

The LOST JEWELS of Eire

by J.C. Connors

About the Adventure

The Lost Jewels of Eire is a low-horror, high-adventure pulp *Call of Cthulhu* adventure, although it can be easily translated to other systems (*GURPS Cliffhangers* and *D6 Adventure* versions are also available on 1shotadventures.com). Set in late 1937, the adventure pulls the investigators 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 pulp investigators. The end of the adventure includes seven pre-generated pulp characters – players can add pulp talents!

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 investigators, notably the pregenerated characters from the end of this adventure.

Adventure Summary

Like all pulp serials, *The Lost Jewels of Eire* begins in the middle of the action. The investigators 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 on their heels.

The foiling of the crime boss earns the investigators a royal invitation to an exclusive Imperial ball in Vienna. During the event, a botched theft reveals the existence of *Gormghio-*

lla 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 investigators 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 investigators 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!

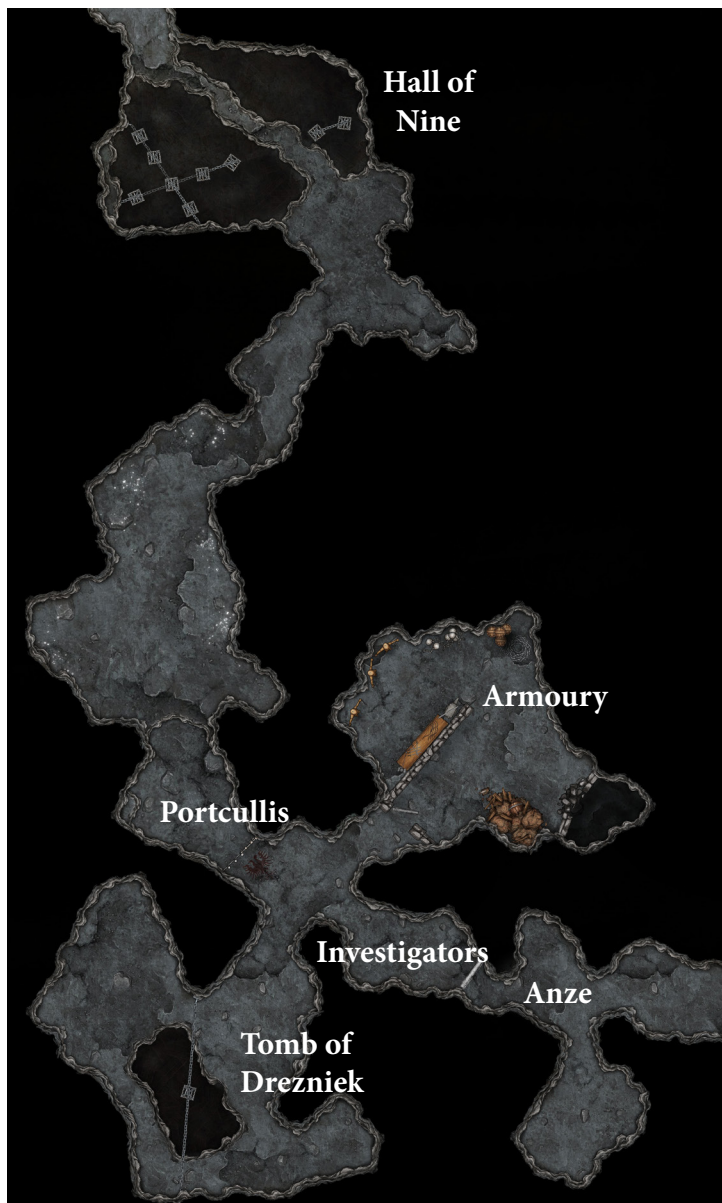
One of the investigators (the Keeper should choose randomly) holds the legendary **Sword of Erazem**, a worn but still-beautiful broadsword that was owned by the 15th century knight after which it was named, Sir Erazem Lueger. Renowned for stealing from the rich and giving to the poor, Sir Erazem is 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 investigators recovered the lost sword and are now making their frantic escape.

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

The investigators 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 scream for them to surrender or “pay a swindlers’ ultimate price.” There is no going backwards for the heroes.

Just ahead of the investigators 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 Hard Locksmith roll (due to the dim light) only partially raises the portcullis about a foot before it gets jammed. Only a person who makes a SIZ roll can squeeze underneath it.



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

Keeper’s Note: Use Amadej Anze as a timer during this opening act. As the investigators 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 investigators!

Once the investigators 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 an Extreme success with a suitable skill (e.g., ME-

CHANICAL REPAIR, 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 investigators grab any of these weapons, treat them as *cheap*, as they are too old to be of quality.

If the investigators 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 any larger than SIZ 30.

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 large chain holding it above the pit. A skeleton of a man is twisted inside it, a horrific look still on its visage. Investigators must make a SANITY CHECK (0/1) 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 roll recalls the story Stefan Drezniek. He was a man who betrayed Erazem while the castle was under siege, giving the location of Erazem’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 investigators examine the skeleton, a Hard SPOT HIDDEN roll (due to the darkness of dim flashlights) reveals that the skeleton has a key on a chain around his neck! The investigators 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

DREZNIEK’S ARMOR

STR 80 INT 40 HP 13
CON 70 POW 70
SIZ 60 DEX 50



Damage bonus: +1D4

Build: 1 **Move:** 7

Attacks per round: 2

Fighting (Sword) 70%, damage 1D8+1D4+1

Dodge: 25%

Skills: Listen 40%, Stealth 35%.

Sanity Loss: 1/1D6 (if revealed the suit is empty!)

Special Defenses: The animated medieval armor provides 3 armor points.

amuck. A MEDICINE roll chalks this up to a rare skull deformity... but it will still give the investigators who see it the creeps (and a SANITY CHECK (0/1) .

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 DEX, STR, JUMP, or CLIMB roll to grab on to the iron bars of the cage.

If the DEX roll fails to grab on to the cage, the investigator slips off the cage and plummets 20-feet to the damp, rubble-strewn floor for 2d6 damage. Keepers running a more realistic game can punish players with broken limbs as well! An investigator can climb back out with a CLIMB roll.

Once perched on the cage, the investigator 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 most people to reach through and grab the key, although a Hard SIZ roll will do it). Picking the old lock is fairly easy (+2 to skill), but doing it with one hand (-3) and



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 +10 HP). Ideally, everyone leaves this scene wondering if the tunnels are truly haunted... or if they just witnessed a strange, but still conceivable, string of events.

in the dark (-3 unless someone accurately points a flashlight beam right on the lock) makes it tricky. Wrenching the door open requires a Hard STR roll because of the lack of leverage. Investigators 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 investigator can leap to the edge of the chasm, but needs to make a DEX or JUMP roll to get a good push-off, otherwise he'll lose enough distance from his jump that he'll need a LUCK roll to grab precarious only to the ledge of the chasm.

If an investigator thinks to swing the cage back and forth to shorten the distance, that will work, reducing the jump distance and granting a bonus die. However, the swinging *fatigues* the chain holding the weight of the cage. As the investigator swings the cage, make a LUCK roll, else the chain makes a horrible, metal-fatigue-imminent sound, and then breaks free from the ceiling a few moments later!

The Cursed 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, Drezniek creates an corporeal apparition of the man he used to be inside the armor. In an old Hungarian dialect, he begs and pleads for his life, swearing he is a local sworn to protect Predjama Castle. Even investigators 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 investigators 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 investigators study the caged skeletons, a SPOT HIDDEN 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. An APPRAISE roll identifies it as alexandrite, one of the rarest gemstones! A HISTORY roll recalls that in 1481, Erazem fought a would-be usurper on the fields in front of Predjama 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 Alexandrite Gem of the False King has been lost to history, but now the investigators have rediscovered it!

Recovering the gem is difficult and dangerous. Investigators must leap from the bridge to "Theft's" cage to the False King's cage. The cages are close enough that a DEX or JUMP 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 SANITY CHECK (0/1).

Once the False King's cage is reached, the investigator must reach through the bars and grab the gem from the bony hand (which grasps it tightly). This requires a DEX 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 investigator 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 investigator must inch their way across the narrow pathway. This requires a POW roll to get started, and another one to move any faster than a slow walk. Truly acrobatic action requires a DEX roll not to lose balance on the treacherous path.

Keeper's Note: If an investigator fails a roll and falls, give them a chance to desperately grab on to a nearby chain, dangling by their fingertips. Or, the hapless hero can leap to safety on a nearby prisoner's cage, with a DEX or JUMPING roll. Of course, getting back from one of those cages is harder, since the investigator would have to leap on to the narrow wooden platform and nail the landing! A investigator who utterly fails all these rolls plummets into the depths takes 3D6 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 investigators off the bridge! Those on the bridge must make a sudden DEX or STR roll to hang on!

As soon as the investigators 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 investigators make it across the bridge, they can climb a rusty 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 investigators 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 investigators 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 investigators to stay in place while they wait for Amadej Anze. When Anze appears, he angrily scolds the investigators for leading him through the dan-

ANZE'S THUGS

STR 60 DEX 55 INT 40
CON 65 APP 40 POW 35
SIZ 60 EDU 40 HP 12



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawling) 65%, damage 1D3
Guns 55%, damage 1D8, uses per round 1 (3), 6 shots
Dodge: 27%

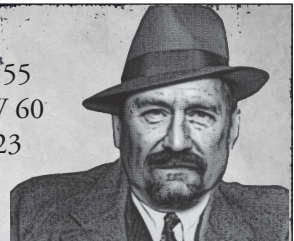
Skills: Drive Automobile 40%, Firearms 55%, Intimidate 55%, Listen 45%, Spot Hidden 40%, Stealth 40%.

Personality: These fellows represent Anze's toughest men, typical of the ones that uses as bodyguards or orders to carry out his will.

If the thugs ever feel outmatched, one will run for the trunk of the Renault to grab the Steyr SMG that is in the back. The SMG does 1D10 damage, base range 20, uses per round 1(2) or full auto, 25 shots, malfunction 96.

AMADEJ ANZE

STR 60 DEX 50 INT 55
CON 55 APP 60 POW 60
SIZ 60 EDU 45 HP 23



Damage bonus: none

Build: 0 Move: 7

Fighting (Brawling) 65%, damage 1D3
Guns 65%, damage 1D8, uses per round 1 (3), 6 shots
Dodge: 27%

Skills: Credit Rating 70%, Drive Automobile 40%, Firearms 65%, Intimidate 80%, Listen 60%, Spot Hidden 40%; Stealth 40%.

Equipment: Rast & Gasser Revolver (1D10 damage, base range 15, uses per round 1(3), 6 shots, malfunction 100).

Personality: Anze is a rage-filled bully, with zero tolerance for foreign fools.

gerous caves and endangering his men's lives. In exchange for their lives, Anze demands the Sword of Erazem as payment.

Talking their way out of a gangster shakedown is difficult. A good FAST TALK attempt, *plus* giving him the sword (or potentially the Alexandrite Gem, which the crime boss will appreciate *more*), lets the investigators depart without injury. Otherwise, a skirmish is sure to break out. Once combat

erupts, the investigators can battle it out with the thugs, run for cover in the dim woods, or try to steal Anze's Renault and escape. Once the fight turns against Anze, he'll try to make a fast getaway. His life is not worth an old sword.

Keeper's Note: If the investigators 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 they can convince the thugs that Anze is dead or not around, Keepers might give a bonus die to skill attempts like Fast Talk, Charm, or Intimidate.

The Golden Hall, Vienna

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

Minutes before they leave Yugoslavia, the investigators 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 going-away party at the Golden Hall in the Musikverein, Vienna's most prestigious concert hall. The telegram instructs them to look for a manservant named LEONHARD BERG upon landing in Vienna.

The messenger also informs the investigators 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 investigators 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 investigators 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 hotel's finest suites. If asked more about the invitation to the Golden Hall, Leonhard simply tells the investigators 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. However, a KNOW roll recalls a rumor that the archduke scandalously got *drafted* after several attempts to avoid service!

The Archduke's Farewell Party

The party is a glamorous affair. Even with an invitation, the investigators are not allowed into the event unless they are well-dressed and look the part (and arms are *strictly prohibited* unless the investigators 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 investigators 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 investigators 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 investigators are politely asked to wait until she is ready and they are summoned. If the investigators have behaved with Leonhard so far, he may introduce them 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 Keeper 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 CHARM roll earns the investigators positive attention. A follow-on roll, appro-



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 investigators 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 Bohème*). 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 pry out of him that he's working on experimental rocketry for the Nazis.

 Observers may 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!

priate to the topic at hand (e.g., knowledge skills), further impresses the guests.

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 investigators 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 investigators 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. She is pleased to speak to the investigators. A charming woman, she is compassionate, down-to-earth, and full of questions for the heroes. Her husband, Archduke Anton, is bored but attentive; he is simply humoring his wife and excited to get back to his friends.

THE KURAZOS CULT

Any investigator who makes an OCCULT or a Hard HISTORY 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.

The princess asks the investigators to regale her guests with the tale of standing up to Amadej Anze. She’s likely pleased with the story, although with a successful CHARM roll she becomes quite taken with the storyteller, and then asks if he or she would be interested in working for the Archduke 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. In a commanding voice, he shouts:

WILLIAM COTRUS

Now you respect Kurazos! Now you respect me!
(beat)

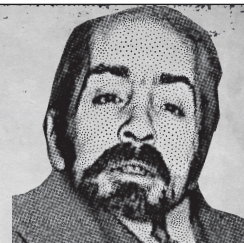
Give to me what is around your neck, princess!
Only then will I spare you and your cowardly
husband! Hurry!

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.

WILLIAM COTRUS

STR 80 DEX 60 INT 50
CON 70 APP 40 POW 55
SIZ 70 EDU 45 HP 14



Damage bonus: +1D4

Build: 0 Move: 8

Fighting (Brawling) 65%, damage 1D3+1dD4

Guns 60%, damage 1D10, uses per round 1 (3), 6 shots

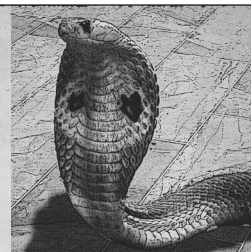
Dodge: 35%

Skills: Intimidate 60%, Listen 50%, Stealth 50%.

Personality: Huffy and ill-tempered, Cotrus is motivated by his deep obsession with the Kurazos Cult and a deep belief that the world’s leaders should all be hanged.

SPECTACLED COBRA

STR 30 INT - HP 5
CON 35 POW 50
SIZ 15 DEX 90



Damage bonus: -2

Build: -2 Move: 8

Attacks per round: 1

Fighting (Bite) 40%, damage 1D4-2 + poison*

Dodge: 42%

Skills: Stealth 90%.

* If bit, victim takes 4D10 damage from the poison within 30 minutes. If a Con roll is succeeded with an Extreme success, halve damage.

The other guests of the private room are frozen in terror. It is up to the investigators 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.

If not stopped, Cotrus snatches the necklace and flees through the smoke-filled hall! If Cotrus escapes, the GM should allow the investigators 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 investigators 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 “se-

cret” 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 investigators 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.”

An APPRAISE 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 SPOT HIDDEN roll identifies a small inscription on the back of the ruby, mostly covered by the casing. The investigators can pry the gemstone out to better see it (or a ARTIST 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.

Keeper’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 investigators are able to get the same information above.

A HISTORY roll reveals that “Gormghiolla Daigh” is an antiquated, but meaningless, Gaelic proper name. Any deeper information is unknown to the investigators, or any of the princess’ attendants.

The GM should allow the investigators to use contacts, social skills, LIBRARY USE 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 investigators 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 Gormghio-

Illa 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. "Reconnaissance, sleight of hand, athletic burglary, the stealth arts from the Orient... all taught to these kids before they can grow a beard... or 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 investigators 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.

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



The Janitor, The Spy

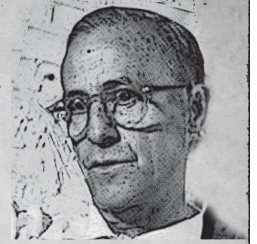
When Ludo departed the university, he paid a janitor to keep an eye on Roisin Bauer, nervous that she might lead others to Gormghiolla Daigh and Doonagore Castle.

As the investigators are conversing with Roisin, a SPOT HIDDEN or LISTEN 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 STEINER

STR 60 DEX 50 INT 50
CON 55 APP 50 POW 45
SIZ 50 EDU 40 HP 10



Damage bonus: none

Build: 0 Move: 8

Fighting (Brawl w/ screwdriver) 60%, damage 1D3+1
Dodge: 25%

Skills: History 35%, Listen 50%, Stealth 40%.

Personality: Jonas is known at the university for being grumpy, complaining about his lack of wealth, and holding long grudges. He only seems to like stray cats.

Equipment: Screwdriver; janitor keys; Ludo's calling card.

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.

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 investigators 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 investigators 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 for 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 investigators 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 investigators 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 investigators 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 rough dirt roads near the castle.

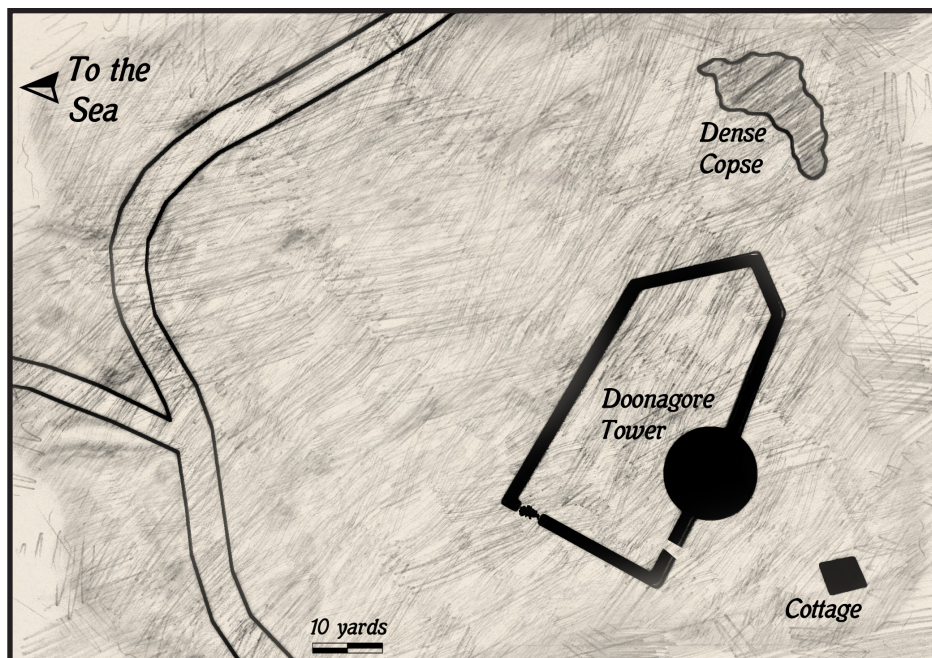
Doonagore Castle, Ireland

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 SPOT HIDDEN 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 investigators 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 investigators 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 SPOT HIDDEN 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 investigators 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 investigators 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 investigators at just the right moment!

 A SPOT HIDDEN 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 with a Hard success, the investigators 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 **CLIMB** roll. The southern wall, however, has partially collapsed – an Easy **CLIMB** 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.

Keeper'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 **ARCHAEOLOGY** roll identifies the wall as much more modern than the castle's historic sandstone walls. A **SPOT HIDDEN** 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

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 investigators 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

STR 65 DEX 65 INT 50
CON 60 APP 50 POW 60
SIZ 60 EDU 35 HP 12

Damage bonus: +1D4

Build: 1 Move: 8

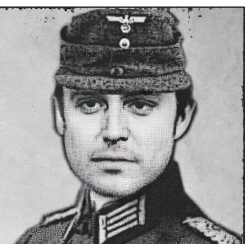
Fighting (Brawl) 65%, damage 1D3+1D4

Guns 65%, damage 1D8, uses per round 1 (3), 8 shots

Dodge: 35%

Skills: Drive Motorcycle 40%, Firearms 65%, Intimidate 55%, Law 40%, Listen 45%, Spot Hidden 40%.

Equipment: Most have a Walther PPK .32 pistol (1D8 damage, base range 15, uses per round 1(3), 8 shots, malfunction 100). At least two carry brand new Bergmann MP34 SMGs (1D10 damage, base range 20, uses per round 1(2) or full auto, 25 shots, malfunction 96).



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.

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 investigators make sense of the secret meeting place, a LISTEN roll hears a muffled scuffling from behind one of the room's shelves. A SPOT HIDDEN 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 investigators 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

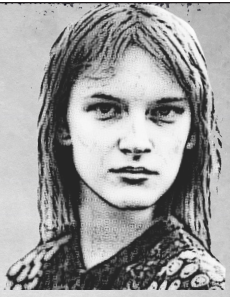
STR 40 DEX 75 INT 60
CON 60 APP 50 POW 60
SIZ 35 EDU 55 HP 9

Damage bonus: -1
Build: -1 Move: 9

Fighting (Brawl) 40%, damage 1D4-1 (dagger)
Dodge: 60%

Skills: Fast Talk 50%, History 50%, Library Use 30%,
Locksmith 70%, Occult 30%, Sleight of Hand 80%,
Spot Hidden 70%, Stealth 80%.

Personality: Stubborn and strong-willed, Catriona always
has to have the last word. But once she makes friends with
folks, she's loyal to a fault.



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!

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 investigators 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”. *Keeper's Note: This refers to a nearby U-boat! If the investigators can still interrogate one of the Gestapo agents, he'll tell them about the nearby submarine.*
- If asked about her family, she scolds the investigators 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, with a PERSUADE or similar 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 investigators where the boat is hidden. In exchange for the location of the boat, she'll insist on coming with the investigators 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 roleplaying 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 investigators 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 roll. A failure indicates that the investigators spend a long time finding a landing spot, and risk getting spotted by the enemy agents on the island. A bad failure might indicate the investigators get lost somewhere in the open ocean and found by the German U-boat!

Flying a plane through the fog requires a NAVIGATE roll to spot the island. Landing the plane on the tiny island requires a Hard PILOT 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 investigators have a supply of parachutes, a Hard JUMP 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 the boat is a boater's knife and a hatchet.



The Henges and the Amber Tree

The 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.

An SPOT HIDDEN roll sees 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 investigators 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 towards the tree. If the investigators sneak within earshot, they hear Ludo:

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 investigators 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 investigators to ambush the agents... or even disguise themselves in their uniforms to get close to Ludo!

LUDO BOCCHI

STR 80 DEX 65 INT 60
CON 75 APP 55 POW 60
SIZ 70 EDU 40 HP 29



Damage bonus: +1D4

Build: 0

Move: 8

Fighting (Brawl) 80%, damage 1D3+1D4+1

Guns 70%, damage 1D8, uses per round 1 (3), 8 shots

Dodge: 35%

Skills: Charm 60%, Firearms 65%, Intimidation 70%, Jump 40%, Listen 50%, Occult 60%, Persuade 50%, Spot Hidden 70%, Stealth 60%, Throw 35%.

Equipment: Brass knuckles; Beretta pistol; flare gun.

Personality: The loyal bloodhound of OVRA, the Italian secret police, Ludo Bocchi enjoys his position. The only time he doesn't think about his job is when he can impress the ladies with his wallet.

FROGMEN

STR 70 DEX 70 INT 60
CON 60 APP 50 POW 50
SIZ 60 EDU 30 HP 12



Damage bonus: +1D4

Build: 0

Move: 9

Fighting (Brawl) 80%, damage 2D4+2 (knife)

Dodge: 35%

Skills: Boating 80%, Climb 60%, Firearms 65%, Intimidation 40%, Jump 40%, Listen 40%, Stealth 70%, Swim 90%, Throw 40%.

Equipment: Fine large knife; stick grenade (4D10 / 3 yards); gill suit.

If the investigators 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 Diamond Star!

As soon as the investigators 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 surrender until all hope looks lost.

Keeper's Note: If the investigators were not stealthy in their approach, Ludo will be waiting for the investigators 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 his foes somehow get the upper hand.

If the investigators 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 investigators, 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 of the island. Due to the fog, a **HARD SPOT HIDDEN** roll is required to see the U-boat at first!

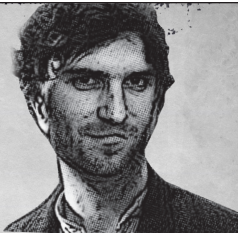
The U-boat takes two actions after surfacing. First, it will begin to fire away with its deck gun at any exposed targets on the island. This inaccurate barrage is mostly for dramatic effect and to keep the investigators' heads down so that Ludo can finish his mission to recover the Irish Crown Jewels. 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 investigators on an **Extreme success** (roll under 8%), and even then for an indirect 1d10 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 choppy ocean is exceptionally difficult. The frogmen sneak on to the island and then attempt to ambush the investigators when they least expect it. At any point Ludo is feeling outmatched, or he feels like he is stuck in a stalemate with the investigators, he fires his flare gun into the air.

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 **HISTORY** or **OCCULT** 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.

MICHEÁL FINN
STR 55 DEX 80 INT 60
CON 60 APP 55 POW 60
SIZ 50 EDU 55 HP 2 / 11



Damage bonus: none
Build: 0 **Move:** 9

Fighting (Brawl) 60%, damage 1D3
Dodge: 60%

Skills: Cthulhu Mythos 5%, Fast Talk 50%, History 50%, Library Use 60%, Locksmith 91%, Occult 30%, Sleight of Hand 94%, Spot Hidden 70%, Stealth 92%.

Personality: For a high-ranking leader of Gormghiolla Daigh, Micheál is surprisingly quiet and shy. This makes his quick-witted jokes all the more surprising.

Keeper's Note: Whether this grotesque figure trapped in the tree is Merlin or something else is entirely up to the Keeper; 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 Keeper wants to play up the supernatural aspect of the finale, there are several ways to do so:

- 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 Str 120, Dex 60). Hopefully, this happens to a Gestapo agent, not an investigator! The figure then relentlessly pulls the victim into the amber of the tree, which suddenly becomes soft 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 **SANITY CHECK** (1/1D6)!
- 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 sight requires a **SANITY CHECK** (0/1).
- Similarly, if an investigator 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 investigator the Diamond Star.

Conclusion

Whether by force or with cunning, the investigators 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 investigators 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 surviving the adventure, surviving investigators receive a 1D4 SAN reward, or 1D6 if they saved they defeated the fascists and saved the Diamond Star. Keepers may also confer various reputations, contacts, or 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 Keeper 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 DIAMOND STAR

Keeping the Star for themselves, of course, makes the heroes 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 a permanent bonus die to STEALTH skill — but only when the bearer is actively trying to steal something of great value or actively escaping from authorities.

KURAZOS CULTISTS

STR 60	DEX 60	INT 50
CON 60	APP 45	POW 60
SIZ 50	EDU 50	HP 12



Damage bonus: none

Build: 0 Move: 9

Fighting (Knife) 60%, damage 1D4+2

Guns 70%, damage 1D8, uses per round 1 (3), 8 shots

Dodge: 30%

Skills: Intimidate 50%, Listen 40%, Occult 35%, Spot Hidden 40%.

Equipment: Most carry revolvers, but one will show up with an old flamethrower (2D6 + burn, base range 25, 20 shots, Malf 93%).

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.

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 investigators 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 investigators 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 investigators. But then, when the investigators 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

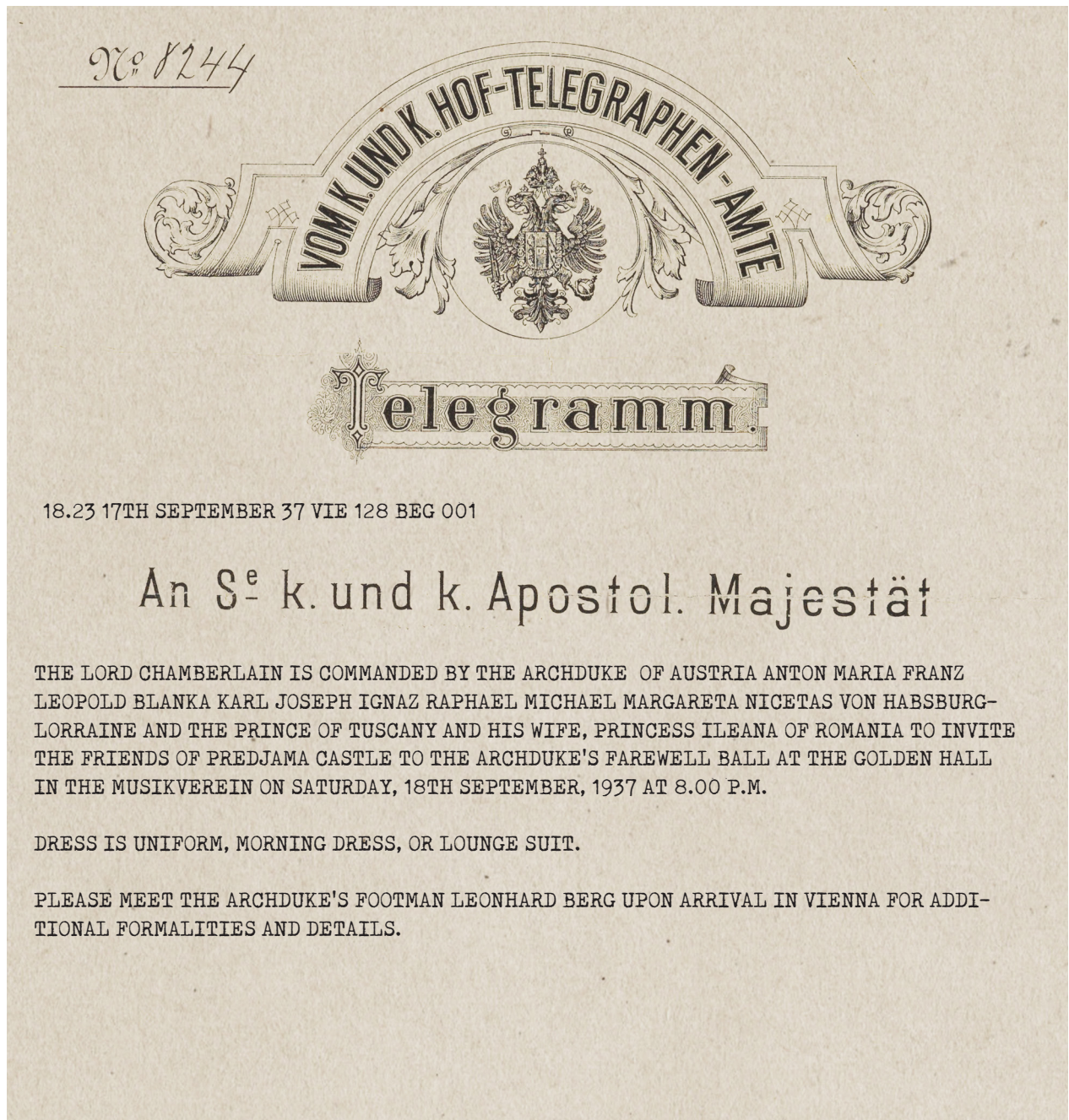
Special thanks to javplaysgames from Fiverr.com for the map of the Predjama caves. Thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know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

Handouts

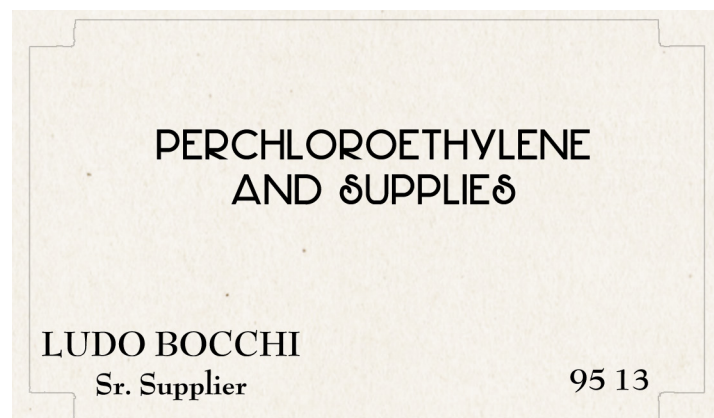


Handout A - Monk's manuscript that shows the Predjama caves. The investigators start the adventure with this in their possession.

Handouts



Handout B - The Royal Invitation



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 mile maith agat," which translates to "That you may have one thousand good things."



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

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

Bonus Postcard Handouts



1920S ERA INVESTIGATOR

Name Jonny Talon
 Player _____
 Occupation Pilot
 Age 29 Sex Male
 Residence Vero Beach, FL
 Birthplace Meridian, ID

CHARACTERISTICS

STR 60 30 DEX 65 32 POW 55 27
 CON 70 35 APP 60 30 EDU 50 25
 SIZ 70 35 INT 55 27 Move Rate 7 +1
 Idea 11



Major Wound	<u>28</u>		
HIT POINTS	<u>00</u>	01	02
	<u>03</u>	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane		Indef. Insane		<u>55</u>	Max		Insane	01	02	03	04	05	06	07	
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22
	23	24	25	26	27	28	29	30							
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	46	47	48	49	50	51	52	53							
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68
	69	70	71	72	73	74	75	76							
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91
	92	93	94	95	96	97	98	99							

CALL of CTHULHU

Out of Luck	01	02	03	04	05	06	07	
	08	09	10	11	12	13	14	15
	16	17	18	19	20	21	22	23
	24	25	26	27	28	29	30	
	31	32	33	34	35	36	37	38
	39	40	41	42	43	44	45	46
	47	48	49	50	51	52	53	
	54	55	56	57	58	59	60	61
	62	63	64	65	66	67	68	69
	70	71	72	73	74	<u>75</u>	76	
	77	78	79	80	81	82	83	84
	85	86	87	88	89	90	91	92
	93	94	95	96	97	98	99	

Magic Points	<u>10</u>				
	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)	<u>6</u> <u>3</u>	☐ Fighting (Brawl) (25%)	<u>60</u> <u>30</u>	☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐		☐ Listen (20%)		☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)	<u>45</u> <u>22</u>	☐ Mech. Repair (10%)	<u>50</u> <u>25</u>	☐ Spot Hidden (25%)	<u>35</u> <u>17</u>
☐		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	
☐		☐		☐ Natural World (10%)	<u>20</u> <u>10</u>	☐ Survival (10%)	
☐ Charm (15%)		☐ First Aid (30%)		☐ Navigate (10%)	<u>35</u> <u>16</u>	☐ Swim (20%)	
☐ Climb (20%)	<u>30</u> <u>15</u>	☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	<u>35</u> <u>17</u>	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)	<u>6</u> <u>3</u>	☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%)		☐ Pilot (01%)	<u>66</u> <u>33</u>	☐	
☐ Dodge (half DEX)		☐		☐ Psychology (10%)		☐	
☐ Drive Auto (20%)	<u>40</u> <u>20</u>	☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU)	<u>50</u> <u>25</u>	☐ Ride (05%)	<u>20</u> <u>10</u>	☐	
		English	<u>10</u>				

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>65</u>	<u>32</u>	<u>13</u>	1d3 + db	-	1	-	-
.41 Revolver	<u>45</u>	<u>22</u>	<u>9</u>	1D10	15	1(3)	8	100

COMBAT

Damage Bonus +1D4
 Build 1
 Dodge 32 16 6

BACKSTORY



Personal Description

A charismatic daredevil
Always overcomplicates his plans
Has a recognizable square jaw

Traits

Fearless
Fantastic driver's reflexes
Chummy
Impulsive

Ideology/Beliefs

Strong empathy towards others
Has a professional's code of honor

Injuries & Scars

Significant People

Soft spot for farmers - never turns down jobs to help dust crops

Phobias & Manias

Always needs about two hours more sleep every night
Hates unpolished shoes

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

His Piper aircraft

Encounters with Strange Entities

GEAR & POSSESSIONS

Small leather bag
Leather pilot's jacket (1 armor point)
Polished leather shoes
Banana yellow Piper J-3 Cub aircraft
Binoculars (10X)
Pilot's goggles

CASH & ASSETS

Spending Level

Cash \$270

Assets

Owes his flight school a lot of money

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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.

Name Duke Duckworth
 Player _____
 Occupation Private detective
 Age 33 Sex Male
 Residence Detroit, MI
 Birthplace Detroit, MI

STR	60	$\frac{30}{12}$	DEX	60	$\frac{30}{12}$	POW	55	$\frac{27}{11}$
CON	70	$\frac{35}{14}$	APP	55	$\frac{27}{11}$	EDU	50	$\frac{25}{10}$
SIZ	55	$\frac{27}{11}$	INT Idea	60	$\frac{30}{12}$	Move Rate	9	$\frac{+1}{-1}$



Major Wound	25		01	02
HIT POINTS	Dying	00	03	04
	Unconscious	05	06	07
	08	09	10	11
	12	13	14	15
	16	17	18	19
	20			

[illegible]

CALL of CTHULHU

[illegible]

00	01	02	03	04	MAGIC POINTS
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

☐ Accounting (05%)	☐	☐ Fast Talk (05%)	☐	☐ Law (05%)	25	☐ Science (01%)	☐
☐ Anthropology (01%)	☐	☐ Fighting (Brawl) (25%)	55	☐ Library Use (20%)	30	☐	☐
☐ Appraise (05%)	25	☐	☐	☐ Listen (20%)	50	☐	☐
☐ Archaeology (01%)	☐	☐	☐	☐ Locksmith (01%)	21	☐ Sleight of Hand (10%)	☐
☐ Art / Craft (05%)	25	☐ Firearms (Handgun) (20%)	50	☐ Mech. Repair (10%)	☐	☐ Spot Hidden (25%)	70
☐ <i>Photography</i>	☐	☐ Firearms (Rifle/Shotgun) (25%)	☐	☐ Medicine (01%)	☐	☐ Stealth (20%)	☐
☐	☐	☐	☐	☐ Natural World (10%)	☐	☐ Survival (10%)	☐
☐	☐	☐	☐	☐ Navigate (10%)	☐	☐ Swim (20%)	☐
☐ Charm (15%)	20	☐ First Aid (30%)	☐	☐ Occult (05%)	☐	☐ Throw (20%)	☐
☐ Climb (20%)	40	☐ History (05%)	☐	☐ Op. Hv. Machine (01%)	☐	☐ Track (10%)	25
☐ Credit Rating (00%)	25	☐ Intimidate (15%)	☐	☐ Persuade (10%)	☐	☐	☐
☐ Cthulhu Mythos (00%)	☐	☐ Jump (20%)	☐	☐ Pilot (01%)	☐	☐	☐
☐ Disguise (05%)	☐	☐ Language (Other) (01%)	☐	☐ Psychology (10%)	☐	☐	☐
☐ Dodge (half DEX)	45	☐	☐	☐ Psychoanalysis (01%)	☐	☐	☐
☐ Drive Auto (20%)	☐	☐	☐	☐ Ride (05%)	☐	☐	☐
☐ Elec Repair (10%)	☐	☐ Language (Own) (EDU)	50				
		<i>English</i>	25				

[illegible]

Damage Bonus	-	
Build	0	
Dodge	45	$\frac{22}{9}$

BACKSTORY



Personal Description

Tough detective - known for being involved with a starlet's murder
Not a lot of new cases means he's struggling

Traits

Truthful
Good boxer (great footwork)
Whistles when he's alone

Ideology/Beliefs

Respects physicians, regrets not becoming one

Injuries & Scars

Significant People

Lauren St. James - murdered starlet he loved
Has good contacts with Detroit and Los Angeles area journalists

Phobias & Manias

Thinks he's the unluckiest man alive - might be
Always dresses for warm weather
Carries glasses to look smart (but doesn't need them)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Calls his favorite gun "my third fist"

Encounters with Strange Entities

GEAR & POSSESSIONS

Cheap leather briefcase
Body holster
Journal and pencil
Sinclair Lewis' *It Can't Happen Here*

CASH & ASSETS

Spending Level

Cash \$15

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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 wasn't kidding.

1920S ERA INVESTIGATOR

Name: Solange "Patience" Paquet
 Player: _____
 Occupation: French agent
 Age: 25 Sex: Female
 Residence: Rome, Italy
 Birthplace: Toulouse, France

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 70 ³⁵/₁₄ POW 50 ²⁵/₁₀
 CON 65 ³²/₁₃ APP 60 ³⁰/₁₂ EDU 50 ²⁵/₁₀
 SIZ 50 ²⁵/₁₀ INT 60 ³⁰/₁₂ Move Rate 9 ⁺¹/₋₁



Major Wound	22	01	02
Dying	00	03	04
Unconscious	05	06	07
	08	09	10
	11	12	13
	14	15	16
	17	18	19
	20		

Temp. Insane	50	Max	Insane	01	02	03	04	05	06	07
Indef. Insane				08	09	10	11	12	13	14
	15	16	17	18	19	20	21	22	23	24
	25	26	27	28	29	30	31	32	33	34
	35	36	37	38	39	40	41	42	43	44
	45	46	47	48	49	50	51	52	53	54
	55	56	57	58	59	60	61	62	63	64
	65	66	67	68	69	70	71	72	73	74
	75	76	77	78	79	80	81	82	83	84
	85	86	87	88	89	90	91	92	93	94
	95	96	97	98	99					

CALL of CTHULHU

Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	45	46	47	48	49
	50	51	52	53	54	55	56
	57	58	59	60	61	62	63
	64	65	66	67	68	69	70
	71	72	73	74	75	76	77
	78	79	80	81	82	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

Magic Points	01	02	03	04
	05	06	07	08
	09	10	11	12
	13	14	15	16
	17	18	19	20
	21	22	23	24

INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)	15 ⁷ / ₃	☐ Science (01%)	
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)	70 ³⁵ / ₁₄	☐ Library Use (20%)	40 ²⁰ / ₈	☐	
☐ Appraise (05%)		☐		☐ Listen (20%)		☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	25 ¹² / ₅
☐ Art / Craft (05%)	20 ¹⁰ / ₄	☐ Firearms (Handgun) (20%)	50 ²⁵ / ₁₀	☐ Mech. Repair (10%)		☐ Spot Hidden (25%)	55 ²⁷ / ₁₁
☐		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	45 ²⁷ / ₉
☐		☐		☐ Natural World (10%)		☐ Survival (10%)	
☐ Charm (15%)	20 ¹⁰ / ₄	☐ First Aid (30%)	40 ²⁰ / ₈	☐ Navigate (10%)		☐ Swim (20%)	
☐ Climb (20%)	40 ²⁰ / ₈	☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	45 ²⁷ / ₉	☐ Intimidate (15%)	35 ¹⁷ / ₇	☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%)	40 ²⁰ / ₈	☐ Pilot (01%)		☐	
☐ Dodge (half DEX)		English	40 ²⁰ / ₈	☐ Psychology (10%)		☐	
☐ Drive Auto (20%)	25 ¹² / ₄	German		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)		☐		☐ Ride (05%)		☐	
		Language (Own) (EDU)	50 ²⁵ / ₁₀				
		French					

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	70	35	47	1d3 + db	-	1	-	-
Mauser .32 Pistol	50	25	10	1D8	15	1(3)	8	99
Fine dagger	70	35	14	1d4+2+db	-	-	-	-

COMBAT

Damage Bonus	-
Build	0
Dodge	35 ¹⁷ / ₇

BACKSTORY

Personal Description

Resourceful junior agent in French intelligence; does not tolerate fools
Distinctive purple-gray eyes

Traits

Bloodthirsty in fights
Always on alert



Ideology/Beliefs

Intolerant of fascists - especially German ones
Loves horses
Has no patience for show-offs

Injuries & Scars

Significant People

Member of Deuxième Bureau - French intelligence
Daughter Agnes, age 6, left with her parents in Toulouse

Phobias & Manias

Loves her wine and cocktails - probably a bit too much

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Expensive purse
Nice ladies hat
Suitcase full of clothes for all occasions
Nice Swiss watch
Leather shoes

CASH & ASSETS

Spending Level

Cash \$500

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

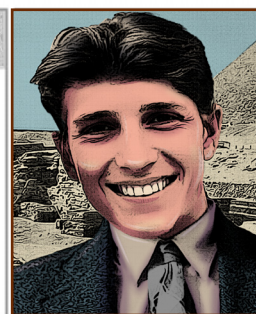
Deuxième Bureau, French intelligence, suspects that the gangster, Amadej Anze was hired to assassinate the Yugoslavian king, which would plunge the kingdom into civil war. You were assigned to Anze to find out the truth. You had infiltrated his inner circle when several Americans arrived and purchased 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.

1920S ERA INVESTIGATOR

Name Willy Van Der Woodson
 Player _____
 Occupation Adventure capitalist
 Age 25 Sex Female
 Residence New Haven, CT
 Birthplace Boston, MA

CHARACTERISTICS

STR 50 ²⁵/₁₀ DEX 60 ³⁰/₁₂ POW 70 ³⁵/₁₄
 CON 60 ³⁰/₁₂ APP 60 ³⁰/₁₂ EDU 75 ³⁷/₁₅
 SIZ 55 ²⁷/₁₁ INT 65 ³²/₁₃ Move Rate 8 ⁺¹/₋₁



Major Wound 23 MHP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane _____ Indef. Insane _____ 70 Max

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

CALL of CTHULHU

Out of Luck

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

M10 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

☐ Accounting (05%)	20 ¹⁰ / ₄	☐ Fast Talk (05%)	55 ²⁷ / ₁₁	☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)		☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐		☐ Listen (20%)		☐	
☐ Archaeology (01%)	50 ²⁵ / ₁₀	☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)	36 ¹⁸ / ₇	☐ Mech. Repair (10%)	35 ¹⁷ / ₇	☐ Spot Hidden (25%)	30 ¹⁵ / ₆
☐		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐ Stealth (20%)	
☐		☐		☐ Natural World (10%)		☐ Survival (10%)	
☐ Charm (15%)		☐ First Aid (30%)		☐ Navigate (10%)	25 ¹² / ₅	☐ Swim (20%)	
☐ Climb (20%)		☐ History (05%)	30 ¹⁵ / ₆	☐ Occult (05%)		☐ Throw (20%)	
Credit Rating (00%)	80 ⁴⁰ / ₁₆	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)		☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%)	30 ¹⁵ / ₆	☐ Pilot (01%)		☐	
☐ Dodge (half DEX)		☐	30 ¹⁵ / ₆	☐ Psychology (10%)		☐	
☐ Drive Auto (20%)	30 ¹⁵ / ₆	☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)	20 ¹⁰ / ₄	☐ Language (Own) (EDU)	75 ³⁷ / ₁₅	☐ Ride (05%)		☐	

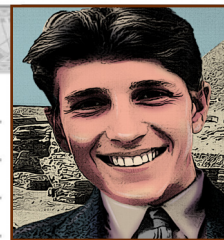
WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
S&W .38 revolver	36	18	7	1D10	15	1(3)	6	100

COMBAT

Damage Bonus	-
Build	0
Dodge	35 ¹⁷ / ₇

BACKSTORY



Personal Description

Broad-smiled, bright, and incredibly wealthy
Has a big, almost-fake smile all the time

Traits

Charismatic
Good mechanical intuition
Overconfident

Ideology/Beliefs

Loves funding races and grand adventures
Never gambles with friends

Injuries & Scars

Significant People

Loves his mom, writes to her almost every day
Has a bitter rival - Richard Maskhaven

Phobias & Manias

Compulsive spender
Buys overly nice gifts for friends - can be embarrassing
Calls guns "bean shooters" (thinks it's cool)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Loves expensive cars - obsessed with race cars

Encounters with Strange Entities

GEAR & POSSESSIONS

Leather carrier bag
Nice European suit
German PERTRIX flashlight torch
Travel diary and pencil
Racing bicycle - Oscar Wastyn Special
Italian leather shoes
Two 1932 Talbot 65 Coupes

CASH & ASSETS

Spending Level

Cash \$2,500

Assets

Trust fund (\$2,500 per month)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

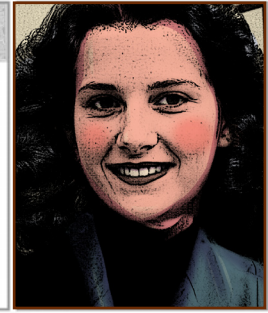
Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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 priceless 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 Enazem, you knew you had to take a quick stop past Predjama Castle.

Name Aleksandra Pavlović
Player _____
Occupation Tour guide
Age 23 Sex Female
Residence Postojna, Yugoslavia
Birthplace Zagreb, Yugoslavia

STR	55	$\frac{27}{11}$	DEX	70	$\frac{35}{14}$	POW	50	$\frac{25}{10}$
CON	70	$\frac{35}{14}$	APP	50	$\frac{25}{10}$	EDU	65	$\frac{37}{13}$
SIZ	50	$\frac{25}{10}$	INT Idea	55	$\frac{27}{11}$	Move Rate	9	$\frac{+5}{-1}$



Major Wound	☐	24			
HIT POINTS	Dying	☐	00	01	02
	Unconscious	☐	03	04	05
		06	07	08	09
		10	11	12	13
		14	15	16	17
		18	19	20	

Temp. Insane		Indef. Insane		50																Max		Insane																01 02 03 04 05 06 07																SANTY																																						
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61		62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

[illegible]

00	01	02	03	04	Magic Points
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	
25	26	27	28	29	

☐ Accounting (05%)	☐	☐ Fast Talk (05%)	☐	☐ Law (05%)	☐	☐ Science (01%)	☐
☐ Anthropology (01%)	20 ¹⁰ / ₄	☐ Fighting (Brawl) (25%)	☐	☐ Library Use (20%)	50 ²⁵ / ₁₀	☐	☐
☐ Appraise (05%)	30 ¹⁵ / ₆	☐	☐	☐ Listen (20%)	☐	☐	☐
☐ Archaeology (01%)	22 ¹¹ / ₄	☐	☐	☐ Locksmith (01%)	☐	☐ Sleight of Hand (10%)	☐
☐ Art / Craft (05%)	☐	☐ Firearms (Handgun) (20%)	☐	☐ Mech. Repair (10%)	☐	☐ Spot Hidden (25%)	☐
☐	☐	☐ Firearms (Rifle/Shotgun) (25%)	55 ²⁷ / ₁₁	☐ Medicine (01%)	☐	☐ Stealth (20%)	☐
☐	☐	☐	☐	☐ Natural World (10%)	☐	☐ Survival (10%)	☐
☐ Charm (15%)	30 ¹⁵ / ₆	☐ First Aid (30%)	40 ²⁰ / ₈	☐ Navigate (10%)	☐	☐ Swim (20%)	☐
☐ Climb (20%)	☐	☐ History (05%)	65 ³² / ₁₃	☐ Occult (05%)	35 ¹⁷ / ₇	☐ Throw (20%)	☐
Credit Rating (00%)	35 ¹⁷ / ₇	☐ Intimidate (15%)	☐	☐ Op. Hv. Machine (01%)	☐	☐ Track (10%)	☐
Cthulhu Mythos (00%)	☐	☐ Jump (20%)	☐	☐ Persuade (10%)	☐	☐	☐
☐ Disguise (05%)	☐	☐ Language (Other) (01%) English	50 ²⁵ / ₁₀	☐ Pilot (01%)	☐	☐	☐
☐ Dodge (half DEX)	☐	☐	☐	☐ Psychology (10%)	☐	☐	☐
☐ Drive Auto (20%)	☐	☐	☐	☐ Psychoanalysis (01%)	☐	☐	☐
☐ Elec Repair (10%)	☐	☐ Language (Own) (EDU) Serbo-Croatian	65 ³⁷ / ₁₃	☐ Ride (05%)	25 ¹² / ₅	☐	☐

[illegible]

Damage Bonus	-
Build	0
Dodge	35

BACKSTORY



Personal Description

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

Traits

Chummy
Curious and impulsive
Good with dogs, even mean stray ones
Loves camping and "roughing it"

Ideology/Beliefs

Hates the idea of innocent people getting hurt
Dreams of living in a big city like Paris or Berlin
Has a thing for Americans

Injuries & Scars

Significant People

Phobias & Manias

Can't help but act like a tour guide, even when she's not working

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Leather carrier bag
Book of medieval castles
Umbrella
Cheap flashlight torch

CASH & ASSETS

Spending Level

Cash \$180

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	¼ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

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Dying: First Aid = temp. stabilized; then require Medicine

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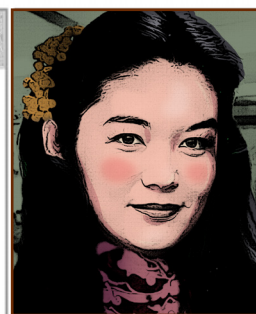
Your history professor, Tanja Bohdana, asked you to meet up with these Americans to give them a private tour of Predjama Castle. It was a good way to make some money, and you've done it a hundred times. But you were shocked when halfway through the tour, one of them whipped out an ancient monk's manuscript, 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.

1920S ERA INVESTIGATOR

Name Tang Yingxia
 Player _____
 Occupation Bartender
 Age 29 Sex Female
 Residence Unclear
 Birthplace Shanghai, China

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 60 ³⁰/₁₂ POW 75 ³⁷/₁₅
 CON 70 ³⁵/₁₇ APP 60 ³⁰/₁₂ EDU 45 ²²/₉
 SIZ 45 ²²/₉ INT 55 ²⁷/₁₁ Move Rate 9 ⁺¹/₋₁



Major Wound

HIT POINTS

Dying

Unconscious

00

03

06

09

12

15

18

21

01

04

07

10

13

16

19

22

02

05

08

11

14

17

20

23

Temp. Insane _____ Indef. Insane _____ 75 ^{Max}

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

CALL of CTHULHU

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Luck

15 ^{MP}

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Magic Points

INVESTIGATOR SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Law (05%)	☐ Science (01%)
☐ Anthropology (01%)	☐ Fighting (Brawl) (25%) <u>65</u> ³² / ₁₃	☐ Library Use (20%)	☐
☐ Appraise (05%)	☐ Fighting (Sword) <u>85</u> ⁴² / ₁₇	☐ Listen (20%) <u>55</u> ²⁷ / ₁₁	☐
☐ Archaeology (01%)	☐	☐ Locksmith (01%)	☐ Sleight of Hand (10%)
☐ Art / Craft (05%) <u>20</u> ¹⁰ / ₄	☐ Firearms (Handgun) (20%)	☐ Mech. Repair (10%)	☐ Spot Hidden (25%)
☐	☐ Firearms (Rifle/Shotgun) (25%)	☐ Medicine (01%)	☐ Stealth (20%)
☐	☐	☐ Natural World (10%)	☐ Survival (10%)
☐ Charm (15%) <u>30</u> ¹⁵ / ₆	☐ First Aid (30%)	☐ Navigate (10%)	☐ Swim (20%)
☐ Climb (20%)	☐ History (05%) <u>20</u> ¹⁰ / ₄	☐ Occult (05%) <u>65</u> ³² / ₁₃	☐ Throw (20%)
Credit Rating (00%) <u>20</u> ¹⁰ / ₄	☐ Intimidate (15%) <u>30</u> ¹⁵ / ₆	☐ Op. Hv. Machine (01%)	☐ Track (10%)
Cthulhu Mythos (00%)	☐ Jump (20%)	☐ Persuade (10%)	☐
☐ Disguise (05%)	☐ Language (Other) (01%) <u>45</u> ²² / ₉	☐ Pilot (01%)	☐
☐ Dodge (half DEX)	☐	☐ Psychology (10%)	☐
☐ Drive Auto (20%)	☐	☐ Psychoanalysis (01%)	☐
☐ Elec Repair (10%)	☐ Language (Own) (EDU) <u>45</u> ²² / ₉	☐ Ride (05%) <u>10</u> ⁵ / ₂	☐

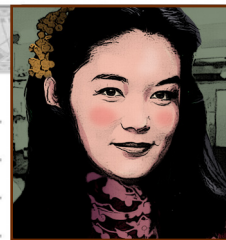
WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	65	32	13	1d3 + db	-	1	-	-
Fine jian sword	85	42	17	1D8+1	-	1	-	-

COMBAT

Damage Bonus	-
Build	0
Dodge	<u>30</u> ¹⁵ / ₆

BACKSTORY



Personal Description

A struggling bartender yanked into adventure

Traits

Amazing grasp of tactics
Loves classical music
Easily gets motion sickness

Ideology/Beliefs

Nervous around military (father was killed in the civil war)
Won't let innocent people getting hurt

Injuries & Scars

For some reason, she heals slowly

Significant People

None - she has no family

Phobias & Manias

Hears phantom voices - secretly afraid she might be going insane

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

The sword of Wu Qi

Encounters with Strange Entities

Convinced she's possessed by a ghostly, Chinese warlord

GEAR & POSSESSIONS

Purse

Pearl necklace (mother's)

Small photo of her father

CASH & ASSETS

Spending Level

Cash \$10

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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. . .

Jonny Talon

BARNSTORMER



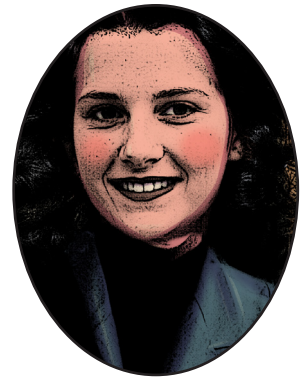
Duke Duckworth

BAD NEWS DETECTIVE



Aleksandra Pavlovi

HIGH-ENERGY TOUR GUIDE



Willy Van der Woodson

RICH, VERY RICH



Patience Paquet

FRENCH INTELLIGENCE



Tang Yingxia

SPIRITED BARTENDER

