern than the history-rich buildings that make up the rest of the town, but are still a sight to behold, nonetheless.

A small wrought iron fence runs around the raised brick platform, connecting the ramps that lead up to the houses. In this area, Peter patrols in the day till the later afternoon.

***Peter:** This will likely be the first contact with an NPC in the module, Pvt. Hans, who has gone insane after being exposed to the horrors within the keep. Try to play his insanity, not as skittishness but an abnormal amount of calmness in such a strange situation. When he is talking to the investigators, try to look past them instead of talking to them directly.*

He spends his time patrolling up and down the streets in the western housing block, waving at 'citizens' and friendly telling them to go about their business. He makes friendly conversation with the people on the street before making his way to the public house to grab a drink, which he pours for himself and leaves a few marks for the landlord. Everyone he is talking too however is long since deceased.

Should the investigators greet him, he will treat them with the same friendliness, saying that he is looking for his friend Anna and that he can't seem to find her. If asked, he will direct them to where she was staying, the third house along from the left. A **Psychology** roll will identify that he is not lying but is not aware of the situation or his surroundings.

If the investigators kill or otherwise don't meet Soldat Peter, then gloss over the searching of the houses, for the sake of pacing. Most houses have been left open, ransacked and devoid of life. Ask the players to make a group **Luck** roll to see if they find any supplies in the houses. On the second or third house they search after a successful luck roll, ask them to make a **listen roll**. If succeeded, they will hear some slight movement coming from the basement. A **Spot Hidden** or a direct search to push the bed will find a small hatch that has been covered. Going down will lead them to Anna:

## MEETING WITH ANNA

Anna is disheveled, fearful and immediately distrustful of anyone coming down the stairs, unless they are in allied uniforms, if they are, she will calm down slowly but still be wary. Her long blonde hair is matted and greasy and her clothes are filthy and torn.

She talks in a thick French accent and can only speak in small bursts of broken English. Should a translator be present, they can get the full story from her, but if not then all they can go on is little tid bits of information. Anna was the record keeper at the town hall and was present when the SS stormed the building in search of the Tome of Knowledge. Should the investigators be incredibly aggressive, she may hold her sharpened metal implement at them to ward them off.

### **With a Translator**

Anyone with a **Language (French)** that is higher than 50% is considered partially fluent and can attempt a **Regular** difficulty roll. Any with less must succeed a **Hard Language (French)** roll to understand her thick accent and hurried tone.

Anna tells the investigators:

*"The SS general grew wild and stormed the town hall, demanding to see the records. After throwing everything out, he demanded to know where they had hidden it. He had one of the council members dragged off for denying him. Soon they found the gap behind the cupboard. I begged them to stop, I told them that it had been locked away for a reason, but he had me dragged off too. I would be dead too, if it were not for Peter who intervened..."*

*Soon after, people began disappearing, only a few at first, but soon entire homes were emptied in just a night. People grew panicked, many tried to run but I don't know how far they got before it found them. This beast...I hear it staling the rooftops at night. A horrific beast that hunts its prey down.*

*Soon, their own men grew restless and with the remaining people of the town, they stormed the keep. Only one man returned... I hear him walking around sometimes. It sounds like my friend Peter; it looks like him too. But he's changed. They did something to him. Please...if you are leaving, take me away from this horrible place."*

### **Without a Translator**

Without a translator the investigators can only get small snippets of information through her broken English and hurried French. She manages to tell the investigators:

"Monster of the sky comes!"

"Friends go missing"

"Taken to the Keep..."

"Men Come to Town Hall"

"Take the Book"

## La truffe d'or- Restaurant (Golden Truffle)

Investigators heading through the Eastern Housing Block will see multiple signs advertising La truffe d'or. Following them will lead to a southern walkway, wide enough for street seating occupying the space outside an open plan restaurant. Above the doorway, in white and gold letters is La Truffe d'or. However, despite the glamorous name, the chairs outside are peeling coats of paint from being left out in the rain day after day and inside the furniture is not faring too well either. Most of the tables and chairs have been smashed, in a

drunken rampage by the occupying troops, and any surface that survived the onslaught is covered in dust. Stepping through the splinters, chairs legs and general rubble; a searching investigator will find no food, but at least 10 consumptions of alcohol, in the form of cooking sherry and a misplaced bottle of wine.

If an investigator tries to search the pile of destroyed furniture, ask for a **Spot Hidden**. If successful, while searching through the chaos they find a well-kept shiny plate. In its reflection however, they spy a bestial figure slipping around the corner and out of sight, behind them, outside the restaurant. When they turn, it is gone, however they were sure they saw wide, bug-like eyes watching them. If an investigator catches this glance of the Winged Beast, they must make a **Sanity**

roll. (0/1D4) If another player has specifically requested to watch the entrance, delay the appearance of the reflection till you are sure that only one investigator will experience it.

## LOCATION 6: THE CHURCH

Heading down the narrow streets, the town opens up into a gorgeous Roman/modern architecture blend with tall brick and slate roofs that tower over the investigators. Ahead of them is a wide-open area that is dwarfed by a large church directly ahead of them. A military vehicle rests unused ahead of them, parked haphazardly near the Southern Blockade.

A **Spot Hidden** notices the glint of a sniper scope as the Sergeant attempts to line up a shot with the intruders. Given how shaky his hands and how frayed his nerves are, even if he gets the drop, he is likely to miss. **1%** chance to hit the investigator with the lowest luck. If they detect the glint, allow them to dive for cover behind a parked vehicle in the nearby area or run into the nearest houses/shops that flank this area. (See Dieter's stats in **Appendix**, page 21).

Looking at the church reveals the large iron doors, closed, and to its right, the bell tower where Dieter resides. The doors (SIZ 300) cannot be forced with humans' hand and would require a vehicle to ram through. Should the players think to check the back, they find a smaller, yet still thick (SIZ 150) door that has been locked. A **Hard STR** roll or a **Regular Locksmith** roll will get through this obstacle.

Upon entering the church, if Dieter has not been killed, he will draw a pistol and yell warnings from atop the church bell tower. If they climb the tower, he will back to one of the rails, and take a shot, missing wildly. If an investigator attempts to come near, he will grab them and attempt to throw himself off the top of the tower. Those failing to break free of his grasp, with a **Contested STR** roll, are also plummeted off the tower with him. (5d6 damage)

A **Spot Hidden** at the top of the bell tower notices constant scuff and scratch markings along the banisters, as if the person bracing their rifle was constantly shaking and needing to re-adjust.

Searching the church will find a few weeks' worth of rations, 14 bullets for the sniper rifle and a bolt cutter. This encounter, with the gunshots and shouting, is sure to alert Richter to the presence of the investigators.

Should the investigators arrive here quite late, then Peter will be found here. He converses with the dead patrons and investigators in a friendly manner.

## LOCATION 7: THE SOUTH BLOCKADE

The southern exit from town, adverse to the northern entrance, is heavily barricaded with hasty fortifications. Wooden pallets and crates as well barbed wire and metal sheeting cover the exit and prevent anyone from climbing over it without difficulty (a **Hard Climb** roll would be necessary to not cut themselves on the barbed wire, 1D4 damage). Either side of the barricade is the same high rising brick walls that circumvents the town with wrought iron spikes above them, beyond the walls is a sheer drop down the steep slopes of the cliffs.

In front of the rudimentary barricade, military cars have also been parked in front of the barricade. The cars have been locked so the window must be smashed, or the keyhole pick locked, to get inside, take off the handbrake and push it out of the way. Pushing the cars requires two investigators, one to steer and one to push. The more investigators push, the lower the difficulty of the **STR** roll.

If you are waiting for a dramatic moment to reveal Dieter, should the investigators fail their **spot hidden** to notice the glint of the scope, then the moment the investigators draw near to the Southern Blockade perhaps a bullet could ricochet off the wall near them.

To disassemble the barricade by hand would take almost four hours of constant work, meaning that the sun would probably be coming up by the time they had moved the cars and removed the barricade. Should the investigators attempt to roll a barrel of fuel up the street to the barricade, ask for a **Hard STR** roll to carefully turn the barrel on its side and roll it without knocking the top off and spilling fuel. Once it is in place though, a few bullets shot into it, or a hand grenade will easily wipe the barricade out of the way, leaving flaming remains and a wide gap to easily drive through. Should the investigators not think to move the cars before detonating the barricade, ask for a **Group Luck** roll to see if the explosion moved the flaming shells of the cars enough that a gap for the escape car is made.

## LOCATION 8: THE KEEP

The keep, operating base for Richter, should be one of the last places the investigators visit. There are multiple clues scattered around the map that should slowly guide them to the conclusion that whatever is happening is coming from the keep.

***Railroading-** Should the investigators try to go the keep first, don't railroad them by forcing them to go elsewhere, but emphasize that getting in seems incredibly difficult without the correct tools. If this does not deter them, then perhaps Dieter accidentally fires off a shot at a bird he jumped at, luring the investigators away, or maybe one of them caught a glimpse of The Winged Experiment, drawing their attention elsewhere.*

The keep can be seen from all parts of the town, constantly looming over the small unassuming town, a towering monument to the mistakes of their ancestors.

The front entrance is a mess, a tall brick arch with an enormous iron gate stands in front of a courtyard that leads to the keep. An **Extreme Climb** roll would be required to move up the arch and vault over, pushing it could result in the investigator going over the wall and falling down the steep slopes on either side of the cliff. At this height, it's certain death.

The gate itself is locked with a multitude of chains and padlocks, as the now irrational Richter has gone to multiple measures to keep anyone out. Any investigator that is capture by the winged beast is carried over the arch before it takes a tremendous leap to the flat roof of the keep.

Unlocking the gate requires a cutting tool or the investigators to shoot the locks off. A cutting tool can be given by Anna or found in the Church. If the investigators decide to ram the gate with the car then deduct 3 build from the car, as the hood is dented from the force of slamming into the gate.

The courtyard itself has become overgrown, with no one tending to the botany arrangements within the courtyard they have become unkempt and began to intrude through architecture, combined with frequent landings of the winged beast, causing tiles to become dislodged and uprooted and may fall at any moment to create a distant sound at a tense moment to confuse or startle investigators.

Entering the keep through the double doors lead the investigator into rectangular lobby with an arch on

either side of a tapestry on the far wall. Just entering the keep makes it feel like the temperature has dropped 10 degrees. Upon feeling this horrible chill, ask the investigators to make a **Hard POW** roll. Investigators that succeed can feel an abnormal sensation, a feeling of immense dread, coming from beneath the keep. Unbeknownst to them, this is the consciousness of the Mass Grave calling out to them. Perhaps it is trying to lure them, or maybe warn them away.

### The Tapestry

Should an investigator examine the tapestry, ask for an **Archeology or Arts/Craft (Painting)** roll. Succeeding will identify that this tapestry is over 800 years old. Those that fail the roll can still see that the tapestry depicts the keep in its heyday, with an eclipse occurring in the night sky behind it as a faceless mob charges the courtyard. Any investigator who is privy to the history of Cauzerte will know that this is depicting the overthrowing of the lord. Investigators who stare too long at the tapestry may believe that the Eclipse blinked at them. Upon seeing this, the investigator can't shake feeling that they are being watched. Investigators who witness this strange sight must make a **Sanity** roll (0/1D3).

### Banquet Hall

On the other side of the wall, reached by heading through the arches, leads into the main area of the keep where banquets would have been held. The room has a large open plan style with a very tall roof. A staircase wraps around the furthest wall, leading up, while other leads down to the dungeons and servant quarters. A large table in the center has various boxes of military rations and empty cases of ammunition. In the corners of the rooms are tall, metal candelabras and metal sconces hang off the wall with burnt out candles resting in them.

In the bottom right corner of this room are two doors that lead to the water closets, beside this, and around a corner, is staircase that leads to the servant quarters. On the far side of the room is a double door that leads to the kitchen.

### Dungeon

As the investigators climb down the large stone stairs, deep into the depths below, they instantly notice the even more sudden temperature drop. The stairs finally stop after a minute of walking before a sudden turn to the right. Dimly lit, with a low ceiling, is a far stretching corridor lined with wrought iron bars on either side.

These bars are the doors to the cells. If an investigator has been captured as this point, they will be in one of these cells. There are 12 cells in total, most unlocked and empty.

## Servants Quarters

Heading to the left through the double doors brings the investigators to a circular room with a low ceiling, in the center is a fire pit with a chimney grate above it. Surrounding this are a ring of beds, pressed against the back wall. A successful **Spot Hidden** roll in this room will find a hook on the wall and hanging off this is a pig iron ring with several jagged key on them.

### Cell #3

The third cell on the right-hand side has a nasty trap inside, however in plain sight of the door is a MP40(See **Appendix**, page 34), resting on the far wall with a full magazine attached. If the investigator asks to examine the cell, ask for a **Hard Spot Hidden** roll. Succeeding it spots a spool of barbed wire that has been compressed and ready to spring out when triggered, which is linked to the door. If a clueless investigator enters then they must succeed a **Hard DEX** roll to leap back, or become entangled in the barbed wire, suffering 1D10+5 damage. They must then succeed a **Hard DEX** to escape the barbs, each failed roll netting them 1D6 damage. A wire cutter would make short work of the barbs, and any helping investigator will add a bonus die to the escape roll.

### Cell #12

The fourth cell on the left is the only locked cell, where a captured investigator would be held. At the back of the cell, the wall has collapsed, leading to a sheer drop onto a poorly lit staircase below. The investigator will be chained to the wall, requiring an **Extreme STR** or **Hard Locksmith** roll to escape from the binds.

## Stairs

At the end of the corridor is a curved staircase the continues to lead down, after the first full revolution, the investigators will spot a large hole in the roof and scattered bricks on the floor, linking to **Cell #12**.

## The Cistern

The sewage system of Cauzerte runs through a large open cavern, that has been filled with the bodies of the failed experiments. Here they have melded into a horrific, sentient creature. It lays in wait until

unwitting prey has moved beyond the point of no return, before viciously striking and crushing its prey. Should an investigator enter the wretched cistern, roll 1D4 to see how many limbs form out of the rotted remains of the families of Cauzerte. These will attempt to ensnare any soldier foolish enough to wade into the mass grave (see **Mass Grave**, page 24).

Investigators first entering the cistern will note the feeling of wind going through underground area and brushing through the hairs of their necks, noting that there is definitely an exit to this tunnel that could act as a back-up escape route.

This area, in its entirety, is encased in darkness. Without a light source, the investigators will be blind to whatever the source of the smell is, soldiers will recognize it as the smell of death. Upon creating a source of light, the investigators will see an endless sea of bodies that disappears beyond the rays of light created by the light source. Non-battle-hardened investigator will suffer (0/1D6) **Sanity** loss upon witnessing the mass grave.

When shining a light across the mass grave ask for a **Spot Hidden** roll from the investigators to notice a golden glint reflecting the light off it, within the grasp of one of the many bodies within the grave. This golden trinket is about 30ft away and would require the investigator to wade through bodies to reach it. The trinket in question is a golden medallion on a chain, with a five-pointed star carved into it (See **Appendices**, page 35)

Investigators with a sense of direction (**Idea** Roll), or a compass, will find that the cistern runs North to South. Following it south will find an exit pipe into severely infected waters, but at least they will be a few miles away from the wretched town.

## Upper Landing

Should the investigators choose to go upstairs when first entering the keep, they will have to climb an uneven stone staircase that curves up to the upper landing. This room, while wide, has a low, stone ceiling. This area leads to a gilded set of double doors.

On the walls are small portraits and paintings, as well as arrow slits lining the walls. An ornate red rug has been laid out on the stone floor. Should an investigator get too close to an arrow slit, perhaps the tail of the winged one slips through and throttles them before slinking away again, leaving the investigators stunned and spluttering. (1D4+1 damage)

## Main Bedroom

Going through the gilded doors will lead the investigators to a large bedroom, previously the lords, now inhabited by the SS Officer. Straight ahead of the door, the investigators will see a poorly kept four poster bed, while the walls are lined with paintings and portraits. A large cupboard stands in the corner next to a floor length mirror. A metal door stands in the far-left corner of the room. The wall is lined with narrow arrow slits, which an investigator may catch a glimpse of something moving outside, scaling the wall, resulting in a **Sanity** loss (0/1D3).

While most of the furniture is ornate and antique, there is a table in the corner with Radio Equipment resting on it. Investigators checking it will find a dot matrix printing of recent orders. It seems the SS Officer has not been responding to attempt to reach him though. (He is so engrossed in his own knowledge and research; he has shut out the wider world.) An investigator that successfully brings this information to Gregory will complete the **Recover Intel** objective and get the associated bonuses.

On the eastern side of the room is a large, stained glass window. Perhaps this would be a good way to introduce **The Winged One** (Statistics on page 23), as it smashes through at a dramatic moment and runs off with an investigator trapped within its claws.

If Richter is unaware of the investigator's presence, then he shall be in his laboratory working on his new project during the day. If the investigators managed to stay hidden till the night, then they will find him asleep

## WRAPPING IT ALL UP

The Grim Occupation is likely to end in one of three ways; however, players do have way of surprising you.

1. Blowing up the South Barricade and driving to freedom.
2. Escaping through the cistern.
3. A last stand against the pursuing forces.

With the open nature of the enemies in the module, it is possible that the players wouldn't even see The Winged One before trying to escape, which would certainly serve as a dramatic moment for it to appear.

in the four-poster bed, clutching a worm-eaten tome to his person.

## The Laboratory

Through the unlocked metal door in the far corner is a gruesome sight. Metal tables stained with blood, medieval torture tools and medical implements line the scarred and stained walls. A dim oil lamp hangs from a sconce on the wall, gently lighting the horrific scene. The room reeks of rot and decay yet it is deathly silent.

Upon entering the investigators will see the remains of two corpses on a metal table, partially sewed together and mutilated in the same fashion as the first Winged One. Should the investigators have gotten a good look at The Winged One, then they can presume this is how the first one was made. Beside the mutilated body is a book, *The Traveler's Teachings* (see page 34), opened to a page of mad scrawling and diagrams. Beside the book is a small syringe, filled with a murky green liquid.

Witnessing this gruesome sight provokes a **Sanity** Roll (1/1D6).

**Richter Ambushes:** *Should Richter be aware of the investigator's intrusion to the keep, he will be waiting, syringe in hand, to inject the last person to enter the door to his laboratory. Refer to **Uber Serum Rules** (Appendix, Page 16-17) if any of the investigators are injected. Once the investigator is injected, he will attempt to push them further into the room before running out and attempting to seal the group in with his new pet project and the afflicted investigator.*

However, when it comes to wrapping it all up, it solely matters whether you are running a one-shot module or the beginning of a larger campaign. If this module is only intended as a one-off adventure then use the **Chances of Escape** (See table, page 17) to see how likely they are to escape France and return to friendly soil.

If you are running a larger campaign though, set in WW2 era, then perhaps Richter escapes with his unholy knowledge, and is tracked through the Western Theatre of combat as they attempt to bring his horrific experiments to an end. Maybe his new knowledge manages to change the tide of war, as he returns from hiding with an army of eldritch creatures.

## Rewards

The following optional rewards may be awarded to investigators surviving Cauzerte:

- Putting an end to Richter and his grim occupation: +1D8 Sanity
- Killing The Winged One: +1D6 Sanity
- Slaying The Mass Grave: +1D8 Sanity
- Fleeing Cauzerte with Anna: +1D4 Sanity

- Leaving Richter alive and in possession of The Traveler's Teachings: -1D8 Sanity

## APPENDICES

### RUNNING THIS CHAPTER

When running this chapter read this introduction out to your players:

The year is 1944 and the Second World War continues to rage on. In the western front, the Allied and Axis forces battle for control of France after the successful D-Day Landings. During these conflicts, you have found yourself having to head south, blocked from your allies up north by a vicious counterattack that has separated you from the rest of your unit.

Attempting to avoid capture or further conflict on poor, mismatched terms, given your low ammo and dwindling supplies, you decided to head south, find a ship and return to England to regroup with Allied troops, or perhaps end your tour of duty.

(If the character is present, read this small character introduction. Amendments can be easily made if a character is absent.)

#### **Sgt Alex Hughes and Sgt. Cameron Marks:**

During the counterattack, you and a few other men attempted to flank around and attack their supply lines, however, some surprisingly alert Axis soldiers returned the fire with extreme aggression, forcing you to retreat. With most your squad dead, save for yourself and Sgt. Cameron Marks (Only include this if this character is being played as well), your retreat North has been blocked off. The pair of you elected to head south, where you bumped into Gregory Evans in a small village, who identified himself as an Allied Asset and insisted he joined you, after getting the drop on you and catching you off guard. Sourcing a vehicle himself, the three of you have made serious headway south.

**Pvt. George Langley:** Attempting to avoid detection from both sides, you stole a jeep and drove into the French Countryside as quickly as you could, only stopping once you ran out of petrol near the town of Moissac, where you were lucky, or unlucky enough, to bump into Hughes, Evans and Marks. After they insisted you came along; you have found yourself among a new bunch of peers.

**Flight Commander Samuel Reynolds:** Following an unsuccessful bombing run, your plane crashed into the French countryside leaving you the only one not to be captured or perish, to the best of your knowledge. Hiding in barns and following rivers, you managed to avoid capture till you bumped into the group of misfits, caught in a firefight by a small town near Toulouse.

**Marcus Auvere:** With important business to attend too elsewhere, you borrowed a car from a quiet street in Paris and quietly made your way down the less patrolled back routes of France. Low on fuel, you found yourself attempting to scam Gregory Evans, with no luck, who insisted that you accompany him South through occupied territory.

**Winston Chaplin:** Sole survivor of a para-trooper mission gone wrong, shell-shocked and catatonic, you fled south to avoid capture and were lucky enough to cross paths with the other soldiers making their way to friendly soil.

While stopping for supplies near Toulouse, you and your group of misfits were caught off guard by a crack SS division who opened fire and managed to shoot Gregory in the gut. Narrowly escaping capture, or worse, you have been fleeing from their bloodhound like tail for the last few days. Managing to get a few hours of a lead ahead of them and desperately low on supplies, your last hope is to take a short cut through

the town of Cauzerte, a small occupied town that has recently gone radio silent. Believing it to be an incursion by the French Resistance, a wounded

## Important Elements of The Grim Occupation

### Gregory Evans

Gregory can be used as a tool to guide the players toward certain objectives. Upon starting the scenario, Gregory explains that they are in dire need of fuel, food, medical supplies and intel on German troop placements.

By the third hour of waiting in Cauzerte, if he has not been treated (**Hard First Aid** roll with medical supplies, **extreme** without) then he will limp into the center of town before being carried off by The Winged One, leaving a blood trail that suddenly stops, only leaving behind his .45 automatic (Sanity Loss 0/1D4)

### The Winged One

Be sure not to explicitly show this creature, just glimpses to build the tension. Upon hearing a loud noise, like a gunshot or a smashed open door, the creature will investigate. If it spots the investigators, it will lie in wait and attempt to attack one if they separate from the group.

If the investigators are finding the scenario too easy, feel free to add a second Winged One that hunts in tandem with the first.

### Wilson Richter

Richter spends most of his time brewing Uber-Serum and experimenting on the cadavers he has in great numbers. If he discovers that the investigators have arrived in Cauzerte, he will send The Winged One to retrieve them so he can experiment on them.

### Time

The pressing factor of time is important to this scenario as there is an army bearing down on the investigators. Make sure to keep reminding them of the passage of time through hints such as the sun and conveniently placed clocks.

## Effects of the Uber-Serum

Gregory suggested they stop there for supplies, intel and maybe some needed fire support.

Should an investigator be injected with a needle of Uber-Serum, whether it be a sneak attack by Richter, self-inflicted or the result of inter-party conflict/insanity, then ask the affected investigator to make an **Extreme CON** roll. If succeeded, the investigator feels an immense drowsiness that increases the difficulty of all roles for the next hour, however no further effects of the serum are experienced.

Should the roll be failed, take into note the degree of success and consult the table below.

CON ROLL RESULT	MODIFIER ON D6
HARD SUCCESS	+2
REGULAR SUCCESS	+1
FAILURE	-1
FUMBLE	-2

Once the modifier is decided, ask the investigator to roll 1D6.

### The Uber Serum Effects:

- 1- The investigator feels an immense heat welling in their chest, their eyes roll into the back of their head as their hearts explodes horrifically, ejecting blood from their eyes, ears and mouth. The investigator is instantly killed.
- 2- The investigator feels their life force beginning to fade, their vision going dark in small bursts as the poison wracks through their body. They lose 1 hit point per turn of combat, or per minute in real time. Upon hitting 0, they are killed.
- 3- The serum takes the effect of domination serum, making them incredibly susceptible to suggestion. Failing an **Extreme POW** roll while under the influence will force the affected investigator to obey the commands of the one who injected them. If the needle was self-injected, then the affected is susceptible

to the next command they hear. This last for 8 hours.

**Keeper Note:** *Should the investigators lose the final fight and a dominated investigator is all that is left, assume that in the 8 hour cool down, Richter re-injected or imprisoned them. If both Richter and the party is dead, except for the injected investigator, describe how the pursuing axis forces from up north search the village and find a non-responsive husk of a man.*

- 4- The investigator earns a 50+ boost to their spot hidden and listen abilities, while suffering 1D20 SAN loss. In the low event that less than a 5 is rolled, a bout of madness is instantly applied in conjuncture to the sanity loss.
- 5- The investigator feels the intentional effects of the super serum, gaining a +20 to all characteristics. While this transformation takes place, 10 combat rounds or 1-hour real time, the difficulty level of all rolls goes up by 2, as the investigator feels immense pain flowing through their veins from the injection. The subject also loses 1D10 SAN and instantly experiences a bout of madness.
- 6- The investigator's mind is truly opened. Describe how they see the space between molecules, and truly understand their place in the universe. They lose 1D100 sanity while gaining an equal amount of Cthulhu Mythos as well as gaining 1D10 spells. Should they remain playable after this (permanent sanity rules apply) they are instantly entered into a bout of madness.

## Chances of Escape

If you are planning on running this module as a stand-alone scenario and not the beginning to a large campaign, then perhaps consider using these factors to draw up an epilogue to bring the module to a close. For each successfully complete objective, as well as the condition of the characters and the time frame they complete it in, contribute to a successful finale.

The base rate for escaping with a vehicle is 10%

Escaping on foot 5%

## Positive Modifiers

Objectives Completed	Result
The vehicle was fully refueled.	+20%
Axis Intel was located.	+20%
The Southern Barricade was safely destroyed.	+20%
The investigators left on the day of arrival.	+20%
The Investigators rescued the local girl, Anna. <b>OR</b>	+10%
The Investigators found a map of the area.	+10%
Food was found for the journey.	+10%
The Winged One and Richter were killed.	+Bonus Die

## Negative Modifiers

Hinderances	Result
An investigator is temporarily insane.	-20% per insane investigator
One of the investigators has a major wound.	-5% per wounded investigator
Leaving as the chasing forces arrive at Cauzerte (Within the hour).	-40%
Escape Vehicle takes damage.	-10% for each point of Build lost
Leaving with an indefinitely insane investigator.	+1 penalty die

# PLAYER HANDOUTS

## Handout Occupation 1 Journal of Gefrieter. Henry Becker

In German:

*The occupation has gone on for 4 years now and has finally began to show its cracks yet not from the oppressed but our own. My men grow restless, sleeping out in the cold while the SS sleep in the keep. Gefrieter. Heichman suggested that we bunk in the town hall, seeing as it remains abandoned. A few of the men suggested we raid La Truffe D'or, the restaurant on the southern promenade. The greedy schwienhund wish to find liquor to drink themselves stupid with. I was swift to reprimand the men for such a heinous thought, we are soldiers of the fatherland not animals.*

*Our man in the bell tower reported an ongoing occurrence today. He observed that Soldat Peter has been seen conversing with the civilians under his route in the South-East Housing Block. Gefrieter. Dieter reports that he is seen frequently fraternizing with a lady of similar age. A small background check confirmed her to be Anna Beaumont. I wished to report it to our officer and have him moved, however Sturmfuhrer is refusing to see me, along with any other members of the occupation.*

A few pages appear to be torn out, with the last page of legible writing reading:

*The people of Cauzerte grow restless and in turn reckless. They hear the strange noises coming from the keep, followed by the horrific screams. I wouldn't be lying if I said they affected our men too. I know not what is happening there, and I wish for it to stay that way.*

## **Handout 2 Occupation- What the Porter Saw.**

In French and over 800 years old, requires **Hard Language (French)** roll to read:

*It came during the dark of the moon, in the dead of night. Knocking thrice on the keep's door, it was greeting by the lord as if they were an old friend. Guards and servants refused to meet its gaze as it hobbled through the dining hall, its angular features and disfigured visage were far too unpleasant to the eye.*

*The lord swiftly dismissed the guards of his chambers and took the visitor to an adjoining room to his bedroom, where they discussed unholy matters. Vile methods to overthrow the monarchy of France and free himself of their tyranny. However, his porter was listening. Appearing to heat the bed for the Lord's comfort, he overheard the strange whispers and hurried whispers from the connecting room, malevolent plotting that turned his blood cold and his face pale. He quickly passed this eavesdropped knowledge to the other servants, which quickly found its way to the guards and soon to the people of Cauzerte. Furious, frenzied and apoplectic, they stormed the keep, slaughtered the Lord and mounted his head up the keep's battlements.*

*The traveler was never found and never seen again, seemingly vanished as soon as he had appeared, however his teachings, scrawled into a book in hurried chicken scratch handwriting, was cast to the fire. Only I, and three others, saw that the book survived the lashing tongues of the flames.*

*And that is why it must remain hidden.*

# NON-PLAYER CHARACTERS AND MONSTERS

## **Gregory Evans, age 41, OSS Operative**

Acting as both a guide and a harbinger of horrible things to come, Gregory introduces himself to Allied soldiers as a friendly asset and to criminals as an enterprising opportunist. Whatever his facade is, he keeps a friendly demeanor despite his severe wound and continues to espouse help to the investigators.

STR 80	CON 60	SIZ 60	DEX 60	INT 80
APP 75	POW 40	EDU 75	SAN 40	HP 12
DB +1D4	Build 1	Move 8		
Brawl	65% (32/13), damage 1D3 + 1D4			
.45 Automatic	50% (25/10), damage 1D10			
Dodge	40% (20/8)			

**Skills:** Drive Auto 60%, Climb 70%, Disguise 70%, Charm 60%, Psychology 80%, Spot Hidden 75%, Listen 60%.

**Languages:** English 90%, German 80%, French 80%.

### **Roleplaying Hooks:**

- Keeps a calm and friendly demeanor despite his wound, however he is quite desperate to have the wound seen to and get out of Cauzerte as soon as possible
- Incredibly secretive, refusing to tell anyone why he is regarded as an Allied asset.
- If he is tended to, he can serve as a back-up character, should another investigator die.

## **Anna Beaumont, age 27, sole survivor of the grim occupation**

The kindly aunt worked as a receptionist and archiver at the Town Hall till the Axis forces stormed Cauzerte. Now she is a terrified and hysterical wreck who remains hidden beneath her house in the Eastern Housing Block. Should the investigators find her, she will yell "Stay Away!" at them in French and wield a sharpened metal implement.

STR 40	CON 50	SIZ 40	DEX 70	INT 70
APP 75	POW 55	EDU 75	SAN 25	HP 10
DB 0	Build 0	Move 8		

Brawl	40% (20/8), damage 1D3
Sharp Metal Chunk	40% (20/8), damage 1D4
Dodge	35% (17/7)

**Skills:** Arts/Craft (Painting) 75%, Appraise 50%, History 60%, Listen 60%, Psychology 40%, Spot Hidden 50%.

**Languages:** French 75%, German 50%, English 15%

### **SturmFuhrer Wilson Richter, age 35, SS Sorcerer**

Vicious leader of the occupation and insane user of Mythos Spells. He stands at 5ft11, firmly built with unruly dark hair and wild blue eyes. He wears the typical SS Officer uniform, however his compulsion for order and appearance has eroded away with his sanity.

STR 70	CON 60	SIZ 70	DEX 60	INT 60
APP 40	POW 80	EDU 50	SAN 0	HP 13
DB +1D4	Build 1	Move 8	MP 18	
Brawl	50% (25/10), damage 1D3 + 1D4			
.Mauser C96	65% (32/13), damage 1D10			
Dodge	40% (20/8)			

#### **Skills**

Stealth 75%, Intimidate 75%.

**Spells:** Commune with Observer, Brew Purity Fluid, Wither Limb, Flesh Ward.

#### **Roleplaying hooks:**

- Desperate to inject the investigators and experiment on them.
- Maniacal and Scheming

### **Gefrieter. Leon Dieter, age 30, hyper-aware sharpshooter**

Once a lethargic and laid-back man, the shell left behind by the uber serum struggles to sit still, constantly aware of the rats in the walls and bugs in the air. His hands shake constantly as does his eyes, darting back and forth from each corner of the room.

STR 60	CON 50	SIZ 40	DEX 70	INT 50
APP 60	POW 40	EDU 65	SAN 0	HP 9

DB 0            Build 0            Move 8

Brawl                    10% (5/2)

.45 automatic            1% (N/A), damage 1D10

Lee Enfield              1% (N/A), damage 2D6+4

Dodge                    35% (17/7)

### Skills

Spot Hidden 99%, Listen 99%

### **Soldat Peter Gruber**, *age 21, insane shell of an amicable adolescent*

A friendly, naive soldier of the German army. At the time of the module, his sanity has been torn away from him. He walks his regular patrol route, giving his bright smile to both alive and dead people on his patrol route.

STR 60            CON 50            SIZ 50            DEX 80            INT 60

APP 70            POW 75            EDU 75            SAN 0            HP 10

DB 0            Build 0            Move 9

Brawl                    50% (25/10), damage 1D3

MP40                    65% (32/13), damage 1D10

Dodge                    40% (20/8)

### Skills

Spot Hidden 50%, Listen 40%, Charm 60%.

**Languages:** German 80%, French 50%, English 40%.

### Roleplaying Hooks:

- Walks around his patrol route, waving at the people he sees, whether they be dead or alive.
- Frequently says "Go about your business" or "How've you been?" in French as he patrols. Toward the end of the day, he heads to the Golden Truffle to enjoy a drink.

## **The Winged Experiment, *The Conjoined Hunter***

6 ft tall and crawls on all fours. Its pale bones extrude from its joints, cracking and popping as it moves, with two pairs of grotesque fleshly wings. Without hollow bones, it struggles to achieve true flight and has to regularly land and jump, springing into the air with its sinewy, bulging legs. A ropey, bone like tail extrudes from where a human tailbone would be, that snakes around its legs. The spine like fins that cover the appendage are razor sharp to the touch.

Its midriff resembles two separate torsos stitched together down the middle, one with a right arm removed and the other a left arm. The torsos meet with a singular bulging neck that holds a horrific face.

Its mouth has two rows of human like teeth, sharpened to a fine point with a forked tongue that regularly cleans them. Given the size of the tongue though, the creature can only emit choking sobs and screeches. Inlaid in its skull is a set of compounds, unblinking eyes, roughly the size of two human eyes each, they are milky, globe like and general unsettling to look at.

STR 120	CON 100	SIZ 160	DEX 60	INT 60
APP -	POW 30	EDU -	SAN -	HP 26
DB: 2D6	Build: 3	MOV: 7/12	MP: 5	

### **Combat**

**Attacks per round:** 2 (Claws, Bite, Tail Swipe)

**Grab(mvnr):** An opponent is grabbed if they fail a contested **STR** roll with the Winged Experiment. It wraps its tail around their throat and carries them off to the keep. Subsequent **STR** against the creature have a penalty die. It takes 1D3 rounds for the creature to bring the investigator back to the keep.

<b>Fighting</b>	50% (25/10), damage 1D4+DB
<b>Grab</b>	50% (25/10) grabbed and held till opposed <b>STR</b> roll is succeeded
<b>Dodge</b>	40% (15/6)

### **Skills**

Stealth 50%, Spot hidden 60%, Listen 40%

**Armor:** 3 points of thick fleshy hide. Upon an impalement, the attacker must roll for luck to see if they hit a vital organ or a duplicate. Failed luck rolls result in no impalement damage.

**Sanity loss:** 1D3/1D8 SAN to see The Winged Experiment

## The Mass Grave, The Failed Experiment

A grotesque pile of bodies, fused together by their own rot, created by the Uber-Serum. The mass has gained its own sentience as a single creature and moves with horrific purpose. If an investigator enters its realm, it lies dormant till the perfect moment to strike, swiping an arm with deadly force or attempted to engulf and suffocate anyone stupid enough to wade into the pile.

When describing it to the players, ensure to capture how dark it truly is down in the pits of the keep, where even with a light, an investigator can only make out small amounts of bodies before they are blindsided by the creature.

If fully seen, the part of the Mass Grave that is actually sentient, once discovered, forms a large "bulb" of corpses, typically 20-30 of them, while using fused limbs and torsos as its own "limbs" to attempt to grab and swipe at investigators. Should the corpses that make up the bulb be pried away, a green viscous mass at the center can be found.

STR 250    DEX 40    CON 150    SIZ 300    INT 50  
POW 30    APP -    EDU -    HP 45    MP 6  
SAN N/A    Build 7    DB 6D6    Move 3

### Combat

**Attacks Per Round:** 1 per limb. Roll 1D4 to decide how many limbs

Fighting (Slam)	45%
Grab (mnvr)	45% grabbed and passed to the main bulb, where they are <b>Engulfed</b>
Dodge	N/A

**Engulf (mnvr):** Once an investigator has been held for 1 round, the Mass Graves next action will be to engulf. The investigator inside feels crushing pressure as the bodies around him compress further and further. Failing a STR roll once engulfed results in 1D6 crushing damage.

*Keeper Note-* Keep in mind *Human Limits (Page 89 keeper rule book)* that a human can't succeed any opposed roll 100 above their characteristic. This means that they cannot break out of the hold alone. Should they succeed the STR roll though, mitigate any crushing damage that they receive that turn, but they can't break out without the help of others.

### Skills

Stealth 75%, Listen 75%.

**Armor:** Each limb has 5 points of degradable armor (like flesh ward) and 15 health, should the limb be destroyed, it is unable to regenerate. The main bulb has 15 points of degradable armor.

**Sanity Loss:** 1/1D6 to see the mass grave inactive

1D4/1D10 to see the mass grave move

1D4 extra loss to see someone or be engulfed.

## SGT. ALEX HUGHES

**Age:** 47 **Occupation:** Sergeant in the British Army

STR: 80 CON: 70 SIZ: 75 DEX: 50 INT: 40

APP: 50 POW: 40 EDU: 65 SAN: 35 Luck: 40

DB: 1D4 Build: 1 Move:8 MP:8 HP: 14

Special: Immune to Sanity losses from casualties of war

Brawl	65% (32/13), damage 1D3 + DB
Combat Knife	65% (32/13), damage 1D6+2+DB
.45 automatic pistol	80% (40/16), damage 1D10+2
Dodge	25% (12/5)

### *Skills*

Climb: 50% (30/12)

Drive Auto: 40% (25/10)

Firearms Handgun: 80% (40/16)

Firearms SMG: 40% (20/8)

First Aid: 50% (25/10)

Intimidate: 60% (30/12)

Jump: 50% (25/10)

Language Other (French): 45% (22/9)

Listen: 45 (22/9)

Mech Repair: 40 (20/8)

Navigate: 45 (22/9)

Spot hidden: 40 (20/8)

Stealth: 50 (25/10)

Survival: 40 (20/8)

### **Backstory**

Average in school and average in the workplace, the only place Alex felt home was in the military. Lying about his age to get sent abroad early during the first World War, Alex thought he had seen all the horrors life had to throw at him, and once the fighting had ended, he was lost. Struggling to hold jobs, all he could ever think of was his time over in France. The men he served with. Those who would die for him, and he would do the same vice versa. And so, he jumped at the opportunity to fight again once the second war broke out.

**Description:** War scarred, shaved bald, intense blue eyes and a tough exterior.

**Traits:** Bold, focused. Downtime is feared, lest he ever reflect on his past mistakes, so he keeps pushing on constantly, barely pausing to take a breath.

**Ideology/belief:** Fighting is all I'm good at, so fighting is all I'll do. I'll die for the men who fight by my side, should it ever come to it.

**Significant People:** Father, a militant man who inspired Hughes to join the army. Died during the battle of the Somme.

## MEDIC SGT. CAMERON MARKS

**Age:** 24    **Occupation:** Medic for the British Army

STR 60    Con 50    SIZ 50    DEX 70    INT 80

APP 70    POW 70    EDU 65    SAN 60    HP 10

DB: 0    Build: 0    Move: 9    MP: 16    Luck: 60

**Special:** Immune to sanity losses from casualties of War

Brawl                            45% (22/9), damage 1D3  
.38 revolver                    25% (12/5), damage 1D10+2 (6 shots)  
Dodge                            75% (37/15)

### *Skills*

Art/Craft (Photography): 50% (25/10)	Listen: 50% (25/10)
Charm: 60% (30/12)	Medicine: 75% (37/15)
Credit Rating: 30% (15/6)	Persuade: 45% (22/9)
Fast talk: 50% (25/10)	Psychology: 50% (25/10)
First Aid: 85% (42/17)	Science (Biology): 50% (25/10)
History: 30% (15/6)	Sleight of Hand: 45% (22/9)
Language Other (French): 40% (20/8)	Spot Hidden: 60% (30/12)
Language Other (German): 40% (20/8)	Stealth: 50% (25/10)

### *Inventory*

Medical Kit  
3 doses of pain pills - 1d6 temporary health (loses 1 temp hp per hour)  
Camera

**Armor:** WW2 Helmet - 2 points to the head

### **Backstory**

War heroes were idolized in Cameron's hometown of Edale. Those returning from the First World war to Cameron's small idyllic town received enormous respect. Yet Cameron was horrified when he heard the true tales of what happened over seas. This shook both fear and sense into Cameron, who decided to go down a medical career path, hoping to become a doctor for the village to earn their respect.

However, the second war broke out, and with all the young men forced to sign up, the onus was put on him to do the same. He was more than ready to take the brunt of their insults, however the girl he was sweet on, Mary, became distant to him too. Following the Dunkirk retreat, Cameron joined up as a pacifist and was assigned as a medic, swearing to give aid

wherever he could. Cameron soon learnt the truth of being a hero, not being fearless, but acting in spite of fear, and truly found his calling in the world.

**Description:** Handsome, tall and somehow always messy. His quirky smile and messy locks seem to be attractive to many.

**Traits:** Kind, caring and physically unable to see someone in pain without offering some form of help.

**Ideology/Belief:** *Pacifist*- cannot raise a weapon to his fellow man without succeeding an **Extreme POW** roll.

**Significant People:** Mary, the girl he hopes to return to after the war.

## PVT. GEORGE LANGLEY

**Age:** 18

**Occupation:** Private in the American Army

STR 50    DEX 80    CON 40    SIZ 60    INT 60

POW 50    APP 50    EDU 70    SAN 40    HP 10

DB 0    Build 0    Move 8    MP 10    Luck 70

Brawl                    60% (30/12), damage 1D3

Combat Knife            60% (30/12), damage 1D6+2

Thompson                55% (27/11). Damage 1d10 + 2 (30 round magazine)

Dodge                    60%

Special: Immune to sanity losses from witnessing casualties of war

*Shellshocked* – Penalty dice on all listen rolls

### *Skills*

Charm 50% (25/10)

Language (French) 45% (22/9)

Climb 40% (20/8)

Listen 45% (22/9)

Drive Auto 65% (32/13)

Locksmith 55% (27/11)

Firearms (Handgun) 45% (22/9)

Persuade 45% (22/9)

Firearms (Rifle/shotgun) 45% (22/9)

Sleight of hand 45% (22/9)

Firearms (SMG) 55% (27/11)

Spot hidden 65% (32/13)

Jump 50% (25/10)

Stealth 50% (25/10)

### *Inventory:*

(15) .45 bullets

**Armor:** WW2 Helmet – 2 points to the head

## **Backstory**

George never knew his father, later learning that he was killed during a crime spree gone wrong, leaving his mother to raise him by herself. He grew up poor, ignorant and resentful of his father. Once old enough, he would help his mother pay the bills and buy food by picking pockets and being the driver on smash and grab hits. One day he was caught though, trying to pick a policeman's pocket, and was incarcerated in a juvenile prison. Spending 2 years there, he left at the age of 18.

When the war started and he came of age, he saw the perfect opportunity to leave his old life behind and experience the world, put aside a little stipend for his mother, and beat a few Nazis while he's at it.

Unfortunately, he quickly learned on Omaha beach, that the horrors of war greatly outweigh the horrors of juvenile prison. Present on one of the bloodiest beach landings, George was only a few meters from an explosion that burst his right ear drum and left him

incapacitated for the rest of the battle. He spent most of his time during his deployment dreading the next conflict until eventually it all became too much. Slipping off into the night, he was unlucky enough to bump into Evans, Hughes and Marks while headed south, who assumed he had gotten lost from his platoon and agreed to help him get back to Allied ground.

**Description:** Tanned, Latin American skin, dark hair and once fiery brown eyes that now have countless bags beneath them.

**Traits:** Shaken to the core, nervous, on edge and ready to run if his nerves are shattered. However, he is ashamed of his own cowardice. Seems to always be on the brink of a nervous breakdown.

**Ideology/Belief:** We have to look out for ourselves, because no one else will.

**Significant Person:** His mother, his only connection to a life that seems decades ago now.



### *Backstory*

Once an ace pilot in the Canadian air force, countless missions have formed him into a bipolar individual with shaken nerves and a liquid coping mechanism. Samuel was sure he would be done after 40 missions, or at least dead by then, but that was before the mission quota was raised to 50.

While on a mission to bomb a supply line in Eastern France, Samuel's plane suffered heavy damages from flak, damage that could have been avoided had he been sober. Bailing out over a German occupied settlement, Samuel barely avoided capture. However, his crew mates were not so lucky.

Wracked with guilt from leaving his crew behind, Samuel fled south, managing to bump into Gregory

and his rag-tag group of misfits as they made their way to Allied soil.

**Description:** Surly, partially balding hair and a forming beer belly on a 6ft 2 frame makes him a large, pale individual.

**Traits:** Seemingly fine, till the memories of his fallen crew and failed missions haunt him. Almost immediately, his mood changes, as he becomes more defensive and closed off, seeking the nearest bottle.

**Ideology/Beliefs:** One day my luck will run out.

**Significant Items:** A hip-flask from his wife that he never lets out of his reach.

## MARCUS AUVERE

**Age:** 31      **Occupation:** Illegal fence

STR 40   DEX 60   CON 50   INT 70   SIZ 50

APP 85   POW 50   EDU 70   SAN 50   HP 10

DB 0      Build 0      MP 10      MOV 8      Luck 70

Brawl                      45% (25/10), damage 1D3

Switchblade              45% (32/13), damage 1D4

### *Skills*

Art and Craft (Forgery): 50% (25/10)

Appraise: 80% (40/16)

Charm: 75% (36/15)

Disguise: 80% (40/20)

Drive Auto: 50% (25/10)

Fast Talk: 70% (35/14)

Language Own (French): 70% (35/10)

Language Other (English): 50% (25/10)

Locksmith: 60% (30/12)

Persuade: 50% (25/10)

Psychology: 60% (30/120)

Sleight of Hand: 50% (25/10)

Spot Hidden: 50% (25/10)

Stealth: 60% (30/12)

### *Backstory*

Marcus' past changes depending on who he is talking too. To a French citizen, he is an allied soldier of high rank. To an allied soldier, he is a resistance fighter with top secret orders and to a German Soldier he is a German Spy. All these covers serve to keep him alive and his business booming.

Originally a native of Paris, Marcus spent his youth selling cigarettes to other kids, before moving to more lucrative deals such as stolen cars and missing art pieces.

As the collateral damage of the war began to ramp up during the latter years, Marcus took this as a sign to quit while he was ahead and run. Stealing a car and fleeing south, he adopted a variety of well-practiced accents and personas to get as far south as he could,

before finally being stopped by the one man who saw through his lies, Gregory Evans.

Marcus decided to latch onto him and see how far the man could take him. However, as more allied soldiers and outcasts joined their retreat south, his well-versed lies came under more and more scrutiny.

**Description:** Slicked back, dark hair with a mischievous smile and bright blue eyes. He stands at 5 ft 7, with a well pressed, pinstripe shirt and formal trousers.

**Traits:** An unashamed kleptomaniac that will do just about anything to turn a profit.

**Ideology/Belief:** No one's gonna gain anything from this bloodshed without a little ingenuity!



## MODULE ITEM AND SPELL MECHANICS

This section concerns items that appear in the module but have no rules pertaining to them in the Keepers' Rulebook:

**Aspirin:** Provides 1D6 temporary hit points. Each point of temporary health last 1 hour.

Should the player consume multiple, they gain an extra D6 for each pill consumed, however taking more than one at once increases the difficulty of rolls by 1 level. Temporary hit points cannot exceed maximum HP.

If the pills are consumed while the investigator is insane, make a **Hard POW** roll. If failed, the investigator is now reliant on painkillers and will crave them (same effect as having too many, if they are not on them)

**Alcohol:** Applies to any bottle of liquor, consider a swig for a spirit bottle or an entire bottle of beer as gaining a **Consumption point**. 1 consumption has no effect but to mellow out the investigator. A full spirit bottle has 6 consumptions while a beer bottle counts as 1 total.

Drinking more adds a penalty die to the CON rolls. A failed CON roll means that the investigator is drunk, and the difficulty of all their rolls goes up.

Anything above 5 consumptions points, make them roll and extreme CON roll to see if they remain conscious.

Alcohol can also be used as a disinfectant and adds a single bonus dice to a first aid roll that is applicable (Open wounds). This counts as 1 **consumption** from the bottle.

### Firearms:

Name	Skill	Damage	Base Range	Uses per round	Bullets in mag	Malfunction
Mp40	Firearms (SMG)	1D10	30 yards	1 or Full auto	32 (9mm)	98

### The Traveler's Teachings

*French, 13th century, the lord's mad scrawling's of the teachings he received from a strangely dressed traveler who stayed in his town for a few weeks. It was described as tall, gaunt, with an angular like torso covered with flowing colorful robes that hid most of their grotesque face.*

Sanity loss: 1D10

Cthulhu Mythos +3/+8 percentiles

Mythos Rating: 14

Study: 20 weeks

Spells: Commune with Watcher of the Great Race (Contact Yithian), Brew Purity Fluid (Create Uber Serum), The Rite of Cerebral Acuity (Chant of Thoth).

### **Brew Purity Fluid**

**Cost:** 4 magic points; 1D6 Sanity points

**Casting Time:** 10 minutes

The user makes a slice in their hand with an iron blade, allowing their blood to run down the blade into a glass container. The alchemist then waits till the blood has turned dark before chanting the rites. This will turn the fluid green. One cast produces 1D4 uses of Uber Serum

### **Elder Sign Amulet**

A golden amulet of unknown origin with an elder signed carved into main face. When it encounters a mythos creature it deals 1D6 damage and repels the creature back 10ft.