The LOST JEWELS of Eire

by J.C. Connors

About the Adventure

The Lost Jewels of Eire is a *GURPS Cliffhangers* adventure set in late 1937, although it can be easily translated to other pulp-style systems (a *Call of Cthulhu* and *D6 Adventure* version is also available on 1shotadventures.com). The adventure pulls the PCs into a race to find the long-lost Irish Crown Jewels, which mysteriously vanished from a strongroom in 1907... and, in real-life, were never found!

The Lost Jewels of Eire is suitable for three-to-five 150-point characters. Six pregenerated heroes are in the back!

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in Small-Caps. Sections marked with a map are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

Adventure Summary

Like all pulp adventure serials, *The Lost Jewels of Eire* begins in the middle of the action. The PCs are fleeing the secret tunnels of Predjama Castle, a 13th century castle built inside an enormous cave mouth. They have a legendary sword in their hands – and an enraged crime boss hot on their heels.

The foiling of the crime boss earns the PCs a royal invitation to an exclusive Imperial ball in Vienna. During the event, a botched theft reveals the existence of *Gormghiolla Daigh,* a secret cabal of expert thieves, along with the potential location of the long-lost Irish Crown Jewels.

Not just any treasure, the Irish Crown Jewels were said to have been *unstealable*. Furthermore, legends say if the jewels *were* ever stolen, the thieves themselves would become entirely uncatchable... for the rest of their careers.

In 1937, Italian secret police and Gestapo spies are everywhere; no secrets are safe from their infiltrators. With the Irish Crown Jewels in the hands of the Third Reich, their espionage capabilities would be increased tenfold!

With only a handful of precious clues to go on, the PCs escape Vienna and head to the western shores of Ireland... and into the headquarters of the mysterious master thieves. There, they hurry to recover the Irish Crown Jewels from the master thieves themselves... before the sinister agents of the Third Reich claim them as their own.

The Kingdom of Yugoslavia, 1937...

The PCs begin the adventure trapped deep in the cavernous tunnels of Predjama Castle, a 13th century, whitewashed fortification built into a massive cave mouth. The screams and curses of the furious Yugoslav crime boss, AMADEJ ANZE, echo in the tunnels behind them!

One of the PCs (the GM should choose randomly) holds the legendary **Sword of Erazem**, a worn but still-beautiful broadsword that was owned by the 15th century knight after which it was named, Sir Erazem Lueger. Renowned for stealing from the rich and giving to the poor, Sir Erazem Lueger is a popular Yugoslav hero. His famous sword, which he used to slay a murderous and dishonorable duke, was thought to be either destroyed or lost in the miles and miles of natural caves underneath this castle. But after negotiating for an old manuscript (**Handout A**) that contained a monk's detailed map of the tunnels, the PCs recovered the lost sword and are now making their frantic escape.

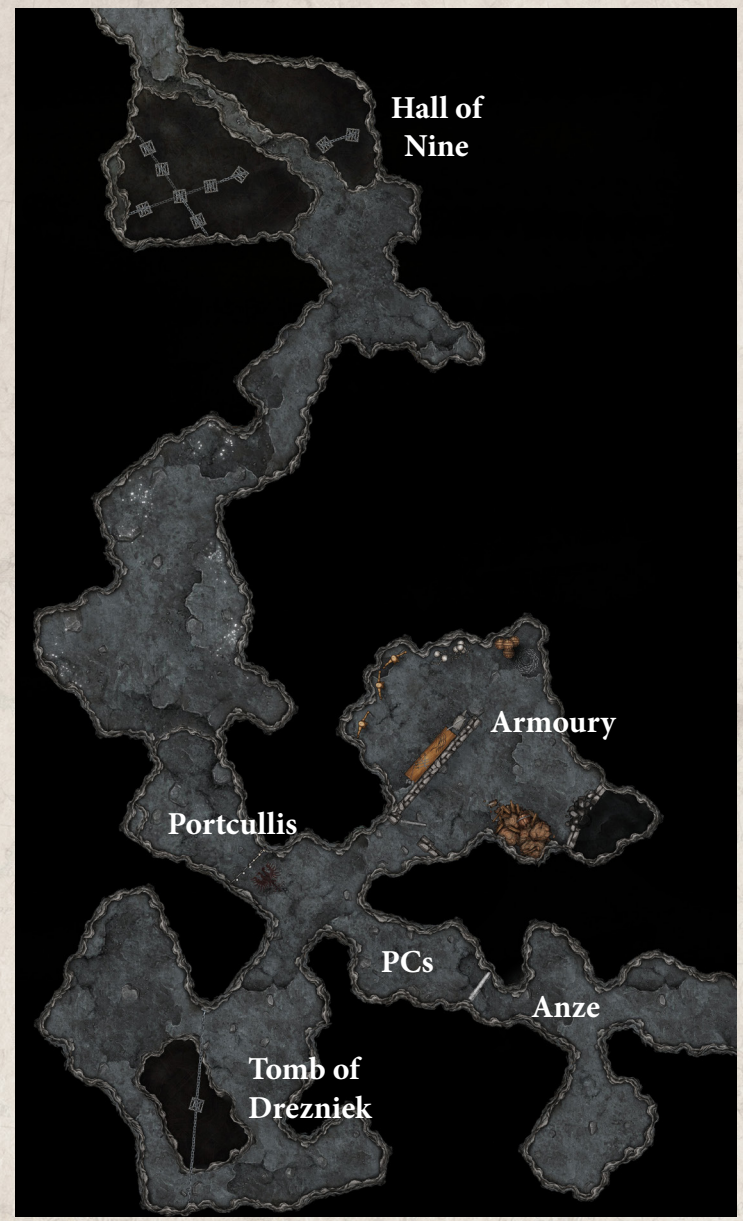
Unfortunately, the man who sold the PCs the monk's manuscript was none other than Amadej Anze, a notorious Yugoslav crime boss. Not knowing that the old manuscript he sold them was in any way valuable, he was *outraged* to hear that it contained a perfect map to a priceless sword. Believing the PCs swindled and embarrassed him, Anze is determined to get his revenge. He chased them into the tunnels of the castle, and is closing in on them.

The PCs start the action in a damp, cavern tunnel. The only thing separating them from the angry crime boss is a centuries-old metal door, which they managed to slam shut in a hurry and, miraculously, seems locked or jammed in place. Amadej Anze and his men pound on the door and hoarsely orders them to surrender or "pay a swindlers' ultimate price." There is no going backwards for the heroes.

The Pauper's Portcullis

Just ahead of the PCs is a small chamber. A heavy portcullis blocks an apparent escape from the castle, but two side tunnels lead to new areas. Carved on the limestone floor here is a scuffed and worn two-headed eagle, the heraldry of Erazem the knight. Above the portcullis is a Latin carving that reads "*Foribus Pauperum*" – the "Pauper's Portcullis" to anyone with a basic understanding of Latin.

A keyhole is mounted to the side of the wall near the portcullis. The portcullis is still sturdy and secured. It easily weighs 1,000 lbs. and is far too heavy to lift. A Lockpicking roll at -3 (due to the dim light) only partially raises the portcullis by less than a foot before it gets jammed. Only a smallish person who makes a DX or Escape roll can



squeeze underneath it.

The monk's manuscript in the PCs' possession (**Handout A**) contains a written warning that the Pauper's Portcullis can only be opened with the "Key of Erazem," which the PCs certainly do not have in their possession.

GM's Note: Use Amedej Anze as a timer during this opening act. As the heroes explore the tunnels, Anze screams and bang at the door. Every few minutes he goes quiet (to rethink his approach), but always resumes and escalates his threats. Eventually, his goons find something in the castle to start battering the door down. Finally, at the exact time to make a bad situation worse, the iron door will come crashing in and Anze and his bodyguards come at the PCs!

Once the PCs attain the key, the portcullis can be raised with a rusty groan. However, once opened, the portcullis' stiff gears become jammed about halfway up. Outside of a critical success with a suitable skill (e.g., Engineer, Traps,

etc.) there is no way to get the portcullis to open further or close again.

The North Cave Armory

The defenders of Predjama used these caves to secretly go in and out of the fortification to forage for supplies while the castle was under siege. The chamber to the north was once a makeshift armory. Three suits of 15th century plate armor stand in the corner near wooden benches where soldiers used to change in and out of their armor. Spears lean against the cave wall, and a cold, rusted broadsword can be found tossed in the corner, the name "Drezniek" etched shoddily into the blade. If the PCs grab any of these weapons, treat them as *cheap*, as they are too old to be of quality.

If the PCs study the suits of armor, they'll find that they were well-used and typical from this period. The suits of armor are too small for modern men, but a younger hero might be able to get in one.

The South Cave – The Tomb of Drezniek

The south cave has a large chasm in the middle of the chamber. The bottom of the chasm is not easily visible in the darkness. Dropping something down reveals it is about 20-feet deep – a dangerous plummet!

Over the chasm hangs a suspended iron cage, a rusty chain holding it above the pit. A skeleton of a man is twisted inside it, a horrific look still on its visage. PCs should make a Fright Check upon seeing this gruesome sight!

On the curved, western wall of this chamber, the natural cave walls have been hewed into smoother stone. Carved into the stone is a warning in Latin. Large carved letters read, "*Proditor,*" or "Traitor". Underneath is a longer inscription. Translated, it reads:

"Here is the tomb of the traitor STEFAN DREZNIEK, condemned here for calling upon the devil to send messages to the heathens and betray our good knight Erazem. Let the key around his neck remind him that he is denied entrance to Heaven."

A History+2 roll recalls the story Stefan Drezniek. He was a man who betrayed Erazem while the castle was under siege, giving the location of Erazen's toilet to the Habsburg attackers, who promptly fired a cannon at it when they saw the room lit by a candle, killing Erazem.

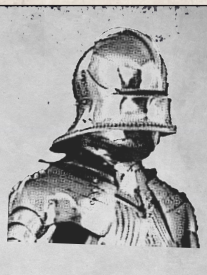
If the PCs examine the skeleton, a Perception (Vision) roll reveals that the skeleton has a key on a chain around his neck! The PC also spot that the man had an odd bone growth on his skull. There are hundreds of small, horny protrusions sticking emerging from one side of his skull, like coral gone amuck. A Diagnosis roll chalks this up to a rare skull deformity... but it will still give the PC who sees it the creeps (and likely another Fright Check).

There is **9-foot gap** between the nearest ledge and the cage itself. Getting to the cage requires a good running leap and then making a DX or ST roll to grab on to the iron bars of the cage.

If the DX roll fails to grab on to the cage, the PC slips off the cage and plummets 20-feet to the damp, rubble-strewn floor for 2d+1 cr damage. A PC can climb back out with a Climbing-1 roll.

Once perched on the cage, the PC has to either wrench the cage door open or pick the medieval padlock that holds its door shut (the bars are too close together to allow someone to reach through and grab the key, although GMs may make exception for small PCs, like characters that are Skinny or Flexible). Picking the old lock is fairly easy (+2

DREZNIEK'S ARMOR



ST	15	HP: 15
DX	9	Will: 12
IQ	12	Per: 12
HT	10	FP: 10

Basic Speed: 4.75 Thrust: 1d Swing: 2d+1
Move: 4 Parry: 8
Dodge: 7

Traits: Bloodlust; DR 6; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous, No Blood); Unfazeable; Unhealing (Total).

Skills: Axe/Mace-11; Brawling-11; Broadsword-12; Spear-11; Stealth-9.

Equipment: Cheap medieval broadsword (2d+3 cut, reach 1); cheap spear (1d+3 imp, reach 1, 2).

The Curse..?

If the cage is disturbed (either opened or falling into the chasm), the hateful spirit of Stefan Drezniek is released. This is a subtle event; the heroes feel nothing more than a slight chill, or sulfurous breeze in the cavern. The malevolent spirit affects this scene in two ways, however. First, he possesses one of the suits of armor in the armoury. After he causes trouble in the suit, he possesses one of Anze's weaker willed guards, giving him incredible toughness (gaining Unkillable 1). Ideally, the PCs leave this scene wondering if the tunnels are truly haunted... or if they just witnessed a strange, but still conceivable, string of events.

to skill), but doing it with one hand (-3) and in the dark (-3 unless someone accurately points a flashlight beam right on the lock) makes it tricky. Wrenching the door open requires a ST-3 roll because of the lack of leverage. PCs can think of other solutions, like shooting the padlock.

Escaping to safety *from* the cage is trickier than getting there in the first place. The PC can leap to the edge of the chasm, but needs to make a DX, Jumping, or Acrobatics roll to get a good push-off, otherwise he'll lose some critical jumping distance and risks falling into the pit!

If a PC thinks to swing the cage back and forth to shorten the distance, that will work, reducing the jump to a worst-case 6'. However, the swinging *fatigues* the chain holding the weight of the cage. As the PC swings the cage, roll 3d. On a 12+, the chain makes a horrible, metal-fatigue-imminent sound (scaring the PC, but still holding); on a 14+, it breaks free from the ceiling!

The Haunted Suit of Armor

Once Drezniek's resting place is disturbed, his cursed spirit takes refuge in his old suit of armor. Grabbing his old sword from the armoury (or if its gone, a spear), he ruefully decides to kill the intruders. He lures the heroes back to the armoury, making rattling, metal-on-metal sounds to lure them close to one of the suits of armor, then *slash*!

If defeated in this form, Drezniek creates an corporeal apparition of the man he used to be inside the armor. In an old Hungarian Slovenian dialect, he begs and pleads for his life, swearing he is a local sworn to protect Predjama Castle. Even PCs who know Slovenian find him difficult to understand.

Drezniek will keep this disguise up until he is ready to possess someone weak willed but physically tough... like one of Anze's thugs. He'll then find an opportunity to strike again. Once defeated in this last form, however, he vanishes for the rest of the adventure.

The Hall of Nine

Beyond the portcullis is a final cavern chamber. A vast chasm separates the PCs from an iron ladder which ascends into the forest above. A narrow and damp wooden board pathway – dangling by heavy chains – crosses the chasm. An eerie breeze whistles and swirls around this cavern, rattling the pathway's chains.

Dangling from the ceiling above the crevasse are nine more iron cages, each one containing a skeletal prisoner inside. Each prisoner has a crime written on his cage in large block lettering. In Latin: *Treason, Theft, Murder, Blasphemy, Cowardice, Hedonism, Betrayal, Witchcraft*, and finally, furthest

THE GEM OF THE FALSE KING

As the PCs study the caged skeletons, a Perception (Vision) roll sees that the furthest one, the "False King," grasps a walnut-sized gem in his bony hand! As light bounces on the stone, it changes from sparkling blue to glittering purple. A Merchant or Geology roll identifies it as alexandrite, one of the rarest gemstones! A History-2 roll recalls that in 1481, Erazem fought a would-be usurper on the fields in front of the castle. In the middle of the duel, the usurper started gasping and choking... then fell down dead. Examining the corpse, Erazem saw a gem lodged into the man's throat. The bishop declared that this was the work of the Devil, who must have given the man the gem so that he'd win the duel. But Erazem had God's blessing, and the Devil's gem choked the usurper. The Gem of the False King has been lost to history, but now the PCs have rediscovered it!

Recovering the gem is difficult and dangerous. PCs must leap from the bridge to "Theft's" cage to the False King's cage. The cages are close enough that a DX or Acrobatics roll allows a leap from one to another. However, leaping on to Theft's cage causes a dozen or so small bats, who were sheltering inside, to flutter upwards, shrieking in terror – and a Fright Check!

Once the False King's cage is reached, the PC must reach through the bars and grab the gem from the bony hand (which grasps it tightly). This requires a DX roll to avoid knocking it loose. Failure means the gem falls to the bottom of the cage, and requires another roll to stretch and awkwardly grab; a bad failure may result in a dangerous slip! Once the gem is gained, the PC must leap back to the narrow bridge.

If recovered, the rare, 5-carat alexandrite gem can be sold for over $100,000 on the black market, or turned over to a large museum for a lesser reward ($500) but a positive Reputation among the curators.

away from the ledge, *The False King*. This was the chamber where Sir Erazam punished his kingdom's worst traitors. They were doomed to dangle here as a reminder for anyone who exited these tunnels that they dare not betray their king.

To escape the tunnels, the PCs must inch their way across the narrow pathway. This requires a Will roll to get started, and another one to move any faster than a slow walk. Truly acrobatic action requires a DX+2 roll not to lose balance on the treacherous path.

GM's Note: If a PC fails a roll and falls, give them a chance to desperately grab on to a nearby chain, dangling by their fingertips. Or, the hapless PC can leap to safety on a nearby prisoner's cage, with a DX, Acrobatics, or Jumping roll. Of course, getting back from one of those cages is harder, since the PC would have to leap on to the narrow wooden platform and nail the landing! A PC who utterly fails all these rolls plummets into the depths takes 3d-1 cr damage from the fall and has to climb back up.

For added danger, at least once while crossing the bridge, a gust of wind vents downwards and blows hard across the cavern, threatening to topple the PCs off the bridge! PCs on the bridge must make a sudden DX+2 or ST+2 roll to hang on!

As soon as the PCs are in a precarious situation, barely clinging on for dear life, Amadej Anze and his goons should enter the cavern. He'll be *delighted* to have caught them in a bad spot!

Escape up the Ladder... and More Trouble!
Once the PCs make it across the bridge, they can climb a usty iron ladder upwards and out of the hidden tunnels of Predjama. The long climb takes several minutes!

Bursting into the light of the sun, the PCs find themselves surrounded by three of Amadej Anze's gun-wielding thugs. A Renault automobile idles nearby. A particularly brutish thug holds an elderly woman captive.

The PCs recognize the woman as TANJA BOHDANA, the local history professor who contacted them with the information that led them to the map. if using the pregenerated heroes, Tanja is also Aleksandra Pavlovi's former history professor and Willy Van der Woodson's beloved middle school tutor!

Anze's men order the PCs in place while they wait for Amadej Anze. When Anze appears, he angrily scolds the PCs for leading him through the dangerous caves and endangering his men's lives. In exchange for the PC's lives, Anze demands the Sword of Erazem as payment.

Talking their way out of a gangster shakedown is difficult. A Good reaction roll or better, *plus* giving him the sword (or potentially the Alexandrite Gem, which the crime boss will appreciate *more*), lets the PCs depart without injury. Otherwise, a skirmish is sure to break out. Once combat erupts, the PCs can battle it out with the thugs, run for

ANZE'S THUGS

ST	11	HP: 11
DX	11	Will: 10
IQ	10	Per: 10
HT	11	FP: 11

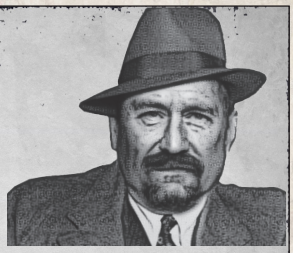
Basic Speed: 5.5 Punch: 1d-2 cr
Move: 5
Dodge: 8

Traits: Varies, though the captain of his bodyguards has High Pain Threshold and Combat Reflexes.

Skills: Brawling-12; Guns-12; Intimidation-11; Knife-10; Stealth-10.

Equipment: Nagant R-1895 Revolver (2d-1 pi-, Acc 2, Range 140/1500, RoF 3, Shots 7(3i), Bulk -2, Rcl 2, 2 lbs.). Some carry a small dagger (1d-2 imp, reach C, Parry 7) or brass knuckles (+1 to punch damage). If the thugs feel outmatched, one will run for the trunk of the Renault. In the trunk is a deadly but unreliable Bergmann SMG (3d-1 pi, Acc 3, Range 170/1900, RoF 8!, Shots 32(3), Rcl 2, 12 lbs. It malfunctions on a 16+)

AMADEJ ANZE



ST	12	HP: 13
DX	11	Will: 13
IQ	13	Per: 13
HT	12	FP: 12

Basic Speed: 5.75 Thrust: 1d
Move: 5 Swing: 1d+2
Dodge: 8

Traits: Acute Hearing +1; Bad Temper; Bully; Greed; Intolerance (Romanians); Luck 1; Status 2; Wealth (Wealthy).

Skills: Brawling-11; Climbing-13; Fast-Draw-11; Fast-Talk-15; Guns (Pistol)-12; Knife-12; Intimidation-13; Observation-14; Poisons-12; Stealth-12.

Equipment: Rast & Gasser M98 Revolver (2d-1 pi-, Acc 2, Range 140/1500, RoF 3, Shots 8(3i), Bulk -2, Rcl 2, 2 lbs.); ornate, heirloom Khanjar large knife.

cover in the dim woods, or try to steal Anze's Renault and escape. Once the fight turns against Anze, however, he'll try to make a fast getaway himself. His life is not worth an old sword.

GM's Note: If the PCs already dispatched Amadej Anze in the caves, they can more easily talk their way out of this encounter. The thugs knew to wait for their boss in this area, but not exactly why. If the PCs can convince the thugs that Anze is dead or not around, a Very Good reaction roll or better will let the PCs talk their way out of the situation (Excellent to also get Tanja released); skills like Fast-Talk or Intimidation can help!

The Golden Hall, Vienna

Whatever the outcome of the Predjama Castle escape, the PCs can escape the Kingdom of Yugoslavia on the next flight out. Whatever the PCs' next destination, the only flight out must stop in Vienna before continuing on.

Minutes before they leave Yugoslavia, the PCs are approached by a harried courier who hands them a telegram (see **Handout B**). The telegram contains a royal invitation from the ARCHDUKE ANTON OF AUSTRIA, inviting them to attend his farewell party at the Golden Hall in the Musikverein, Vienna's most prestigious concert hall. The telegram instructs the PCs to look for a manservant named LEONHARD BERG upon landing in Vienna.

The messenger also informs the PCs that the archduke's wife, PRINCESS ILEANA OF ROMANIA, has long despised Amadej Anze and his family, as her father always believed that the Anzes poisoned several of his relatives over the years. When the news got back to the princess that the PCs stood up (or embarrassed, or killed...) Amadej Anze, she insisted on personally thanking them in person at her husband's going away party.

Upon landing in Vienna, the PCs are approached by Berg, a stuffy, finely-attired manservant. He has arranged a Rolls Royce to take them to the elegant Hotel Beethoven, where they will receive a free, three night stay in one of the hotels finest suites. If asked more about the invitation to the Golden Hall, Leonhard simply tells the PCs that they have earned the attention of the Princess of Romania, and that they should be delighted... but also be getting prepared!

The farewell party is set for the next day, Saturday, September 18th at 6pm in the Musikverein. The party's purpose is to celebrate Archduke Anton leaving Austria to join the German Luftwaffe. He wants to impress both his wife as well as the local elite of Vienna by demonstrating that he's making a grand sacrifice for his country. A Current Affairs (People) roll recalls gossip that the archduke scandalously got *drafted* after several attempts to dodge service.

The Archduke's Farewell Party

The party is a glamorous affair. Even with an invitation, the PCs are not allowed into the event unless they are well-dressed and look the part (and arms are *strictly prohibited* unless the PCs smuggle them in or are dressed in a proper Austrian or German military outfit). The archduke's guards are courteous but strict, but if the PCs show up underdressed, a little charm will convince them to help find proper attire. After all, the guards do not want to be the ones to blame if Princess Ileana's guests cannot show up!

Once admitted in the hall, the PCs are met by the familiar manservant Leonhard Berg and told to enjoy themselves. He says that the princess would like to speak with them personally — although the PCs are politely asked to wait until she is ready and they are summoned. On a Good reaction or better, Leonhard introduces the PCs to one or more of the more esteemed guests in the hall (see inset).

Over a hundred well-to-do and influential men and women drink expensive champagne and circulate in the hall. They mostly chatter on about recent scandals and events and whisper about the aspirations of Germany's Nazi party. Talented members of the Austrian symphony play playing live music – Mozart, Beethoven, and Strauss, of course.

While they await the princess' call, the GM should ask each player what they're doing during the party. There's ample time to indulge in delicious food and drink, socialize with politicians and other influential individuals, flirt with the princess' young friends, or just scrounge for gossip and rumors. A successful Carousing roll earns the PC positive attention. A follow-on roll, appropriate to the topic at hand (e.g., Politics, Connoisseur, Savoir-Faire), further impresses the guests.

ATTENDEES OF THE GOLDEN HALL

CORONEL BENITO BLANCO — A dashing and decorated colonel in Franco's *bando nacional* (Spain's fascist Nationalist party). Blanco was wounded in July's Battle of Brunete, which was a narrow win for the Nationalists. He still walks with a cane from a bullet that hit his hip, though he's optimistic he will recover soon and return to the war. Blanco is handsome, well-spoken, boisterous, and a true believer in the fascist takeover of Spain. He's especially excited that his party was able to win recognition from the Vatican just a few weeks ago, and he has just returned from Rome, fresh from helping with the political victory there. While the heroes are likely (and should be) repulsed by Coronel Blanco's politics, he's a chivalrous man-of-action, and will quickly jump to the aid of anyone (with status) who needs help, especially the Princess Ileana.

LIZZI HOLZSCHUH — An Austrian singer and actress, she's celebrating the release of her new movie, *Zauber der Bohème* (*The Charm of La Boheme*). While Holzschuh had a small role in the film, she's the talk of the party for her quirky wit, silver screen looks, and love for oysters (all the flirtacious men in the room are constantly bringing her some, something the older attendees have comically dubbed the "dowry of oysters").

MARIANNE ZOFF — A famed, middle-aged Austrian opera singer. She is uncomfortable at this event (due to her half-Jewish ancestry), but feels obliged to attend at the Duke's behest. She avoids any notable fascists at the party, and instead converses with the wealthy patrons and donors of the Musikverein.

ERNST DORNBERGER — A German artillery officer, recently promoted (thanks to nepotism) as director of a new secret program for the Nazis. Dornberger is a heavy drinker, needs to feel important, and bad at keeping secrets. It doesn't take much to ply out of him that he's working on experimental rocketry for the Nazis.

Observant PCs notice that Dornberger carries an attache case. Dornberger likes to be seen with it so he can impress people with scientific notes even he can't really understand. His notes, however, would be extraordinarily valuable to British, French, or American intelligence. Stealing the case from him would make quite the heist during the adventure, though the Austrian police will be quick to scramble into the action to recover the case the moment Dornberger reports that it is gone!

The Kurazos Infiltration

Unbeknownst to its hosts, the even has been infiltrated by the **Kurazos Cult**, a secret Romanian sect founded in the 16th century, but forced into hiding and now based in northern Scotland. One of the sect's leaders, WILLIAM COTRUS, secured an invitation to the party after discovering that Princess Ileana's locket may hold the secret to the lost crown jewels of Ireland... and a clue to occult knowledge the Kurazos Cult has sought for centuries.

William Cotrus spends the party lurking near the bar and occasionally talking to the bartender. It is doubtful the PCs will notice him until later in the party, unless they are specifically looking for wallflowers.

The Princess Calls

A bit before 7:30, tables in the rear of the hall begin to be prepared for dinner service. Servants bustle around, bringing large and ornate, silver candlesticks to decorate the tables as expensive china and silverware are set at each place. During the preparation, a well-dressed butler invites the PCs into the archduke's private dining room.

Princess Ileana is a dark-haired, young woman dressed in an elegant, but simple, v-necked gown. Three glorious strands of pearls are draped around her neck along with a **mesmerizing ruby necklace**. Her husband, Archduke Anton, is bored but attentive; he is simply humoring his wife and excited to get back to his friends.

Princess Ileana is pleased to speak to the PCs. A charming woman, she is compassionate, down-to-earth, and full of questions for the heroes. The princess asks the PCs to regale her guests with the tale of standing up to Amadej Anze. On a Very Good reaction or better, she becomes quite taken with the story, and asks if the PC would be in-

THE KURAZOS CULT

Any PC who makes an Occultism or appropriate Hidden Lore roll will have heard of the secretive Kurazos Cult. The cult was founded in the Transylvania principality of Romania in 1593. Originally created to spy on ignoble Hungarian princes, the cult soon veered into the study of esoteric magic and unwholesome "genius rituals" designed to dramatically boost the intellect of its leaders, or even see into the future. By 1700, however, the cult had largely been chased out of Romania, though rumors that it moved across the sea to Ireland and Scotland have continued for centuries.

terested in working for the duke in the future (the archduke himself is nonplussed at this prospect).

Kurazos Strikes!

At an appropriately dramatic part of the conversation with the princess, a piercing crack sounds (a Soldier roll identifies the sound as a grenade) and the heavy door to the private chamber bursts open. Reddish smoke from a smoke grenade wafts into the room, as screams and shouts begin to sound throughout the building.

A red-faced, angry William Cotrus strides in through the smoke, a large revolver in one hand, a venomous, spectacled cobra in the other! He expertly shoots the two guards by the door; they fall over dead. With a commanding voice, he shouts:

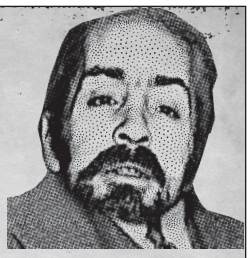
WILLIAM COTRUS
Now you respect Kurazos! Now you respect me!
(beat)
Give to me what is around your neck, princess!
Only then will I spare you and your cowardly husband! Hurry!

Cotrus confidently aims his pistol at the princess and her husband, and demands the ruby from her neck.

Archduke Anton stands and demands to know who the man is. The Archduke is protective of his wife, but is also not especially courageous – he won't overly provoke the armed man. Cotrus just keeps shouting his demand and walking closer to the princess. While Cotrus is willing to murder to recover the ruby necklace, he prefers a resolution where she gives it to him or he can snatch it off her throat and then make his escape.

The other guests of the private room are frozen in terror. It is up to the PCs to save the day. The heroes can apprehend Cotrus in a few ways, either through action or even fast-talking him long enough so that one of the military guests (likely Benito Blanco) arrive and rush him.

WILLIAM COTRUS



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DX	12	Will: 14
IQ	10	Per: 10
HT	11	FP: 11

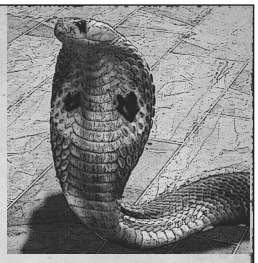
Basic Speed: 5.75 Punch: 1d-1 cr
Move: 5
Dodge: 9

Traits: Combat Reflexes; Fanaticism; High Pain Threshold; Obsession (Bring his cult to glory); Status 2.

Skills: Brawling-13; Guns (Pistol)-13; History-11; Intimidation-13; Knife-12; Occultism-10.

Equipment: Webley-Fosbery .455 (2d-1 pi+, Acc 2, Range 120/1300, RoF 3, Shots 6(2i), Bulk -2, Rcl 2, 3 lbs.).

SPECTACLED COBRA



ST	2	HP: 2
DX	12	Will: 10
IQ	2	Per: 12
HT	12	FP: 10

Basic Speed: 6 SM: -3
Move: 4 Bite: 1d-4 imp*
Dodge: 8

Traits: Acute Smell +3, Bad Sight 5, Combat Reflexes, Hard to Kill 4, Vibration Sense.

Skills: Brawling-14; Climbing-16; Escape-11; Stealth-14; Survival-12.

* If bit, victim must make a HT-4 roll after 10 minutes, and every three hours thereafter for one day. Failure does 1d+1 toxic damage, -2 DX, and general confusion.

If not stopped, Cotrus snatches the necklace and flees through the smoke-filled hall! If Cotrus escapes, the GM should allow the PCs to give chase through the hall. Confused soldiers and royal guards will demand that they halt! Ultimately, Cotrus is neither fast nor familiar with the streets of Vienna and it is likely the PCs will be able to apprehend him. (But if not, that's okay, see below).

Ileana's Ruby

If Cotrus is apprehended and questioned, the fanatic won't talk except by arrogantly muttering how the necklace's "secret" belongs to Kurazos, and how he'll be replaced by "dozens more like him." If asked about the ruby, he only laughs cryptically.

WILLIAM COTRUS
It is just a trinket that we would have sold to the nearest street merchant. Kurazos seeks those who have already stolen the thing!

Eventually, the police take custody of Cotrus. They will not likely allow the PCs to see him again.

Princess Ileana is shaken, but curious as to why her ruby was so valuable to the crazed man. The princess explains that her father, King Ferdinand of Romania, gave it to her on her 16th birthday. "My great-grandmother had it, but it had been stolen and lost for many years. It was recovered before my birthday."

A Merchant or Jeweler roll values the 20-carat ruby at a hundred thousand dollars or more, making it easily one of the most valuable rubies in existence!

A Perception (Vision) roll identifies a small inscription on the back of the ruby, mostly covered by the casing. The PCs can pry the gemstone out to better see it (or a Jeweler roll will do it properly). The tiny inscription spells out the strange Gaelic name **"Gormghiolla Daigh"** (Gurm-yu-la Dai). The princess attests she has never given any thought to that name before, thinking that perhaps it was the jeweler who made her necklace.

GM's Note: In the unlikely event Cotrus actually escaped with the ruby necklace, the princess will explain that she had photographs taken of her jewelry – in the event her precious valuables were stolen! With the photo, the PCs are able to get the same information above.

A Linguistics+3, Literature-3, or History-3 roll reveals that "Gormghiolla Daigh" is an antiquated, but meaningless, Gaelic proper name. Any deeper information is unknown to the PCs, or any of the princess' attendants.

The GM should allow the PCs to use contacts, social skills, Research rolls, or other appropriate means to find out more about this inscription. Eventually, they should be led to a junior professor named ROISIN BAUER ("Ro-sheen"), a Gaelic historian who lectures at the University of Vienna.

If the PCs reach a dead-end in their search, the helpful and attentive footman Leonhard Berg points them to Roisin ("an in-the-know old girlfriend of mine... quite the expert on Gaelic minutiae... and other details which are even smaller than minutiae... honestly, some of which I never hope to hear her chatter about again..."). He volunteers to make an introduction.

Department of History, University of Vienna

Roisin Bauer can be found in her office the next morning. Her office is small, barely big enough for her and a couple students, and piled with thick, dusty books with long titles written in Gaelic. A faded map of the British Isles hangs on the wall. Colored pins are pushed into a hundred locales on the map, mostly in western Europe.

Roisin is a sharply-dressed woman in her early thirties. Unlike many of the other professors, her attire is well-tended and modern. She is enthusiastic to meet anyone interested in her work, as she rarely gets attention other than from her students.

When asked about the name "Gormghiolla Daigh," she becomes excited and flips through several of her old tomes to show mentions of the name. The name, she explains, belongs to a **secret cabal of master thieves and sometimes cat burglars**:

ROISIN BAUER
All of the greatest heists – Josephine's emeralds in 1810, the Mona Lisa of Pearls in 1913, half the times the French Blue diamond vanished, all said to be performed by the masters of Gormghiolla Daigh.

But their greatest theft had to be the Diamond Star of the Grand Master of the Order of St. Patrick, part of the so-called 'Irish Crown Jewels' that disappeared without a trace in July 1907. What made the star's theft special, however, is that it was supposedly unstealable. When the star was created in the late 18th century, it was blessed in a secret ceremony, with the words 'Quis Separabit' engraved on the back. The blessing was said to make the jewels impossible to steal, and several attempted thefts were miraculously foiled over the years.

In 1906, a letter was found on a dead body in the coastal village of Doolin, in County Clare Ireland. It was reported in the local newspaper. The letter mentioned both Gormghiolla Daigh and the Diamond Star. Furthermore, it alluded to a story no one had ever heard – that whoever stole the unstealable star would, in turn, become an uncatchable 'ur-thief.' Steal the star, and you'd then never get caught stealing anything from anywhere or anyone. You can imagine why it was quite a prize for Gormghiolla Daigh!

And the following year, the Irish Crown Jewels vanished and were never recovered.

Roisin explains that while the existence of the Gormghiolla Daigh has never been confirmed by authorities, she has seen enough reference to it over the years to believe that it does exist in some form.

She goes on to say that Gormghiolla Daigh's masters train new recruits by abducting children from a very early age. "Reconassiance, sleight of hand, athletic burglary, the stealth arts from the Orient... all taught to these kids before they can grow a beard... so the stories say."

Roisin also says that the rumored headquarters of Gormghiolla Daigh is the old **Doonagore Castle**, located on the western coast of Ireland, not too far from the village of Doolin. "But all that's left of that castle is just the tower, so it's doubtful they are creeping around there anymore."

Shortly after revealing what she knows about Gormghiolla Daigh, Roisin offhandedly mentions to the PCs that they are the **second ones** to ask her about the secret society in recent days!

She describes a handsome Italian man who visited her office just days ago. "In fact," she adds, "he sent me a gift that arrived this morning" – and points to an expensive bottle of Tuscan wine on her shelf. If asked more about this man, she only knows his name was LUDO, and that he claimed to be researching a new novel about a man on the run from underworld criminals.

GM's Note: Roisin's prior guest was Ludo Bocchi, a senior member of OVRA, the Italian secret police! Working with the German Gestapo, Ludo is also searching for the headquarters of the master thieves of Gormghiolla Daigh in the hopes that he can steal back the Irish Crown Jewels, therefore giving the Axis powers a unstoppable aid in stealing secrets of their own.

If the PCs inspect the gift wine, they find that it is authentic and ordinary... Ludo *never* poisons ladies!

The Janitor, The Spy

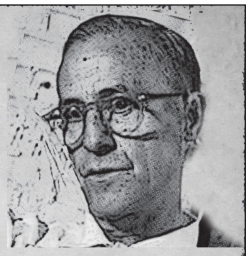
When Ludo departed the university, he paid a janitor to keep an eye on Roisin Bauer, nervous that she might lead others to Gormghiolla Daigh and Doonagore Castle.

As the PCs are conversing with Roisin, a Perception-2 roll notices a suspicious shadow stationed particularly close to her door, visible through its reeded glass pane. Closer examination looks like the figure is clearly eavesdropping on the conversation.

The skulker is JONAS STEINER, the lonely janitor assigned to the Department of History. Ludo paid him handsomely to keep an eye on Roisin, and phone him immediately if anyone else came and asked about Gormghiolla Daigh.

Jonas makes his escape shortly after the name Gormghiolla Daigh is mentioned. He is not especially sneaky or careful. He quickly moves down the hall to an empty office and uses the phone to call Ludo's messaging service.

JONAS STEINER



ST	12	HP: 12
DX	11	Will: 9
IQ	10	Per: 10
HT	11	FP: 11

Basic Speed: 5.5 Punch: 1d-1 cr
Move: 5
Dodge: 8

Traits: Bad Sight (Farsighted); Wealth (Poor). Holds long grudges; ill-tempered; loves stray cats.

Skills: Area Knowledge (University of Vienna); Brawling-13; Knife-11; History-10; Intimidation-10; Professional Skill (Janitorial)-11.

Equipment: Screwdriver (1d-3 imp, uses Knife skill); janitor keys; Ludo's calling card.

If surprised or chased, Jonas throws a few punches and then tries to flee through the halls, using his janitor's keys and familiarity with the university to elude any chasers.

If Jonas is apprehended, he comes clean, and explains that an Italian man paid him a month's salary to watch Roisin and listen for mentions of either Gormghiolla Daigh or Doonagore Castle. He'll also hand over the Italian man's calling card, which is labelled "Perchloroethylene and Supplies" (**Handout C**). A Chemistry roll recalls that perchloroethylene is a chemical used in dry cleaning.

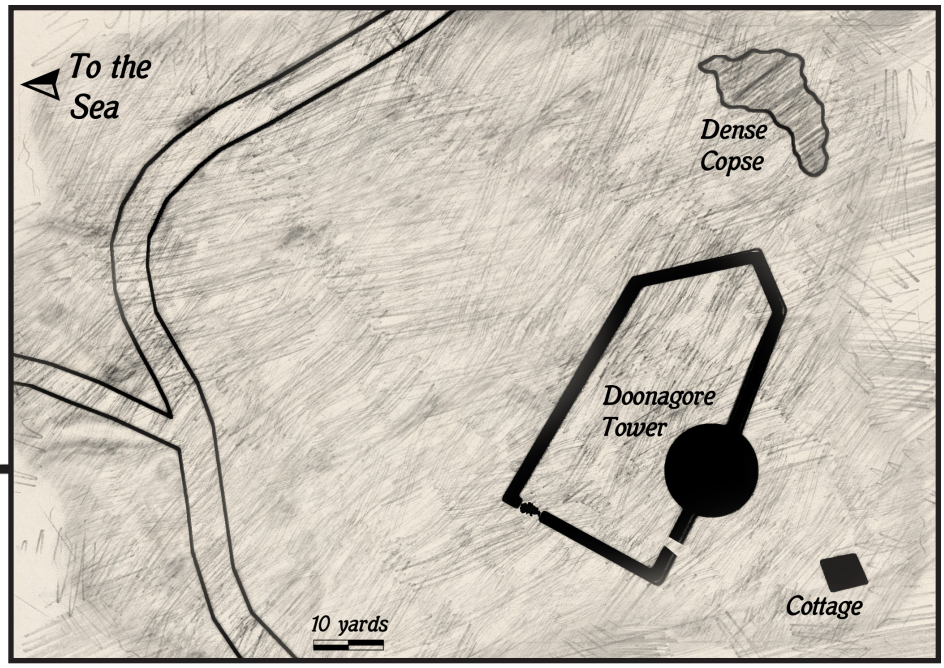
If Jonas' university job is threatened, he begs to retain it, genuinely promising to never contact the Italians again. If reported and fired from his job, however, Jonas will hold a grudge against the PCs and Roisin, and look for a way to get revenge on them later (which definitely includes contacting Ludo and warning him that they are on his trail).

If the PCs call Ludo's 4-digit, Berlin-based messaging service number, a short-tempered German woman named ILSA picks up. She says she is running a laundry service in Berlin, but in reality, this a cover story, and she works fro the German Gestapo secret police! Only the best roleplaying or social skill use (or Contacts, Patrons, or investigative skills) will be able to get her to reveal anything unusual. But if somehow the PCs somehow break through Ilsa's cover, they learn that the Ludo and half a dozen Gestapo armed officers have set off for Doonagore Castle!

At this point, the PCs likely realize that the Italian secret police – and perhaps the German Gestapo – are hunting

for the Irish Crown Jewels. Their only lead is the old Gormghiolla Daigh headquarters, Doonagore Castle.

The closest airport to Doonagore Castle is in Galway, Ireland. Galway is located about a two hour drive north of Doonagore. If the PCs have access to a private plane (or can fast-talk a private pilot), they can attempt to save time and land on one of the dirt roads near the castle.



Doonagore Castle, Ireland

Doonagore is a sandstone castle located on the western, central shore of Ireland, a few minutes drive from the village of Doolin. The castle overlooks the Atlantic Ocean, though the fog off the coast is utterly impenetrable.

The castle's most prominent structure is a four-story, cylindrical tower house, which is surrounded by a wall. A small, ramshackle cottage sits thirty yards away from the tower. The castle is in disrepair. Unusually, a makeshift radio antenna has been erected at the top of the tower.

Gestapo guards patrol outside the tower wall. A good number is one per player, plus one or two more inside the tower. An Observation roll spots the locations of all of the guards. All of the men are armed with pistols, except for its commanding *Oberleutnant*, who armed with a submachine gun.

If Jonas the janitor was able to warn Ludo Bocchi that the PCs were heading to Doonagore, these guards will be on alert! Three additional Gestapo soldiers, each with a submachine gun, will be mounted on motorcycles and hidden in the copse north of the castle. They are ready to violently spring into action if they spot intruders or hear an alarm.

If the PCs arrived at the castle especially quickly (for example, they skipped landing at Galway to instead directly land outside the castle), they spot a motorboat leaving from the beach near the castle and disappearing into the dense ocean fog. A Perception (Vision) roll sees that the boat holds several men – a well-dressed man in a suit (Ludo Bocchi), a few more Gestapo agents, and another man, who is bound and being held at gunpoint (MICHEÁL FINN, one of the master thieves of Gormghiolla Daigh).

The Ramshackle Cottage

A simple, one-room cottage outside the castle tower has been abandoned for a hundred years. A lone, spotted moiled cow grazes on the grass nearby. The cow is gentle, easily spooked, and *loud*. Clever PCs can use the cow as part of a distraction, but the animal can also spoil any plans that they have to be stealthy in the area.

Inside the old cottage are three newly-purchased motorcycles. If Ludo Bocchi was warned that the PCs were on his trail, the motorcycles won't be here – instead, they will have been taken to the dense copse by Gestapo agents, ready to ambush the PCs at just the right moment!

A Search roll finds a silver cufflink under a wood chair near the wall of the cottage (see **Handout E**). The cufflink is engraved with a mountain-like symbol and the word "Kurazos." The cufflink was dropped by HORST WINKLER, the Gestapo *Oberleutnant* and also a secret member of the Kurazos cult. If the Search roll is made by 3 or more, the PCs also find a **pearl diadem** hidden in a bird's nest on top of a high rafter. This is the long-lost diadem of Queen Catherine Howard, and one of Gormghiolla Daigh's earliest thefts. It was smuggled from the tower and hidden

by Winkler. For more details on the Kurazos infiltration of the Gestapo, see the section, *Extending the Adventure*.

Doonagore's Walls
The 10' walls of Doonagore can be scaled with a Climbing -2 roll. The southern wall, however, has partially collapsed – a Climbing+3 roll allows easy entry into the courtyard.

An open doorway south of the tower also allows entry. The old oak door that once protected this entry has been recently forced open; the door lies splintered just inside the walls. Two Gestapo guards will be stationed at this entrance at all times.

Doonagore's Courtyard
Three dead bodies lie inside the walls of Doonagore. They are young men, dressed in black, expensive wool sweaters. Two of the men's hands are tied behind their backs; they have been shot from behind. The third has handcuffs on, but he seems to have slipped free of one of the cuffs. This one was shot from the front.

GM's Note: These men were members of Gormghiolla Daigh. Caught by surprise by the Germans, they were captured, interrogated, and then executed.

Doonagore Tower
Sixty-eight steps spiral upwards into the Doonagore tower. The first three stories of Doonagore Tower are completely abandoned and non-descript – each floor is open and undecorated. Only some rubble, a few old benches, and broken glass mark each floor.

The top floor, however, is different. A limestone stone wall bisects the circular chamber at the top. An Architecture+2 or IQ-3 roll identifies the wall as much more modern than the castle's historic sandstone walls. A Perception (Vision) or Per-based Traps roll identifies the hidden outline of a secret door in this wall! While this door once held an intricate locking mechanism, the Germans destroyed it when they forced their way in. Now, the door can be opened by shouldering it open.

Gormghiolla Daigh's Secret Meeting Place
The hidden, semi-circular chamber at the top of the tower is one of Gormghiolla Daigh's secret meeting places. The room is surrounded by shelves of dusty books, most of which have been violently pulled down on to the floor. A polished hexagonal table is the centerpiece of the room. Lying on the table is the bullet-ridden corpse of an older woman – another black-clad member of Gormghiolla Daigh.

A single, barred window in this room overlooks the fog-enshrouded Atlantic Ocean to the west.

THE ASSAULT ON DOONAGORE

After learning that Doonagore was one of the secret meeting places of Gormghiolla Daigh, Ludo Bocchi and his Gestapo allies surrounded and stormed the castle under the cover of darkness. The members of Gormghiolla Daigh were surprised and outmatched. Most of them were quickly gunned down, but three of them fled into a secret room at the top of the tower.

The Gestapo forced their way into the tower and captured Micheál Finn, Gormghiolla Daigh's "master of the tower." They tortured him for the information as to where he kept the Irish Crown Jewels. Under duress, Micheál revealed that the treasure was kept on the mysterious, rocky island of Spéirling, located in an eternal fog bank just off the coast of the Doonagore, buried within an ancient amber tree, and also rumored to be the very tree that once held the legendary Merlin.

Not trusting Finn, Ludo took him captive and ordered a boat brought in from the nearby village. He plans to recover the jewels, execute Finn, and then dump his body into the ocean.

Concerned about attracting attention from the nearby village, Ludo ordered the rest of his forces to guard the tower, scare away any locals, and kill anyone who looked like they were interfering.

If the PCs manage to capture and interrogate any Gestapo guards, all they will know is that they are on a secret mission to recover some sort of treasure, that Ludo is in charge (who they don't especially like), and that he left with one of the locals to go to the island located a couple miles offshore.

GESTAPO AGENT

ST	11	HP: 11
DX	11	Will: 12
IQ	10	Per: 10
HT	11	FP: 11

Basic Speed: 5.5 Punch: 1d-1 cr
Move: 5
Dodge: 8

Traits: Various, though the commanding Oberleutnant has Combat Reflexes.

Skills: Brawling-12; Knife-11; Guns-12; Tactics-9. The motorcycle soldiers and Oberleutnant have Driving-14 and Guns-14.

Equipment: Either a Walther PPK .32 (2d-1 pi-, Acc 1, Range 120/1300, RoF 3, Shots 7+1 (3), Bulk -1, Rcl 2, 1.7 lbs.) or a Bergmann MP18 SMG (3d-1 pi, Acc 3, Range 170/1900, RoF 8!, Shots 32(5), Bulk -5, Rcl 2, 11.5 lbs.)

Searching the room reveals a set of bloody pliers and recently removed fingernails left on a grisly newspaper dated from a few days ago. The books mostly feature architectural plans of some of the world's most well-known banks, museums, and palaces.

A thorough search of the upper room finds a small, torn label typed with "Pearl Diadem worn by Queen Catherine Howard." Nearby, a wooden case is smashed into pieces, but looks the right size to display the pearls. An appropriate History roll recalls that the pearl diadem was a gift given to Queen Catherine of England by her husband, Henry VIII. According to a story, the diadem disappeared one day, and Henry accused Catherine of giving it to one of her illicit lovers. The argument helped lead to Catherine's execution, and the diadem was never found. There is no sign of the pearl diadem in the room. The pearl necklace was actually stolen and hidden by Horst Winkler, the Gestapo *Oberleutnant*, in an effort to smuggle the diadem out of the country without his superiors knowing. He hid the diadem in the rafters of the abandoned, ramshackle cottage.

As the PCs make sense of the secret meeting place, a Perception (Hearing) roll hears muffled scuffling from behind one of the room's shelves. A Perception (Vision) or Per-based Traps roll discovers that one of the shelves swings open, revealing a hidden closet behind it. Curled up in the tight storage space is a red-haired, dark eyed fifteen year old girl, CATRIONA.

The youngest trainee of Gormghiolla Daigh, Catriona was hidden in the secret area as the Germans broke in. Once she understands that the PCs are not more Germans, she explains that she was forced inside by her mentor, Micheál Finn. She regrets that she could not help save her friends, and winces as she describes what could only be Micheál's torture:

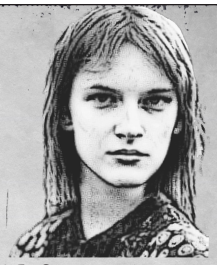
CATRIONA
After I was stuffed into this closet, I heard poor Micheál's will eventually give out. He told those terrible men about our secret island – the Isle of Spéirling we call it – which is where we keep some VERY precious treasures.

Catriona gestures through the window of the upper room and squints into the fog.

CATRIONA
An Italian man tell Micheál that he'd take him to the island there on a 'one way boat ticket'. The Lord himself can't see through that fog. Which is perfect for catching up to that bastard and KNIFING him in the gullet when he least expects it!

CATRIONA

ST	8	HP: 8
DX	14	Will: 14
IQ	11	Per: 14
HT	11	FP: 11



Basic Speed: 6.25 Punch: 1d-3 cr
Move: 6
Dodge: 10

Traits: Combat Reflexes; Double-jointed; Duty (Gormghiolla Daigh); Stubbornness; Loyal to her friends.

Skills: Brawling-15; Escape-15; Filch-16; Knife-15; Lockpicking-13; Observation-12; Pickpocketing-15; Shadowing-14; Sleight of Hand-15; Stealth-15.

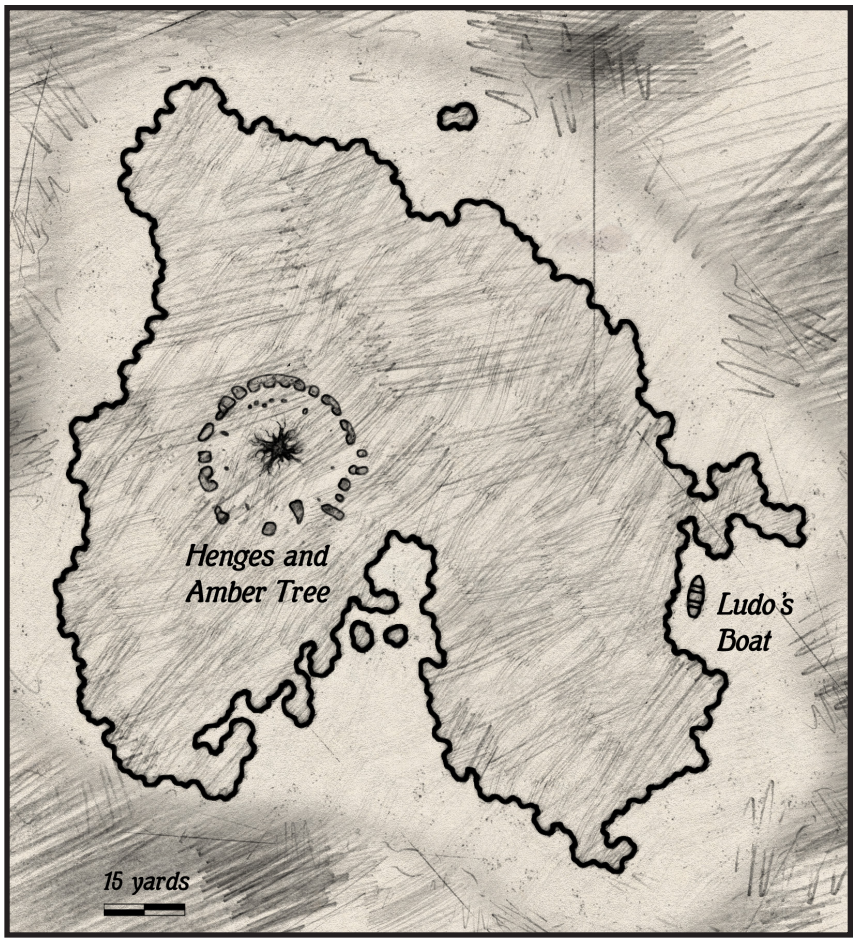
Equipment: Fine dagger (1d-3 imp); lockpicks.

If asked more about this secret island, Catriona digs through the fallen books until she finds one with a green leather binding. She flips through it and shows the PCs an article about the Isle of Spéirling and a photograph of the strange, amber tree at the center (see **Handout D**). She carefully explains that all of Gormghiolla Daigh's initiations happen at the ancient tree. "Might be the oldest in all of Ireland," she says.

- If asked about Ludo, whom she only knows as "the Italian man" she confirms that he took Micheál Finn to the Isle of Speirling. She also says that the Germans erected a radio antenna on top of the tower to "signal the boat". *GM's Note: This refers to a nearby U-boat! If the PCs can still interrogate one of the Gestapo agents, he'll tell them about the nearby submarine.*
- If asked about her family, she scolds the PCs that "she has no family other than Gormghiolla Daigh."
- If asked more about Gormghiolla Daigh, she'll refuse to answer. "We're a *secret* cabal for a reason, you langer! I've already said way too much" However, on a Very Good or better reaction roll, she'll admit that Gormghiolla Daigh has been laying low every since de Valera became Irish president. "Micheál says de Valera is always trying to get us to help him, but we won't. We don't work with gobshites."
- If asked how to get to the isle, Catriona admits she's never been there herself, but Micheál and the others kept a sturdy rowboat not too far from the castle. She can show the PCs where the boat is hidden. In exchange for the location of the boat, she'll insist on coming with the PCs to help rescue her friend and get revenge for the deaths of the her mentors. She can be

talked out of this idea with some good role-playing or social skill use

Note that if Catriona is left alone with any captive Gestapo agents, she'll definitely find some unusual ways to get revenge on them, just short of killing them (tying them to the old cow and dragging the Germans around the rocky island would be an idea of hers).



The Isle of Spéirling, Ireland

The tiny, rocky Isle of Spéirling is located a little less than a mile from the shore. It is impossible to see from the shore – an eternal fog obscures the island at all times. Furthermore, the water's strong currents tend to cause boats to circle aimlessly just out of sight of the island. While a few locals know that there's an island offshore here, they see no reason to venture there.

The island itself is barren, covered in wet scree and slick boulders, and otherwise unremarkable. The sole exception is a circular henge in the center of the island, which surrounds the Amber Tree, a beautiful, otherworldly oak tree that has fossilized into a golden yellow.

There are two ways to get to the Isle of Spéirling.
First, the heroes can take Gormghiolla Daigh's wooden rowboat, hidden behind a wood pile not too far from the rocky beach. Second, if the PCs brought their own plane, they can potentially fly to the island (though landing is extremely difficult as there's only a few hundred yards of "just flat enough" terrain on the island to land!)

The journey by sea takes 15 minutes. Navigating the short distance through thick fog and choppy seas requires a Boating-3 roll. A failure indicates that the PCs spend a long time finding a landing spot, and risk getting spotted by the enemy agents on the island. A critical failure might indicate the PCs get lost somewhere in the open ocean and found by the German U-boat!

Flying a plane through the fog requires a Navigation (Air) roll to spot the island. Landing the plane on the tiny island requires a Piloting-4 roll to land with flaps and avoid the rocky outcroppings! A failure indicates that the plane spins out on scree and takes moderate to severe damage. Obviously, flying a plane to the island ruins any chance of surprise. (In the event the PCs have a supply of parachutes, a Parachuting-3 roll lands safely on the island. Failure indicates splashing down in the rough waters!)

Ludo's Boat

Ludo and the Gestapo agents moored their small motorboat on the eastern shore of the island. If Ludo knows that the heroes were on his trail, he assigns a Gestapo agent, armed with a submachine gun, to guard the boat. The only thing valuable inside is a boater's knife and a hatchet.

The Henges and the Amber Tree

TThe centerpiece of this mysterious island is a long-dead, ancient oak tree. Some unknown phenomenon has caused the entire tree to turn pure to amber. Any light hitting the tree causes its crystallized oak to glow ethereally. It is mesmerizing, and awes anyone looking at it.

Trapped in the trunk of the tree is what appears to be the corpse of a hunched and wizened man. The figure looks decayed and as ancient as time itself. While the amber of the tree has preserved most of him, his bearded visage is gaunt and horrifying, somehow amplified through the thick translucence of the amber. How this man became embedded inside the amber of the tree is beyond explanation. Anyone observing this site must make a Fright Check-2!

The PCs also see that the clawed hand of the man holds the **Diamond Star of the Grand Master of the Order of St. Patrick,** the prized mainstay of the Irish Crown Jewels. Freeing the star from the tree looks to be impossible without chopping into the tree.

The Confrontation with Ludo

Ludo Bocchi's plan is to recover the Diamond Star from the isle and then make his escape via German U-boat which is located not too far from the coast.

If the PCs were able to get to the island quickly and stealthily, they'll see Ludo and a handful of Gestapo agents (one per player is a good number) surrounding the tree. Ludo talks angrily to Micheál Finn, who is on his knees, bloody and bound, but defiant and unwilling to talk. Ludo curses at the man and gestures wildly towards the tree. If the PCs can sneak within earshot, they hear Ludo losing his temper:

LUDO BOCCHI

What is this trick? How do I recover the jewel from inside this tree? Tell me, Micheál... else I'm gonna have these men do horrible things to your body. I don't want it to come to that, but you saw what these men are capable of. They aren't civilized, like me and you, Micheál... you saw what they did to your other friends already...

If the PCs are patient, they will also hear one of the Gestapo agents eagerly remind Ludo (in German) that there is a U-boat off the shore to the west, and that all he has to do is signal them and the U-boat will "annihilate the island with all the wrath of German firepower."

Eventually, Ludo gets frustrated and orders two of his men to return to the motorboat to retrieve a hatchet from its toolkit so he can chop into the tree and recover the Diamond Star. This is a opportunity for the PCs to ambush the agents... or even disguise themselves in their uniforms to get close to Ludo!

If the PCs don't intercede, the agents will soon return, and Ludo gives Micheál Finn one more chance to show him how to retrieve the jewel. When Micheál Finn refuses, spitting on the Italian officer, Ludo will execute him and then orders the Gestapo agents to chop into the tree to recover the Star!

LUDO BOCCHI

ST	14	HP: 14
DX	12	Will: 14
IQ	12	Per: 12
HT	12	FP: 12

Basic Speed: 6.0 — Punch: 1d+1 cr
Move: 6 — Parry: 11 (Boxing)
Dodge: 10

Traits: Charisma 2; Combat Reflexes; Duty (OVRA, Italian secret police); High Pain Threshold; Lecherousness.

Skills: Axe/Mace-12; Boating-12; Boxing-14; Connoisseur (Wine)-14; Diplomacy-12; Fast-Draw-13; Guns-14; History-12; Interrogation-13; Knife-14; Observation-14; Occultism-12; Shadowing-12; Sex Appeal-13; Stealth-13.

Equipment: Brass knuckles; Beretta Mod 1934 pistol (2d pi, Acc 1, Range 120/1300, RoF 3, Shots 7+1 (3), Bulk -1, Rcl 2, 1.9 lbs.); flare gun; dagger (1d-1 imp, Reach C).

FROGMEN

ST	13	HP: 13
DX	12	Will: 12
IQ	12	Per: 12
HT	11	FP: 13

Basic Speed: 5.75 — Punch: 1d-1 cr
Move: 5 — Knife: 1d+1 imp
Dodge: 9 — Parry: 10 (Knife)

Traits: Combat Reflexes; Fearlessness+2; Fit; High Pain Threshold.

Skills: Boating-12; Brawling-13; Demolitions-13; Guns-12; Intimidation-12; Knife-15; Navigation-12; Sailor-15; Scuba-13; Stealth-13; Swimming-14; Throwing-12.

Equipment: Fine large knife (2d-2 cut, reach C, 1; or, 1d+1 imp, reach C); stick grenade (5d cr ex, Fuse 4-5, Bulk -3, 1.7 lbs., takes two ready maneuvers).

As soon as the PCs intercede, Ludo commands his men to kill the interlopers. It is all-but-impossible to dissuade Ludo from trying to retrieve the Diamond Star from inside the Amber Tree. He is getting paid handsomely by the Germans to retrieve this artifact, his men are fanatics, and he believes that the U-boat offshore guarantees his success. He will not consider surrendering until all hope looks lost.

GM's Note: If the PCs were not stealthy in their approach, Ludo will be waiting for the PCs at the tree. He will have at least two armed agents with him, another back at the boat,

and a few more hidden behind the henges. Micheál Finn will be tied up nearby, ready to be used as a hostage in the event the PCs somehow get the upper hand.

If the PCs took their time to get to the island, it's possible they arrived too late to save Micheál. Instead, they'll see Ludo and the agents in the middle of chopping the tough tree down, tiredly taking turns with a hatchet. Micheál Finn's executed body is thrown behind one of the henge structures.

The U-34 and the Frogmen

At any point Ludo is feeling outmatched, or he feels like he is stuck in a stalemate with the PCs, he fires his flare gun into the air. This action signals the U-34, a German U-boat to breach from the waters off the coast. Due to the fog, a Perception (Vision)-4 roll is required to see the U-boat as it first appears!

The U-boat takes two actions after surfacing. First, it will begin to fire away with its deck gun at any exposed targets on the island. This inaccurate barrage is mostly for dramatic effect and to keep the PCs' heads down so that Ludo can finish his mission to recover the Irish Crown Jewels. Due to the submarine's range, and the fact that its powerful deck gun will atomize any soft targets, it is *highly* suggested that it only hits exposed PCs on a critical hit (roll of 3-4), and even then for an indirect 2d-1 [1d] cr ex damage.

Next, the U-boat dispatches three, elite Italian frogmen to swim to shore to help Ludo. Spotting the black-clad frogmen as they swim through the chopper ocean is exceptionally difficult. The frogmen sneak on to the island and then attempt to ambush the PCs when they least expect it.

The Diamond Star and the Amber Tree

The Diamond Star of the Grand Master of the Order of St. Patrick is embedded inside the translucent amber of the mysterious Amber Tree, clutched in the hand of the wizened figure. A Literature or Occultism roll recalls many Gaelic legends about old sages trapped inside trees. The most well-known story, of course, is that Nimue, the Lady of the Lake herself, trapped a lovestruck Merlin inside a tree.

GM's Note: Whether this grotesque figure trapped in the tree is Merlin or something else is entirely up to the GM; it is intentionally left a mystery here. In a traditional pulp adventure, it is most definitely Merlin! In a horror-tinged adventure, this trapped figure is more sinister and alien, perhaps a clawed and snouted Yaddithian, trapped here eons ago.

If the GM wants to play up the supernatural aspect of the finale, there are several ways to do so:

MICHEÁL FINN

ST	11	HP: 11 (2)
DX	14	Will: 13
IQ	13	Per: 14
HT	12	FP: 12

Basic Speed: 6.5 Punch: 1d-2 cr
Move: 6
Dodge: 9

Traits: Danger Sense; Duty (Gormghiolla Daigh); Rank 4 (Gormghiolla Daigh); Shyness (Mild).

Skills: Brawling-15; Escape-17; Filch-17; Lockpicking-15; Observation-14; Occultism-13; Pickpocketing-16; Shadowing-15; Sleight of Hand-17; Stealth-18.

Equipment: None.

- Anyone who cuts into the tree begins to awaken the entombed figure. At some dramatic moment, the wizened figure's eyes slowly open... and then his withered hand reaches out and grapples the tree's attacker (treat it as ST 17, DX 12). Hopefully, this happens to a Gestapo agent, not a PC! The figure then relentlessly pulls the victim into the amber of the tree, which suddenly becomes soften enough to swallow the victim. Eventually, the victim suffers a horrific, suffocating death inside the amber of the tree, entwined with his unnatural killer. Witnessing this causes a Fright Check -4!
- If any members of Gormghiolla Daigh are alive at the finale of the adventure (like Micheál Finn or Catriona), they approach the tree and say a few Gaelic words. The figure inside the tree then awakens, slowly pushes his hand through the amber, and then hands them the Diamond Star. This strange sight also warrants a Fright Check!
- Similarly, if a PC approaches the tree and speaks the Gaelic words on the book page that references the Isle of Spéirling (**Handout D**), the entombed figure also hands the PC the Diamond Star.

Whether by force or with cunning, the PCs should be able to stop Ludo, prevent the theft of the Diamond Star, and escape the island.

If Micheál Finn is still alive, he politely thanks the heroes for his rescue. At first, Micheál Finn insists on retrieving the Diamond Star so that he can hide it again somewhere else. However, if the PCs argue that they should keep it, or return it, he'll find the thought amusing and consider it.

MICHEÁL FINN

To tell you the truth, we didn't use the Diamond Star of St. Patrick very much... maybe because it made our jobs too easy. And where's the fun in that?

Micheál is distraught that most of his friends and trainees have been killed, though is relieved to know Catriona is alive. If he is asked more about Gormghiolla Daigh, he will simply say that they have many other hiding places in the isles, and not to worry too much about the fate of the cabal.

For completing the adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance. Retrieving any of the other legendary artifacts in the adventure is also worth a bonus character point. GMs may also confer various Reputations, Contacts, or even Patrons for befriending some of the influential folk in the adventure.

Extending the Adventure

The Kurazos cultists don't really appear in the adventure after Vienna. To add complication to the final encounter, the GM can reintroduce the cultists, turning the final encounter into a threeway affair!.

In this version, Ludo Bocchi and the Gestapo have unknowingly been infiltrated by the Kurazos Cult, who is also determined to claim the Diamond Star. The cult believes the jewel will allow them to steal even more sinister and occult artifacts in the possession of European governments.

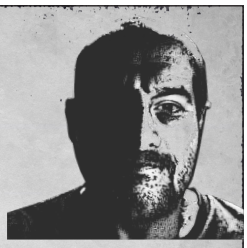
The Gestapo's *Oberleutnant*, Horst Winkler is secretly a high-ranking member of the cult. The only clue that the Gestapo has been infiltrated is the lost cufflink, carved with the Kurazos cult's symbol, which tore free from Winkler's uniform while he was hiding the diadem of Catherine Howard in Doonagore's abandoned cottage.

THE DIAMOND STAR

Keeping the Star for themselves, of course, makes the PCs a target for the others who know about its existence, such as Axis treasure hunters, the Korazos Cult, and perhaps others from Gormghiolla Daigh. In a true one-shot adventure, it may be best if Catriona pickpockets the Star and vanishes into the darkness while the credits roll.

The Diamond Star of the Order of St. Patrick has a powerful blessing on it. The artifact confers +3 to Stealth skill and Extraordinary Luck — but only when the bearer is actively trying to steal something of great value or actively escaping from authorities.

KURAZOS CULTISTS



ST	12	HP: 12
DX	11	Will: 12
IQ	11	Per: 11
HT	11	FP: 11

Basic Speed: 5.5 Punch: 1d-1 cr
Move: 5
Dodge: 8

Traits: Combat Reflexes; Fanaticism; High Pain Threshold; Obsession (Bring their cult to glory).

Skills: Brawling-13; Guns (Pistol)-13; History-11; Intimidation-12; Knife-121; Occultism-12.

Equipment: Webley-Fosbery .455 (2d-1 pi+, Acc 2, Range 120/1300, RoF 3, Shots 6(2i), Bulk -2, Rcl 2, 3 lbs.). One has an old flamethrower (3d burn, Range 15/20, RoF Jet, Shots 1x20s, Bulk -8, 68 lbs)!

In an extended adventure, Winkler's plan is to betray Ludo Bocchi and steal the Diamond Star at the last minute. Winkler contacted his Kurazos allies in the nearby town of Doolin shortly after the Gestapo ambushes Gormghiolla Daigh. When the PCs burst on to the scene, Winkler flees Doonagore on his motorcycle to meet up with the cult. From there, he takes a motorboat to the Isle of Spéirling with several armed cultists.

The cultists arrive to the island just as the PCs are battling Ludo and the Gestapo. Pretending to be Irish locals who heard the commotion at the castle, they try to build trust with the PCs. But then, when the PCs least expect it, they betray them and claim the Diamond Star as their own. To help remove the Star from the tree, one of the cultists even brought a light flamethrower to melt tree's amber!

Special Thanks

Special thanks to javplaysgames from Fiverr.com for the map of the Predjama caves. Thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a telegram to @SageThalcos on Twitter or post a note on 1shotadventures.com

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Handouts

Handout A - Monk's manuscript that shows the Predjama caves. The PCs start the adventure with this in their possession.

Handouts

No 8244

VOM K. UND K. HOF-TELEGRAPHEN-AMTE

Telegramm.

18.23 17TH SEPTEMBER 37 VIE 128 BEG 001

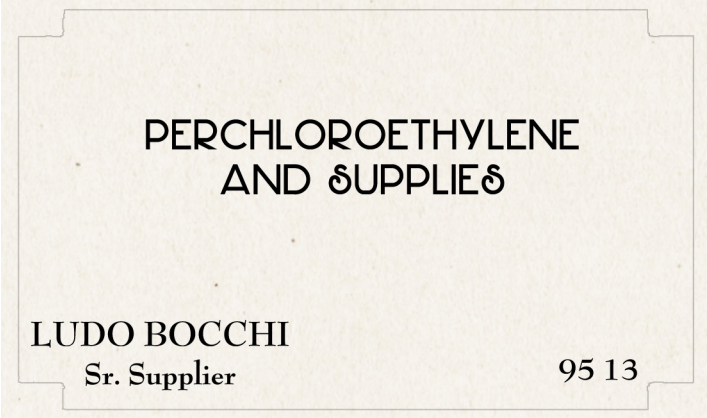
An Se k. und k. Apostol. Majestät

THE LORD CHAMBERLAIN IS COMMANDED BY THE ARCHDUKE OF AUSTRIA ANTON MARIA FRANZ LEOPOLD BLANKA KARL JOSEPH IGNAZ RAPHAEL MICHAEL MARGARETA NICETAS VON HABSBURG-LORRAINE AND THE PRINCE OF TUSCANY AND HIS WIFE, PRINCESS ILEANA OF ROMANIA TO INVITE THE FRIENDS OF PREDJAMA CASTLE TO THE ARCHDUKE'S FAREWELL BALL AT THE GOLDEN HALL IN THE MUSIKVEREIN ON SATURDAY, 18TH SEPTEMBER, 1937 AT 8.00 P.M.

DRESS IS UNIFORM, MORNING DRESS, OR LOUNGE SUIT.

PLEASE MEET THE ARCHDUKE'S FOOTMAN LEONHARD BERG UPON ARRIVAL IN VIENNA FOR ADDITIONAL FORMALITIES AND DETAILS.

Handout B - The Royal Invitation



PERCHLOROETHYLENE
AND SUPPLIES

LUDO BOCCHI
Sr. Supplier

95 13

Handout C - Calling card found on the janitor Jonas Steiner

Handouts

FIG-32. AMBER TREE OF SPÉIRLING

A photograph from 1904, though never verified by experts. According to Gaelic legend, several Amber Trees are said to be found throughout Ireland. They are usually of oak or hawthorne varieties. The trees are petrified and composed entirely of yellow to yellow-brown amber. In the center of the trunk of the tree is a primitive sculpture of a man or woman, often thought to be a druid or pre-Christian mystical icon.

Amber Trees are said to be frequently surrounded by large, circular henges or faerie rings. In 1872, a large henge was found in the Boyne valley. While no Amber Tree was found, a significant amount of amber was found in the center of the henge. An inscription on one of the monolith stones read, "Go raibh míle maith agat," which translates to "That you may have one thousand good things."

Handout D - A photograph and excerpt from the book Gaelic Faerie Rings, found in Doonagore Tower.

Handout E - Kurazos cufflink found in the abandoned cottage at Doonagore

Bonus Postcard Handouts

CLIFFHANGERS Character

Name Jonny Talon **Player** _____ **Point Total** 150

Ht 6'1" **Wt** 175 **Size Modifier** 0 **Age** 29 **Unspent Pts** -

Appearance Soft-hearted cropduster pilot - always has a steady expression to accompany his crazy ideas

					CURRENT	
ST	12	[20]	**HP**	12		[0]
DX	12	[40]	**WILL**	11		[0]
IQ	11	[20]	**PER**	11		[0]
HT	12	[20]	**FP**	12	CURRENT	[0]

MOVE 5

DR 1

BASIC LIFT (ST × ST)/5 29 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+2

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
9	10 (Unarmed)	-

REACTION MODIFIERS

Appearance +1

Status +0

Reputation +0

+1 from Charisma

+2 from Driver's Reflexes (passengers)

ADVANTAGES & PERKS

Acute Vision +3	[6]
Appearance (Attractive)	[4]
Charisma +1	[5]
Daredevil (+1 to rolls when taking unnecessary risks)	[15]
Driver's Reflexes 2	[10]
Empathy (deeply assess people's natures on an IQ-3 roll)	[15]
Fearlessness +2 (+2 to Fright Checks)	[4]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Chummy (when alone, -1 to IQ-based skills)	[-5]
Code of Honor (Professional - "Get the job done right")	[-5]
Debt (owes $1,000 per month for his flying lessons)	[-10]
Impulsiveness	[-10]
Reputation -2 (destroys planes, mostly just other pilots)	[-3]
Slow Riser	[-5]
	[ ]
Has a recognizable square jaw	[-1]
Soft spot for farmers - never turns down jobs to dust crops	[-1]
Hates unpolished shoes	[-1]
Introduces himself as "captain"	[-1]
Overcomplicates his plans	[-1]
	[ ]

SKILLS

Name	Level	
Brawling	13	[2]
Carousing	12	[1]
Current Affairs (People)	12	[2]
Driving (Automobile) (incl. +2 from Drivers Reflexes)	13	[1]
Driving (Motorcycle) (incl. +2 from Drivers Reflexes)	13	[1]
Farming	10	[1]
Fast-Talk (add +1 from Charisma for Influence rolls)	11	[2]
Gunner (Machine Gun)	12	[1]
Guns (Pistol)	13	[2]
Mechanic (Airplane)	12	[4]
Navigation (Air)	12	[4]
Parachuting	12	[1]
Piloting (Hvy Aircraft) (incl. +2 from Drivers Reflexes)	14	[2]
Piloting (Lt Aircraft) (incl. +2 from Drivers Reflexes)	15	[4]
Riding	12	[2]
Scrounging	13	[4]
Swimming	12	[1]
		[ ]
		[ ]
		[ ]
		[ ]

Languages	Spoken	Written	
English	Native	Native	[-]
			[ ]
			[ ]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	9	Brawling-13	-	-
Whittling Knife	1d-3 imp	C	5	Knife-8 (default)	$20	1/4 lb.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
S&W .44 Special (Revolver)	2d pi+	2	140/1500	3	6(2i)	9	-2	3	Guns-13	$60	2.5 lbs.
									Takes 2 seconds per bullet to reload		

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$270

POSSESSIONS

Item	Location	Cost	Weight
Small leather bag	Shoulder	$10	1 lb.
Leather pilot's jacket (DR 1)	Torso	$50	4 lbs.
Polished leather shoes	Feet	$30	2 lbs.
Banana yellow Piper J-3 Cub plane	Raleigh, NC	$1,500	- lbs.
Pilot's goggles, cap (DR 1)	Bag	$10	- lbs.
Binoculars (10X)	Bag	$10	1 lb.
	Totals:	$ 1690	11 Lbs.

Your old man always told you that you were flawed because you wanted too much. He told you to be content living in Idaho. He told you to be happy being a cropduster mechanic. But you knew all that wasn't enough, so you pestered the pilots until they taught you how to fly. You saved all your money to buy a brand-new Piper. You wrote letter after letter to Piper begging for a job to be a test pilot. Unfortunately, your "interview" went horribly wrong when the test plane's propeller flew off and you ended up crash-landing through seven new planes on the ground. Crap. Needing cash fast, you signed up for a quick pilot gig in Shanghai, and then another one in Yugoslavia.

CHARACTER NOTES

Has about $6500 invested in a house in Florida

CLIFFHANGERS Character

Name Aleksandra Pavlovic **Player** _____ **Point Total** 150

Ht 5'4" **Wt** 125 **Size Modifier** 0 **Age** 23 **Unspent Pts** -

Appearance Energetic Yugoslavian tour guide - notable for her never-ending supply of fresh optimism

					CURRENT	
ST	10	[0]	HP	10		[0]
DX	12	[40]	WILL	13		[0]
IQ	13	[60]	PER	13		[10]
HT	12	[20]	FP	12		[0]

MOVE: 6

DR: -

BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE Thr** 1d-2 **Sw** 1d

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

ACTIVE DEFENSES

Dodge	Parry	Block
9	9 (Unarmed)	-

REACTION MODIFIERS

Appearance +1

Status +0

Reputation +1 from Academic (students & teachers)
-1 from Social Sigma (Uneducated foreigner)
+2 from Voice (when heard)

ADVANTAGES & PERKS

Absolute Direction (never gets lost)	[5]
Academic 1	[5]
Appearance (Attractive)	[4]
Fearlessness +2 (bonus to Fright Checks)	[4]
Photographic Memory (never forgets anything)	[10]
Voice	[10]
	[ ]
Good with Dogs	[1]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Chummy (-1 to IQ-based skills when alone)	[-5]
Curious (Major, resist on a 9 or less)	[-7]
Impulsiveness	[-10]
Pacificism (Cannot Harm Innocents)	[-10]
Social Stigma (Uneducated foreigner)	[-5]
	[ ]
Can't help but act like a tour guide, even when she's not	[-1]
Loves camping and "roughing it"	[-1]
Eternally optimistic	[-1]
Dreams of living in a big city like Paris or Berlin	[-1]
Has a thing for Americans	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Archaeology	11	[1]
Architecture	12	[1]
Area Knowledge (Eastern Europe)	14	[2]
Current Affairs (Travel)	14	[2]
Driving (Automobile)	11	[1]
Fast-Talk (includes +2 from Voice)	15	[2]
First Aid	13	[1]
Guns (Rifle)	12	[1]
Guns (Pistol)	10	[-]
Heraldry	12	[1]
Hiking	11	[1]
History (Medieval Europe)	14	[8]
Merchant	12	[1]
Occultism	13	[2]
Public Speaking (includes +3 from Voice and Academic)	15	[1]
Research (includes +1 from Academic)	13	[1]
Riding (Equines)	11	[1]
Speed-Reading	13	[1]
Streetwise	12	[1]
Survival (Woodlands)	12	[1]
		[ ]

Languages	Spoken	Written	
English	Accented	Literate	[4]
Serbo-Croatian	Native	Native	[0]
			[ ]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-3 cr	C	9	DX 12		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$20

POSSESSIONS

Item	Location	Cost	Weight
Leather carrier bag		$10	1 lb.
Textbook on medieval castles	Satchel	$2	1 lb.
Notebook and pencil	Satchel	$1	- lbs.
Umbrella		$4	1 lb.
Cheap flashlight torch	Satchel	$5	1 lb.
	Totals:	$ 182	4 Lbs.

Your history professor, TANJA BOHDANA, asked you to meet up with these Americans to give them a private tour of Predjama Castle. It was a good way to make some money, and you've done it a hundred times. But you were shocked when halfway through the tour, one of them whipped out an ancient monk's manuscript, pushed up a secret passage, and found the legendary Sword of Erazem. Before you had a chance to react, gunshots rang out and gangsters were racing after you. These Americans are going to owe you BIG TIME after this is over.

CHARACTER NOTES

Has $800 of stuff in her apartment

CLIFFHANGERS Character

Name Tang Yingxia **Player** _____ **Point Total** 150

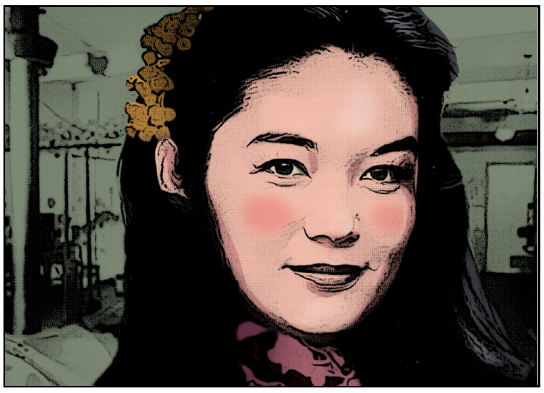
Ht 5'5" **Wt** 125 **Size Modifier** 0 **Age** 29 **Unspent Pts** –

Appearance A struggling bartender yanked into adventure – thinks she's possessed by a ghostly warlord

					CURRENT	
ST	11	[10]	**HP**	11		[0]
DX	12	[40]	**WILL**	12		[5]
IQ	11	[20]	**PER**	11		[0]
HT	12	[20]	**FP**	12		[0]

MOVE 6

DR 0



BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+1

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

Dodge	Parry	Block
10	11 (Sword)	–

REACTION MODIFIERS

Appearance _____

Status –1

Reputation +1 from Elder Gift (those who know!)
+1 from Born Tactician (those you serve or command)

ADVANTAGES & PERKS

Acute Hearing +3	[6]
Born Tactician 1	[10]
Combat Reflexes (+2 to Fright Checks, +6 vs mental stun)	[15]
Elder Gift 1 (Might be possessed by a spirit)	[5]
Hard to Kill +3 (bonus to HT rolls when you might die)	[6]
Night Vision +2	[2]
	[ ]
Weapon Bond – Wu Qui's Sword (+1 to skill rolls with it)	[1]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Pacifism (Cannot Harm Innocents)	[–10]
Phantom Voices (Disturbing, 6 or less)	[–10]
Slow Healing –1 (heal half as fast... every two days)	[–5]
Status –1 (uneducated bartender)	[–5]
Wealth (Struggling)	[–10]
	[ ]
Worries she might be going insane	[–1]
Nervous around military (father was killed in civil war)	[–1]
Loves classical music	[–1]
Thinks she's possessed by Wu Qi, a Chinese warlord	[–1]
Easily gets motion sickness	[–1]
	[ ]
	[ ]

SKILLS

Name	Level	
Broadsword	14	[8]
• Broadsword Feint	15	[2]
Carousing	13	[2]
Current Affairs (China)	11	[1]
Diplomacy	10	[2]
Forgery	10	[2]
Hidden Lore (Conspiracies) (includes +1 from Elder Gift)	12	[2]
History (China)	10	[2]
Intimidation	12	[2]
Karate (Kung Fu)	12	[4]
• Kicking	12	[3]
Leadership (includes +1 from Born Tactician)	12	[2]
Lip Reading	10	[1]
Musical Instrument (Flute)	9	[1]
Occultism (includes +1 from Elder Gift)	12	[2]
Pickpocket	11	[2]
Professional Skill (Bartending)	12	[4]
Savoir-Faire (Military) (includes +1 from Born Tactician)	12	[1]
Strategy (Land)	11	[2]
Tactics (includes +1 from Born Tactician)	12	[4]
Thaumatology (includes +1 from Elder Gift)	10	[2]

Languages	Spoken	Written	
Mandarin Chinese	Native	Literate	[0]
English	Accented	Semi-literate	[3]
			[ ]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Fine jian sword	1d+2 cut	1	11	Broadsword-15	$3500	3 lbs.
	1d+1 imp	1, 2				
Kung fu punch	1d cr	C	10	Karate-12		
Kung fu kick w/ boots	1d+2 cr	C		On miss, roll DX or fall		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$10

POSSESSIONS

Item	Location	Cost	Weight
Purse		$15	- lbs.
Pearl necklace (mother's)	Neck	$25	- lbs.
Small photo of her father	Purse	-	- lbs.
Boots (DR 2)	Feet	$20	3 lbs.
	Totals:	$ 3570	6 Lbs.

You met your new friends in a bar in Shanghai, serving up way too many blood orange dragons to see how drunk they could get. Then the Xiochu gangsters arrived, shot up the place, and the next thing you knew you were being dragged into the sewers by these so-called friends. Lost in the dark, you stumbled upon the lost shrine of WU QI. When you touched his ancient sword, you felt something - someone? - flicker into the fire of your soul. Your friends blamed the orange dragons and you would too - if it weren't for the deep, ancient-accented voice that keep you up at night. . .

CHARACTER NOTES

Rents a basement apartment in Shanghai

CLIFFHANGERS Character

Name Duke Duckworth **Player** _____ **Point Total** 150

Ht 5'10" **Wt** 165 **Size Modifier** 0 **Age** 33 **Unspent Pts** -

Appearance Tough detective from Detroit, known for being involved with a starlet's murder

					CURRENT	
ST	11	[10]	**HP**	11		[0]
DX	12	[40]	**WILL**	12		[0]
IQ	12	[40]	**PER**	14		[10]
HT	12	[20]	**FP**	12	CURRENT	[0]

MOVE 6

DR -

BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+1

BASIC SPEED 6.0 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

Dodge	Parry	Block
9	9 (Boxing)	-

REACTION MODIFIERS

Appearance +0

Status +0

Reputation -5 from Careless detective

-1 from Stubbornness

ADVANTAGES & PERKS

Contact (veteran reporter, Research skill 15, 12 or less)	[4]
Danger Sense	[15]
High Pain Threshold (ignore pain penalties)	[10]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Reputation -4 (Careless detective, Americans only, 10 or less)	[-5]
Stubbornness	[-5]
Truthfulness	[-5]
Unluckiness	[-10]
Wealth (Struggling)	[-10]
	[ ]
Carries glasses to look smart (but doesn't need them)	[-1]
Always dresses for warm weather	[-1]
Calls his favorite gun "my third fist"	[-1]
Whistles when he's alone	[-1]
Respects physicians, regrets not becoming one	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Acting (roll at -5 if you are trying to deceive)	12	[2]
Boxing	13	[4]
Climbing	11	[1]
Current Affairs (Headline News)	13	[2]
Detect Lies	12	[1]
Diplomacy	11	[2]
First Aid	12	[1]
Forced Entry	13	[2]
Gambling	11	[1]
Guns (Pistol)	13	[2]
Guns (Rifle + Shotgun)	12	[1]
History (Europe)	12	[4]
Interrogation	11	[1]
Lockpicking	13	[4]
Observation	15	[4]
Photography	11	[1]
Search	14	[2]
Shadowing	12	[2]
Stealth	11	[1]
Streetwise	13	[4]
		[ ]

Languages	Spoken	Written	
English	Native	Native	[-]
			[ ]
			[ ]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Boxing punch	1d-1 cr	C	6	-2 to parry kicks -3 to parry non thrust attacks		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
Colt .38 Special (Revolver)	2d pi	2	110/1200	3	6(2i)	9	-2	2	Guns-13	$47	2 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$15

POSSESSIONS

Item	Location	Cost	Weight
Cheap leather briefcase		$6	1 lb.
Body holster	Torso	$3	1 lb.
Sinclair Lewis' *It Can't Happen Here*	Briefcase	$2	- lbs.
Journal and pencil	Briefcase	$1	- lbs.
Scuffed leather shoes (DR 1)	Feet	$5	2 lbs
Reading glasses	Pocket	$3	- lbs.
Cheap lockpicks	Briefcase	$15	- lbs.
Totals:		$ 82	6 Lbs.

When you overheard that one of the cops on the LAUREN ST. JAMES case was crooked, you swore you'd find the truth behind her murder. But then her Hollywood boyfriend got into a scuffle with you, and you knocked him flat right inside her apartment. Unfortunately, that little incident got the case against him thrown out, and the press blamed you for never finding her killer. You had to get out of town, so you hopped a plane to Shanghai where a previous client, Willy Van der Woodson, said he had a job for you. That job was a bust, but the kid swore he'd make it up to you in Belgrade. He wasnt kidding.

CHARACTER NOTES

Has about $1500 invested in a Detroit apartment

CLIFFHANGERS Character

Name Solange "Patience" Paquet **Player** _____ **Point Total** 150

Ht 5'7" **Wt** 130 **Size Modifier** 0 **Age** 25 **Unspent Pts** -

Appearance A resourceful junior agent in French intelligence; does not tolerate fools

					CURRENT	
ST	11	[10]	**HP**	11		[0]
DX	13	[60]	**WILL**	10		[-5]
IQ	11	[20]	**PER**	11		[0]
HT	12	[20]	**FP**	12		[0]

MOVE 6

DR 0

BASIC LIFT (ST × ST)/5 24 lbs **DAMAGE Thr** 1d-1 **Sw** 1d+1

BASIC SPEED 6.25 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

Dodge	Parry	Block
10	11 (Brawling)	-

REACTION MODIFIERS

Appearance +1

Status +1

Reputation _____

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Combat Reflexes (+2 to Fright Checks, +6 vs mental stun)	[15]
Fit (+1 to all HT rolls)	[5]
Military Rank 1 (member Deuxième Bureau - French intelligence)	[5]
Status +1 (Privileged)	[5]
	[ ]
On Alert (you always have an emergency bag packed)	[1]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Bloodlust	[-10]
Dependent (Daughter Agnes, loved one, 6 or less)	[-10]
Duty (Deuxième Bureau, extremely hazardous, 9 or less)	[-10]
Insomniac (Mild)	[-10]
	[ ]
	[ ]
Intolerant of fascists - especially German ones	[-1]
Loves horses	[-1]
Has no patience for show-offs	[-1]
Distinctive purple-gray eyes	[-1]
Loves her wine and cocktails - probably a bit too much	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Acting	12	[4]
Brawling	15	[4]
• Brawling Disarm	16	[2]
Climbing	12	[1]
Connoisseur (Wine)	10	[1]
Cryptography	10	[2]
Current Affairs (Headline News)	12	[2]
Fast-Draw (Knife + Pistol) (incl. +1 from Combat Reflexes)	14	[2]
Filch	12	[1]
Guns (Pistol + Rifle)	14	[4]
Intelligence Analysis	10	[2]
Knife	13	[1]
Observation	12	[4]
Psychology	10	[2]
Research	10	[1]
Riding (Equines)	12	[1]
Savoir-Faire (Police + High Society)	12	[4]
Scrounging	11	[1]
Shadowing	12	[4]
Skiing	10	[1]
Stealth	14	[4]

Languages	Spoken	Written	
French	Native	Literate	[0]
English	Accented	Literate	[4]
German	Accented	Literate	[4]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brawling punch	1d-1 cr	C	11	Brawling-15		
Fine dagger	1d-1 imp	C	9	Knife-13	$40	- lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
Mauser .32 semiautomatic	2d-1 pi-	1	120/1300	3	8+1 (3)	7	-1	2	Guns-14	$20	2 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$500

POSSESSIONS

Item	Location	Cost	Weight
Expensive clutch		$15	1 lb.
Nice lady's hat	Bag	$2	- lbs.
Suitcase full of clothes for all occasions	Hotel	$100	- lbs.
Swiss watch	Wrist	$10	- lbs.
Leather shoes (DR 1)	Feet	$10	2 lbs.
	Totals:	$ 197	4 Lbs.

Deuxième Bureau, French intelligence, suspects that the gangster, AMADEJ ANZE was hired to assassinate the Yugoslavian king, which would plunge the kingdom into civil war. You were assigned to Anze to find out the truth. You had infiltrated his inner circle when several Americans arrived and purchased an old medieval manuscript from him. You thought nothing of it, but apparently the manuscript contained information about a priceless sword. Unfortunately, minutes later, your cover was blown when one of his men overheard you calling Paris. Anze went into a rage and dragged you with him to Predjama Castle to kill the Americans. You gave Anze the slip and are now deep underground.

CHARACTER NOTES

Owns an apartment in Paris

Owns a Meier-Bac motorcycle (but still learning to ride it)

CLIFFHANGERS Character

Name Willy Van der Woodson **Player** _____ **Point Total** 150

Ht 5'10" **Wt** 160 **Size Modifier** 0 **Age** 20 **Unspent Pts** -

Appearance Broad-smiled, bright, and very wealthy. Willy - loves funding races and grand adventures

					CURRENT	
ST	10	[0]	**HP**	10		[0]
DX	11	[20]	**WILL**	12		[0]
IQ	12	[40]	**PER**	12		[0]
HT	11	[10]	**FP**	11	CURRENT	[0]

MOVE 5

DR 0

BASIC LIFT (ST × ST)/5 20 lbs **DAMAGE Thr** 1d-2 **Sw** 1d

BASIC SPEED 5.5 [0] **BASIC MOVE** 5 [0]

ENCUMBRANCE

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

ACTIVE DEFENSES

Dodge	Parry	Block
8	11 (Brawling)	-

REACTION MODIFIERS

Appearance +0

Status +3

Reputation +1 from Charisma

-1 from Odious Personal Habit

+1 from Merchant (when buying or selling)

+2 from Overconfidence (naive) or -2 (veterans)

ADVANTAGES & PERKS

Artificer 1	[10]
Charisma +1	[5]
Independent Income 5 ($2,500 monthly trust fund)	[5]
Intuition (ask GM to roll when you have tough choice to make)	[15]
Status +3 (includes +1 from Wealth)	[10]
Wealth (Very Wealthy, 5x starting wealth)	[30]
	[ ]
Doodad (once per game, pull out a piece of insignificant gear)	[1]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Compulsive Spending (Severe, resist on a 9 or less)	[-5]
Curious (Extreme, resist on a 6 or less)	[-10]
Enemy (Richard Maskhaven, a rival, 9 or less)	[-5]
Odious Personal Habit (big, almost-fake smile all the time)	[-5]
Overconfidence	[-10]
	[ ]
Buys overly nice gifts for friends - can be embarrassing	[-1]
Loves expensive cars - obsessed with race cars	[-1]
Never gambles against friends	[-1]
Loves his mom, writes to her almost every day	[-1]
Calls guns "bean shooters" (thinks it's cool)	[-1]
	[ ]
	[ ]

SKILLS

Name	Level	
Archaeology	12	[4]
Bicycling	11	[1]
Carpentry (includes +1 from Artificer)	13	[1]
Climbing	11	[2]
Current Affairs (Science & Technology + Travel)	13	[4]
Driving (Automobile)	12	[4]
Engineer (Electronics) (includes +1 from Artificer)	11	[1]
Explosives (Demolition)	11	[1]
Fast-Talk (add +1 from Charisma on influence rolls)	12	[2]
First Aid	12	[1]
Games (Poker)	12	[1]
Guns (Pistol)	11	[1]
History (Egypt)	11	[2]
Machinist (includes +1 from Artificer)	13	[2]
Mathematics (Applied)	10	[1]
Mechanic (Automobile + Plane)	13	[4]
Merchant (roll at -3 when haggling)	12	[2]
Navigation (Air)	11	[1]
Occultism	11	[1]
Piloting (Light Airplane)	11	[2]
Savoir-Faire (High Society)	13	[2]

Languages	Spoken	Written	
English	Native	Literate	[0]
Arabic	Accented	Semi-literate	[3]
Latin	None	Semi-literate	[1]

CLIFFHANGERS Character

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-3 cr	C	8	DX II		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	Cost	Weight
S&W .38 Hammerless	2d-1 pi	1	90/1,000	3	5(2i)	7	-1	2	Guns-11	$40	1.5 lbs.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

MONEY

$2,500

POSSESSIONS

Item	Location	Cost	Weight
Leather carrier bag		$10	2 lbs.
Travel diary and pencil	Bag	$2	- lbs.
Nice European suit	Hotel	$30	- lbs..
German PERTRIX flashlight torch	Bag	$10	1 lb.
Rolex "Oyster" watch	Wrist	$30	- lbs..
Racing bicycle - Oscar Wastyn Special (+1 to Bicycle skill)	Hotel	$40	- lbs..
Italian leather shoes (DR 1)	Feet	$20	2 lbs..
	Totals:	$ 182	7 Lbs.

OK, so Shanghai was a complete bust. You should have known better when RICHARD MASKHAVEN left that letter on his seat at the restaurant. You thought you'd beat him to the price-less jade Cong Cylinder and one-up him for good. But the whole thing was another one of his tricks. There was no cylinder, and you almost died of yellow fever escaping through the sewers. But when you got a phone call from your old tutor Tanja that she had a suspicion where you could find the legendary Sword of Erazem, you knew you had to take a quick stop past Predjama Castle.

CHARACTER NOTES

Owns a house in New Haven, CT
Proud owner of two 1932 Talbot 65 Coupes ($650 each)
Has about $30,000 in the bank

Jonny Talon

BARNSTORMER

PER 11

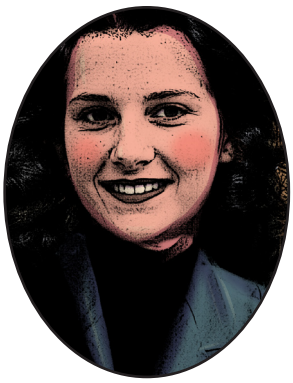
Duke Duckworth

BAD NEWS DETECTIVE

PER 14 • DANGER SENSE (12) • UNLUCKINESS

Aleksandra Pavlovi

HIGH-ENERGY TOUR GUIDE



PER 13

Willy Van der Woodson

RICH, VERY RICH

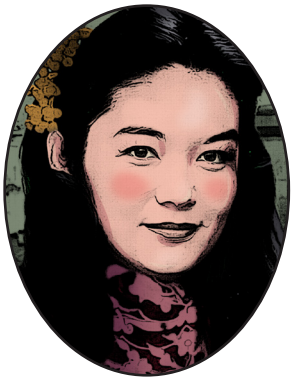
PER 12 • INTUITION (12) • ENEMY (9)

Patience Paquet

FRENCH INTELLIGENCE

PER 11 • DEPENDENT (6) • DUTY (9)

Tang Yingxia



SPIRITED BARTENDER

PER 11 • PHANTOM VOICES (6)