

NEVER FORGET TO DIE



by JC
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About the Adventure

Never Forget to Die is a cinematic, *The Spy Game* / *5E*-inspired espionage adventure set in 1965, although it can easily be adapted to other game systems (a *GURPS* version is also available on www.1shotadventures.com).

Never Forget to Die is suitable for three or four 2nd or 3rd level characters (low player counts are especially good for espionage games!). The end of this adventure includes four pregenerated characters so GMs can get started right away.

NPCs introduced for the first time in the adventure are noted in ALL-CAPS. Ability checks are in SMALL-CAPS. Sections marked with a globe 🌐 are side-quests and adventure hooks, and not critical to the overall plot of the adventure. Sections marked with a skull 💀 are opportunities for specific PCs, often the pregenerated ones from the end of this adventure.

Adventure Summary

The adventure begins *in media res*, with the PCs on a covert mission to recover a sample of lethepoxide, a powerful new drug that can precisely wipe someone's memory for months. Such a perfect drug would be a game-changer for intelligence agencies.

MI:6 received word that the dealer of the drug, a rich Spaniard named Colonel Olvidar, was vacationing on a luxury cruise

ship on his way to meet KGB agents. MI:6 deployed their own agent to befriend the colonel and get information on who the inventor of the drug was. Unfortunately, the agent was discovered and captured, leaving MI:6 no other option but to emergency parachute other agents on to the ship to complete the mission. Thus, the adventure begins.

After recovering a sample of lethepoxide, the PCs discover the inventor of the drug is an ex-Nazi scientist named Werner Nachtnebel, aka "The Night Fog." Intelligence sends the PCs to Kotor, Montenegro, with orders to confirm the information and capture Werner Nachtnebel.

Unfortunately, Nachtnebel is not in Montenegro. He recently got into a messy divorce with his wife, Célia, and fled to the Alpine slopes of Merano, Italy with his new mistress. A seemingly-desperate Célia warns the PCs that her ex-husband hates the west with a passion and is building deadlier, more powerful drugs for the KGB from his home outside the resort town. Célia, however, is herself entangled with organized crime in Kotor, and the PCs have to protect her from the criminals she owes money to.

In the final act, the PCs head to the Alps to confront Werner Nachtnebel. They aren't alone, as the KGB has also zeroed in on Werner's location. Soon, however, both agencies realize that they've been had. Célia is the true inventor and supplier of the lethepoxide. While she's distracted them with her ex-husband, she's making her getaway. The PCs will get one last chance to stop her before she escapes.

Act One: The M/S Corazon

The Mission: Get the name of Colonel Olvidar's supplier of lethepoxide, a highly effective memory drug being sold to the Soviets. He cannot suspect he's been contacted by MI:6 agents. As a secondary objective, recover a sample of lethepoxide.

The adventure begins at midnight, in two locations. One of the PCs has been captured by COLONEL OLVIDAR *inside* the M/S *Corazon*, a luxury liner en route to Ibiza. The GM can pick the captured hero randomly, or, if using the pre-generated characters, pick Alura Lavendar or Stuart Thomas, who are better suited for solo work.

The other PCs are flying thousands of feet above the vessel in a French Aérospatiale N 262 turboprop aircraft, waiting to parachute on to the *Corazon's* deck. These airborne agents are only cleared to drop in once their comrade has confirmed the presence of the colonel and the lethepoxide, and only if they have gotten an encoded **radio signal**.

The GM should kick off the adventure with the PCs on the plane. Hand each of them a banter card from **Handout A**. Someone should pick a line, read or paraphrase it, and then trade lines back and forth until they've all been spoken. This technique is great for getting players into character and ready for the game.

Then, the action switches to the captured PC, with a short solo scene...

Handcuffed and Interrogated

The captured PC is located in one of the ship's suites, handcuffed to the bed frame, waking up from some kind of knock-out drug. Two men loom at the foot of the bed – Colonel Olvidar and his bodyguard, KLAUS DIESEL.

Critically, the briefcase holding the agent's electronic signaling device is across the room, sitting on a cabin table.

Olvidar is dressed in a sport coat with mismatched, contrasting trousers. He has a pompous look on his face and he studies the PC. After congratulating them for waking up so soon, he calmly tells them he has but one question for them. If they do not answer, he'll order his friend Klaus to strangle them.

"My friend Klaus here loves to strangle people. I find it a bit gruesome, but the heart wants what the heart wants, no? Anyway, I have but one question for you. Answer it, and you'll be relaxing with me on the sand of the El Cotillo lagoons by morning. You should try their cava, by the way. It is excellent. But I digress..."

Running an Espionage Adventure

Never Forget to Die is inspired by classic, 1960s era spy stories. To run a good espionage adventure, the GM should try to enforce some best practices:

- **It's low caliber.** The PCs are not armed like action heroes. GMs should enforce local laws and customs, and not let the PCs waltz into public areas with assault rifles.
- **Conversations over violence.** Most of the villains in this adventure aren't outright evil. Whenever possible, the PCs should get a chance to talk to the bad guys – or even befriend them – before skirmishing with them. GMs should feel free to insert new characters into the adventure to add complications to the story. Perhaps a PC runs into an old flame on the cruise ship, or sees an opportunity to help an oppressed local in Montenegro.
- **Enjoy the locations!** Take extra time to describe the locations, the 1960s-era clothes, and the ambient music. Print out photos of the exotic locales.

KLAUS DIESEL

CREEPY BODYGUARD

Difficulty 2 (100 XP)

Armor Class 11 (casual clothes)

Hit Points 15 (2d10+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	9 (-1)	9 (-1)	8 (-1)

Skills Athletics +3, Intimidation +3

Senses passive Perception 11

Strangling Choke *Unarmed Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage. On a successful hit, he grapples his target.

In his room he keeps:

Izmekh Light Pistol *Ranged Weapon Attack:* +3 to hit, reach 50/200 ft., Hit: 4 (1d8) piercing damage.

Notes: Klaus Diesel's survival in the adventure past his initial appearance is irrelevant. However, if he survives, the GM should have him come back later in the adventure at the worst possible moment -- perhaps on the slopes of Montero, Italy.



"If you do not answer my question, then I'm afraid I shall let Klaus here do what he loves. And that would be a terrible shame. But it would be too dangerous to let you live, you understand."

"So, tell me, where is the Leopard's Gold?"

It is impossible for the PC to answer this question. While their agent *once* knew the location of this secret stash of South American Nazi bullion, unbeknownst to them, they were exposed to a half-dose of Olvidar's lethepoxide amnesia drug. They have no knowledge of this gold.

Colonel Olvidar knows this. He understands precisely how the lethepoxide works, and is merely torturing the poor agent. He has no intention to let the spy live. He seems pleased at any wrong answer, asks a few more times, and then shrugs.

"Ah well, it seems I must find another friend to share cavo with in the morning. Adios, friend, I have a mermaid to attend..."

With that, Olvidar leaves the room, and Klaus Diesel smiles and reaches into his pockets, menacingly. He pulls out one white composer glove, winks, and slowly puts it on. He then reaches into his other pocket... and discovers he is missing his other glove. He sighs, excuses himself, and in a thick accent, says he'll be *right back*.

Klaus will be back in a minute. It's now up to the captured PC to escape this bad situation and signal the agents above. A few ideas that could work:

- Slipping the handcuffs requires a DC 20 DEXTERITY (ACROBATICS) check. Breaking the wood headboard post they are attached to requires a DC 15 STRENGTH check. Similarly, lockpicking with an improvised tool (like a hairpin) requires a DC 15 DEXTERITY (SLEIGHT OF HAND) roll.
- Klaus Diesel isn't exceptionally bright. The captured agent could trick him into opening the briefcase, and pressing the dime-sized red button on the inside that sends up the signal to the other agents.
- A skilled wrestler or martial artist can knock out or kill Klaus when he returns, even without being freed. Getting the briefcase is more difficult. The fight will likely knock the briefcase from the table, which then requires the PC to do some fancy footwork to drag over and use.

Once the radio signal has been activated, the rest of the PCs are free to parachute in...

The Drop

Landing on the dark deck of the cruise ship requires a DC 15 WISDOM (INFILTRATION) check. A great roll lets the paraglider pick exactly where he wants to land on the deck; otherwise,

CORAZON GUARDS

BORED MERCENARIES

Difficulty 3 (175 XP)

Armor Class 11 (casual clothes)

Hit Points 22 (3d10+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Athletics +3, Intimidation +2, Perception +3
Senses passive Perception 13

Combat Knife *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

One guard carries:

TOZ-SKS Rifle *Ranged Weapon Attack:* +3 to hit, reach 50/2000 ft., Hit: 8 (2d6 + 1) piercing damage.

The others have:

TOZ TT-33 Light Pistol *Ranged Weapon Attack:* +3 to hit, reach 50/200 ft., Hit: 4 (1d8) piercing damage.



the GM should randomly determine a spot. A failure lands the PC in a troubling spot, such as in the pool, caught on a railing, or nearby a guard. A natural roll of 1 lands the PCs in the water near the ship, requiring a DC 10 STRENGTH (ATHLETICS) check to swim to the vessel and climb up (at disadvantage if the PCs heavily weighed down!).

At midnight, the deck is mostly empty of passengers. Only a few lovers sit out by the pool enjoying the nighttime breeze. However, after Colonel Olvidar caught one of the PCs, he ordered three of his mercenaries to keep watch on deck for anything unusual. Their location is marked by red exclamation points on the map.

By midnight, the mercenaries are bored and not especially alert. If a PC lands close to one of the guards, the GM should make a DC 12 WISDOM (PERCEPTION) check to see if the guard detects the landing and is curious enough to investigate. While trigger happy, the mercenaries are cautious not to shoot at anyone that may be a legitimate cruise ship passenger. As a result, clever PCs may be able to talk their way past the mercenaries with a good story and an appropriate outfit.

There are four levels to the deck of the *Corazon*. Climbing from one level of the deck to another takes about a minute and requires a DC 10 STRENGTH (ATHLETICS) check.

Inside the Corazon

The interior of the *Corazon* can be accessed via any of the stairwells on deck. The exact interior of the ship is immaterial – the PCs will have studied the ship and know the basic layout. The two key locales include:

Olvidar's Suite

Olvidar's luxury cabin is on the port side of deck two, just below the main deck, and not too far from the suite where the captured PC is held. Olvidar's suite is as spacious as it is luxurious. The large dining and living room has a view of the ocean, and his penthouse suite features a stone floor, a walk-in wardrobe, and deluxe bathroom with a heated floor and large tub.

Gaining entrance to the suite requires a the door to be picked up, or getting past Olvidar's loyal, stuffy butler, MANUEL. Manuel is smart – if he's intimidated or suspects foul play, he'll surreptitiously trigger an alarm in the kitchen which will signal two armed guards, along with Klaus Diesel (assuming he's still active), to come and investigate.

Inside Olvidar's wardrobe is a medical bag that contains a syringe and 11 labeled vials of lethepoxide, the milky-white drug that the PCs came to retrieve. A slot for the 12th dose is empty (partially injected into the captured PC).

Jaula de la Sirena – Cage of the Mermaid

Jaula de la Serena, or Cage of the Mermaid, is the *Corazon's* famous bar and discothèque. The bar's most interesting feature is that it's located directly under the swimming pool. A thick, plate glass ceiling (Damage Threshold 4, Hit Points 15) gives clubgoers a thrilling view into the pool above.

COLONEL OLVIDAR

KGB MIDDLEMAN

Difficulty 5 (450 XP)

Armor Class 12 (casual clothes)

Hit Points 37 (5d10+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Str +5, Dex +5

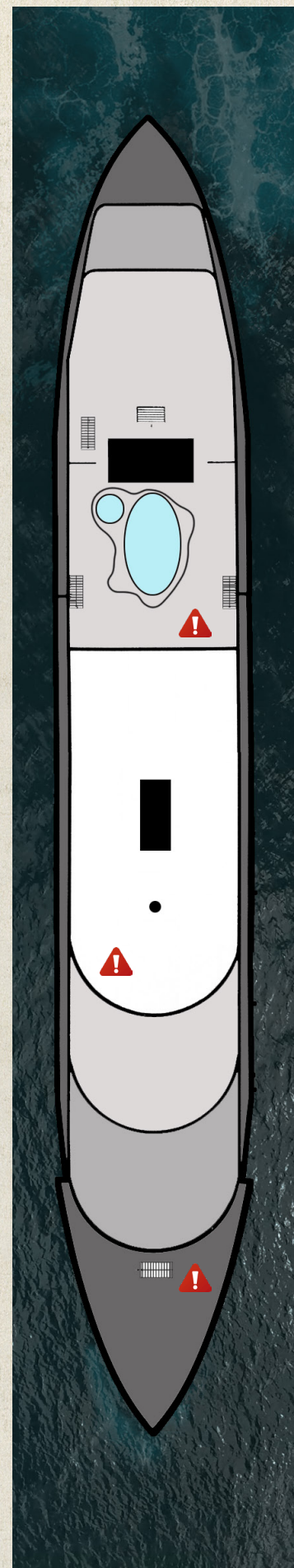
Skills Athletics +6, Perception +4, Survival +4, Tactics +3

Senses passive Perception 14

Languages Spanish, English, French

Lignose Modell 3A Pistol *Ranged Weapon Attack*: +6 to hit, reach 50/200 ft., Hit: 4 (1d8 piercing damage).

Gear: In addition to his light pistol, Colonel Olvidar also has half a dose of lethepoxide in his pocket (which he is planning to water down and sell to the KGB later).



Jazz music plays from a live band here, while beautiful sequined dancers shimmy in glittering cages all around. Even at midnight, the place is packed with rich passengers, all awaiting the next “mermaid show” – where beautiful swimmers dive into the pool above and perform a dazzling, tawdry show.

Colonel Olvidar is in the bar, drinking and dancing with the women who catch his eye. Unless he’s been alerted by his guards on deck, or by his butler Manuel, he will be blissfully unaware that anything unusual has happened on the boat. He assumes the captured PC is dead and thrown overboard, and tomorrow he will be delivering the lethepoxide to KGB agents in Ibiza for a nice price of \$1 million dollars.

Once the mermaid show starts in the pool above the bar, Olvidar will be mesmerized and utterly distracted, and only pulled from the bar in an extreme and obvious emergency.

A key part of the PCs’ mission is to get Olvidar to divulge the name of the supplier of the lethepoxide – Nachtnebel, aka “The Night Fog.” Olvidar won’t just give this name up to anybody; PCs must be clever, or else he’ll suspect something and inform his KGB contacts. (Likewise, if the PCs *kill* or capture Olvidar, they will be alerted!) Some options include:

- Loosen Olvidar’s tongue with expensive booze and an opportunity to get closer to the mermaids he loves. He talks big when he’s happy and drunk.
- Trick Olvidar into thinking the PCs are, themselves, KGB agents, and need the information from him. (He’ll be hesitant to give it up, however, as this cuts him out of a lucrative deal!)
- Trick Olvidar into thinking something has gone wrong with the lethepoxide and that he needs to contact his supplier. He’ll go to the bridge and ask the captain to use a ship-to-shore radio to try contacting Nachtnebel.
- Sex Appeal. Seduce Olvidar. He talks in his sleep.

Once he divulges the name “Nachtnebel,” the PCs have what they want. If they pry for more information, they may discover that Nachtnebel “has a wife whose beauty struck him like lightning,” that he “lives in a Montenegro, and often owes money to the casinos,” and “metes out his work like a museum lends artifacts.”

Old Friends

Passing through the mermaid bar can tangle the PCs up! This is the perfect place to run into an old friend or enemy (perhaps one of PC Alura Lavender’s jealous relatives). Or, a drunk patron might decide to pick a fight, or a beautiful or handsome stranger may take a sudden interest in one of the handsome PCs as they pass through. GMs should have fun with distractions in this encounter!

Act One Complications

The PCs’ mission is to get the name of Olvidar’s supplier without him knowing he’s been discovered by western agents. This might all go wrong...

Now There’s a Name to Die For (Olvidar is Killed)

If Olvidar is killed or otherwise unable to give up the information of his supplier Nachtnebel, the GM should give the name to one of his minions, such as his butler, Manuel. Or, GM’s can plant a business card with the name in Olvidar’s suite with the name, perhaps in one of Olvidar’s spare suit pockets (see [Handout B](#)).

Shaken and Stirred (Chaos and Violence)

Olvidar already knows that there’s an enemy agent onboard the ship (the one he captured), but he also knows that the dose of lethepoxide he gave them wiped their memory. If the agent escapes and a few guards show up dead, he won’t panic, but he *will* tell the KGB they have a potential problem. At some point later in the adventure, the GM should have a KGB tail show up (see Extending the Adventure).

If *mass* violence breaks out on the ship, Olvidar will abort his meeting with the KGB altogether. The KGB decides that Olvidar is a liability after this event. They torture him to get Nachtnebel’s address in Montenegro and send more heavily armed agents there. Olvidar then shows up dead the next morning, appearing as if he “jumped” from a balcony in one of Ibiza’s high-end hotels.

Departure

The M/S *Corazon* docks on the island of Ibiza in the morning. The PCs know they are to disembark and debrief with their MI:6 handler at a designated meeting place inside a tapas bar. Their contact is a familiar, portly old agent, only known by the name MR. RELISH, who thanks them for their bravery on the *Corazon*, as he orders an excess of hors d’oeuvres to share.

Mr. Relish says he has three questions for the agents, then they should cease talking business and enjoy the meal like any other tourists:

- Did they get the name of the Colonel Olvidar’s supplier? If for some unlikely reason the PCs didn’t get the name, he scolds them and says that fortunately he had another agent on the ship, who *did*. When told the supplier’s name is Nachtnebel, Relish rolls his eyes. “Of course it is. *Wernher Nachtnebel was one of those smug Nazi scientists who told us to go to hell when we asked them to work for us. Thought he retired to South America, but I suppose not.*”

- Did they identify any other potential Soviet agents on the ship? There weren't any, but the PCs might think otherwise.
- Did they get any samples of the letheopoxide? If they did, *"Brilliant. Please hand it to the waiter when he brings the Boquerones."* (anchovies in vinegar)

The mission finished, Relish tells the PCs that his men will try to track down the whereabouts of Wernher Nachtnebel, and he will be in touch in the morning. He tells them that they are all booked at a hotel, and that he urges them not to enjoy the Ibiza nightlife, as KGB agents are everywhere.

"My theory is that the KGB sends their best agents to Ibiza as a sort of reward... you'd be shocked how many of the good ones are here right now. I've even heard Vova the Handsome is lurking about. Chap sawed his own hand off to escape cuffs, and word is the Kremlin outfitted him with a platinum replacement to stroke his ego and keep in the field. Jarring, right?"

The next morning, the PCs find plane tickets to Montenegro slipped under the hotel door. No other details are provided.

Act Two: Kotor, Montenegro

The Mission: Make contact with Nachtnebel to establish his whereabouts. Place a Locust tracker in his automobile so MI:6 specialists can extract him when ready.

The action picks up near the secluded coastal town of Kotor. Located on a sunny bay near limestone cliffs, the ancient Mediterranean town is the picture of paradise.

The PCs land a few miles outside of Kotor, on a poorly-maintained airstrip meant for sightseeing tours. Left alone on the runway, they see little else but a small hangar and an old vendor selling *cevapi*, delicious-smelling sausage patties of spiced lamb and pork.

The vendor, PETRAŠIN, calls out to them, saying they are just in time for hot *cevapi*. As he serves them a plate full of the patties, he hands them a soft, paper bag which he describes as "plenty of napkins."

Inside the bag is a key to the hangar door, a finger-sized "Locust" tracking device and accompanying handheld radar (which can track someone within 200 miles with a successful DC 10 INTELLIGENCE (INFOTECH) check, and plenty of paper napkins. One napkin has a note on it (see [Handout C](#)). The note instructs the agents to find Nachtnebel, plant a tracker in his car, and meet "Ivan Visin" (a reference to a boat, not a person) afterwards.

Inside the hangar are two cars. One, is a beaten up Fiat with a bad starter. The second is a classic, perfect condition, white Ferrari 166 Inter Ghia road car. A photo of a man, presumably Wernher Nachtnebel, is taped to the dash (see [Handout D](#)).

A MECHANIC roll identifies that the Ferrari's windows are made from armored glass. Also, it is equipped with high-security locks (disadvantage to lockpick attempts). The car is a dream to drive, giving advantage on driving checks.

MODIFIED FERRARI 166 (1950)

Armor Class 15	Speed 60 ft / 93 mph
Hit Points 33	Damage Threshold 5

Equipped with armored glass and high-security locks (DC 20 to lockpick).

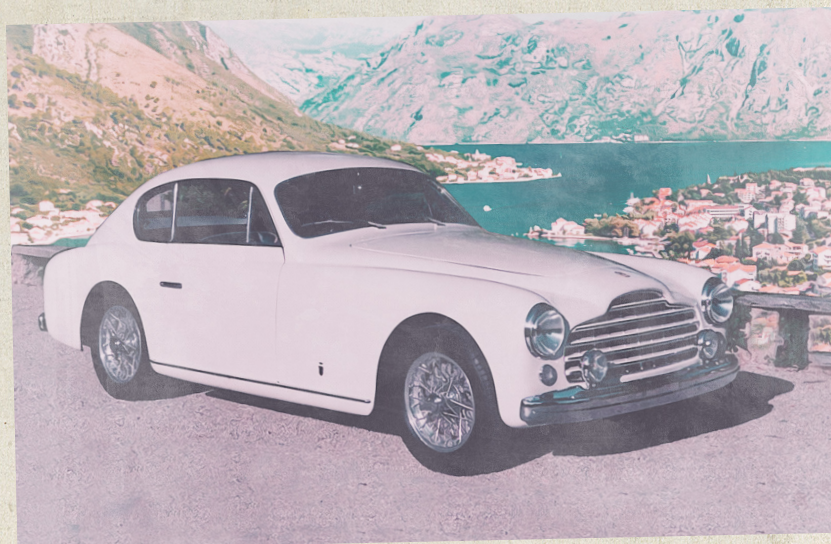
Finding Nachtnebel

Unbeknownst to the PCs, Wernher Nachtnebel, the Nazi Night Fog, is not in Montenegro. He's relaxing at a mountain resort in Italy with his mistress, unaware of any drama. His ex-wife, CÉLIA, still lives in Kotor; she can provide the information the PCs need to track down her husband.

Célia lives in a three-story house near the bay, not too far from downtown Kotor. The nearest landmarks are St. Nicholas Church, and Catovica, a fine-dining restaurant famous for its black risotto. Célia visits both places every week.

The PCs must use clever spycraft, contacts, and research to find the Nachtnebel's home (ex-Nazi scientists do not list themselves in the local phone books!). Some ideas:

- A DC 10 INTELLIGENCE (ESPIONAGE) check discovers that there's a small, but deluxe casino in Kotor, "Pasha Kotor," which is frequented by wealthy locals and tour-



ists alike. On a good roll, the casino's connections to the Russian underworld are also made clear. The staff there will recognize a photo of Wernher and confirm he lives near the bay, though they haven't seen him in a while. "But his beautiful wife Célia comes here almost every night!"

- Wernher checked out several books at the library (mostly on winter sports) using his real name. A few hours and a DC 15 INTELLIGENCE (ESPIONAGE) roll at the library finds his address in their records.
- The diligent, middle-aged postal worker, MASHA, has extraordinary memory, and will recognize the photo of Wernher *and* know his exact address. She's a stickler for rules, however, and must be convinced through some trickery or persuasion. She does, however, love fine dining and polite young men...

If the PCs have picked up a KGB tail, now is a good time for them to potentially detect the threat (see Extending the Adventure on p.15 for details).

The Nachtnebel Home

Célia Nachtnebel lives alone in her sun-bleached, Mediterranean-style home, located just a block or two from the bay. The home is three stories with a garage taking up most of the bottom floor. Each story has a porch that faces the water.

Célia Nachtnebel



"Most marriages don't add two people together." - Ian Fleming

Célia Nachtnebel is the secret genius behind the lethepoxide serum. In 1959, Célia finished her medical degree at Sorbonne University. Taking a holiday to Tahiti, she met Wernher Nachtnebel, and found herself fascinated by his secret Nazi history and expertise in biochemistry. They married in 1960, but within a couple of years were bored of each other. Célia wanted a genius husband to help her sell innovative pharmaceuticals to the highest bidders, but instead she got a fat loafer who only wanted to sail, ski, and gamble. Wernher himself was disappointed that his young bride wanted more than to look gorgeous at his side in the casinos.

While Wernher was off gallivanting, Célia perfected the lethepoxide serum. No one at the CIA would take her invention seriously, so she turned to an old Spanish friend of her father's, Colonel Olvidar, who promised he could sell the doses to the KGB for tens of thousands of rubles apiece. Knowing any business with the KGB was dangerous, she pretended to be selling the drug on behalf of her husband.

Célia is only home for a few hours during the day. At night, she usually goes to the casino, or dines with friends at her favorite restaurant, Catovica, just a block away.

Searching the House

The PCs will likely gain entry into the Nachtnebel house through stealth or forced entry. They likely suspect a hidden lethepoxide lab in the basement! While there's no incriminating evidence, searching the house finds:

- **A small library.** Contains magazines on fashion and winter sports, as well as up-to-date guides on pharmaceuticals, chemistry, and neurology. The literature is a mixture of German, French, and English.
- **Closets.** There's no men's clothes in the house. (Célia threw it out weeks ago when she found out her husband Wernher left to go to ski in Italy with his mistress.)
- **Bedroom.** A Russian Izhmekh pistol is kept in a bedroom nightstand (treat this as a light pistol).
- **Kitchen.** A worn book, *How to Win Thousands at Baccarat* is on the kitchen table. A worn brochure from the Pasha Kotor casino is jammed in as a bookmark.
- **Living room.** A calendar on the living room wall is marked with "8pm - Dinner with Nevena at Catovica" for the night the PCs are investigating.
- **Garage.** The home's tight garage holds a 1959, black Mercedes W111. It has less than 5,000 miles on it.
-

Unable to find an outlet for her unhappiness, she turned to the casinos of her Montenegro home, where she racked up over a hundred thousand dollars in debt in under a year. Soon she began getting threats from the criminal kingpins who ran the casino – pay up, or else.

Eventually, Célia's marriage with Wernher collapsed. After a final argument, he jetted off to Italy to ski with his mistress. Although she had never truly loved him, Célia hated her ex-husband for his laziness, lack of ambition, and, despite his Nazi past, always seemed able to escape the eyes of the west.

By the time the PCs catch up with Célia, she knows she's over her head. The casino kingpins are threatening her life. The KGB wants more doses of the lethepoxide than she can provide, and she knows it's a matter of time before Olvidar wants to be more than a middleman. And worst part of all, her ex-husband is happy.

Celia's plan is to get out of the business, pin the blame on Wernher, and return to France...

Contact with Célia

Eventually, the PCs will track down Célia Nachtnebel herself. This event likely happens at her home, at the Pasha Kotor casino, or at her favorite restaurant, Catovica, where she plans to dine with her single friend, NEVENA. *GM's Note: Nevena is not detailed much in the adventure. While she's a sightseeing guide by trade, she can become an innocent bystander, a love interest, an annoying foil, or even a KGB shadow.*

If Célia is approached at the casino, she will refuse to talk about her husband there, "because he has too many friends here." Instead, she'll push to meet later at a restaurant or at her home, where there is more privacy.

Once the PCs get Célia alone, she'll demand to know their business. Célia is smart and suspicious. Depending on the PCs' approach and actions, she'll suspect that they are:

- Nefarious debt collectors sent on behalf of the casino owner and criminal kingpin, PRINCE DRAGOVIĆ (not a real prince, but his preferred title, she explains if asked)
- Toughs sent by Colonel Olvidar to strong-arm her into a better cut on the lethepoxide. She's only giving the colonel 5% of the money, which he's been unhappy with for a while.
- The KGB or CIA looking to kidnap or kill her as the inventor of the lethepoxide. (She figures it's a matter of time before they discover the truth.)

Regardless, Célia initial strategy is to play dumb. Once the PCs earn a modicum of trust with her (or succeed at intimidating or tricking her in some way), she quickly turns the conversation towards her ex-husband, Wernher. She blames all of her gambling debts on her ex-husband Wernher (untrue). If questioned on the existence of lethepoxide or other drugs, she blames Wernher. She says that Wernher is actively developing weaponized drugs and selling them off to the Soviets because he holds a grudge against the west.

Dragovic's Motor Attack

Just as the PCs begin a useful conversation with Célia, they are startled by the loud noises of nearby motorcycles. Within a minute or so, armed toughs race towards the PCs' location on high-speed maroon motorcycles.

"I know the noise of those engines," Célia announces anxiously. "My husband has sent men to kill me!"

This isn't quite true. These are men sent by the casino kingpin Prince Dragović. They have been sent to frighten Célia, to encourage her to pay her debts. While they have been told not to kill her, injury and property damage is within their orders.

KOTOR TOUGHS

HIRED GOONS

Difficulty 2 (100 XP)

Armor Class 13 (leather and helmet)

Hit Points 15 (2d10+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Athletics +3, Intimidation +3

Senses passive Perception 12

Half of them have:

Skorpion SMG. *Ranged Weapon Attack:* +4 to hit, reach 40/160 ft., Hit: 5 (1d10) piercing damage. Burst Fire sprays any 10' square in range with a burst of bullets. Each character in this area must make a DC 12 Dexterity saving throw or suffer the damage as normal.

The other half have:

Izmekh Light Pistol. *Ranged Weapon Attack:* +4 to hit, reach 50/200 ft., Hit: 4 (1d8) piercing damage.

D5 BANTAM BIKES (1958)

Armor Class 16

Speed 45 ft / 57 mph

Hit Points 18

Damage Threshold 4



The toughs tear up and down the road firing at Célia, her house, and her belongings. If not stopped, the men grow more bold – eventually, one will dismount and try to force Célia into taking her for a terrifying "joyride" – all the better to teach her a lesson about not paying back Prince Dragović.

As the PCs are distracted, Célia bolts. She'll run for her black Mercedes and race out of Kotor along a scenic, but dangerous, stretch of road that heads out of town. Unless the PCs have somehow managed to earn her trust at this point, her plan is to race out of town at top speed and hide out in the town of Herceg Novi, located about 25 miles to the west.

This is a fantastic opportunity for a car chase, with Célia racing out of town, the motorcycle-riding toughs hot on her heels firing away, and the PCs trying to intervene!

Eventually, the toughs will be dealt with and Célia stopped or tracked down. After this encounter, Célia is rattled and more willing to talk to potential allies. As long as the PCs do some good roleplaying, she'll appear to be helpful:

- Prince Dragović wants her dead because her husband left the country without paying his gambling debts. (False – the debts are hers!)

- She cannot leave Montenegro because Prince Dragović said he will kill her if she leaves before he gets paid the \$100,000 he is owed. (True)
- Her marriage is over. Her husband left her for a younger Italian woman whose only talent is for looking good in skis. (True)
- Her ex-husband's new girlfriend is named Armani. "I apologize if I roll my eyes every time I utter that name," she says. (True)
- She discovered her ex-husband was an ex-Nazi scientist after they got married. This factored heavily into their separation. (Mostly False... she was willing to overlook his past).
- Her ex-husband Wernher never gave up his interest in unethical biochemistry. "He's been selling drugs and serums for years. At first, he told me that he was secretly working for the U.S. government." (False)
- Her ex-husband Wernher left two months ago for a chalet near the Alps in Merano, Italy. (True)
- Célia thinks Wernher has a lab in Merano where he is manufacturing his illicit drugs. "He told me he used to work in abandoned churches..." (False)
- She says that suspects her ex-husband will try to kill her, because she could turn him into the authorities looking to imprison ex-Nazis. (False)
- She despises her ex-husband, and hopes that he ends up dead, or in prison with the rest of his Nazi friends. (True)

While Célia willingly gives up the location of her husband (hoping the distraction will allow her to escape Montenegro and disappear), she won't leave with the PCs. She says that she is too afraid of Prince Dragović. Even if the kingpin was repaid, would not know where to go. If the PCs *insist* on keeping Célia safe, she will ask that they find a safehouse somewhere in Montenegro. Certainly, if requested, MI:6 can accommodate that request.

Dealing with Dragovic

Valorous PCs may decide that they need to have a word with the ruthless Prince Dragović. After all, he *did* try to terrorize Célia with his motorcycle toughs.

If the GM wants to keep the adventure moving, Prince Dragović is out of town, on holiday far away on a private island in the Aegean. Perhaps another day...

Or, Prince Dragović can still be found in Kotor. He's either in the Pasha Kotor casino, in his third-floor penthouse above the gambling floor, or sailing on the *Orao Rano* (Early Eagle), his 60' sailboat. Regardless, Prince Dragović is always well-guarded, especially in the casino or in his penthouse. He'll always have tall, well-trained bodyguards nearby, many of them with military backgrounds.

CÉLIA NACHTNEBEL

BRILLIANT PHARMACOLOGIST

Difficulty 4 (275 XP)

Armor Class 11 (casual attire)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	17 (+3)	12 (+1)	15 (+2)

Skills Deception +4, Insight +5, Medicine +5, Persuasion +4
Senses passive Perception 12

Languages French, Italian, English, and Montenegrin

Charming. When not in combat, Célia may attempt to charm other characters. Everyone that can understand and communicate with her must succeed on a DC 12 Wisdom saving throw or are charmed. Targets that are charmed by her trust her, until the end of their next long rest. Any overtly offensive by her ends the affectation.

In her drawer she keeps:

Izmekh Light Pistol. *Ranged Weapon Attack:* +3 to hit, reach 50/200 ft., Hit: 4 (1d8) piercing damage.

MERCEDES-BENZ W111 (1959)

Armor Class 14

Speed 75 ft / 103 mph

Hit Points 36

Damage Threshold 5



Arranging a Meeting

Dragović has several notable underworld enemies and he always suspects the worst when he meets new people. Arranging a meeting with Dragović is difficult, requiring someone to be of high-station, a celebrity, or have a real business offering. Inquiries to meet with him must go through his surly head of operations, VITOMIR VUJOVIĆ, who is almost always in the casino, or his attached apartment on the second floor. Meetings with Dragović are always held in his office on the second floor of the casino, and always with no less than Vujović and two other men in the room.

If the PCs meet with Prince Dragović, he'll be unsympathetic to Célia's plight. She's borrowed \$100,000 from his organization, and has been unable to pay back a dime. He's given her three chances to repay, even partially, but she ignores him and still regularly gambles at the casino as if she has nothing to lose. On a good reaction or better, the PCs may find out:

- The \$100,000 debt is entirely Célia's, not her husbands. "Wernher won more than he lost. And if you met his new girlfriend, you'd agree."
- Dragović found Wernher amiable, but generally not an impressive man. "I heard he was once a brilliant scientist or mathematician, but I saw no hunger in him."

- Dragović finds Célia entertaining, which is why she's still alive. "Unlike her husband, she's hungry. I enjoy hearing her laugh on the casino floor. But I cannot allow her to leave Montenegro until I am repaid, you understand."

On a very good or better reaction, Dragović may agree to give Célia more time to pay back her debts, or even take 10-20% off the total. "I am a reasonable man, you'll see. Let's give her 90 days more, fair?"

Dragović does *not* respond well to intimidation or threats. He seems himself as a powerful man in Montenegro, and will not take threats from strangers lightly. If provoked, he'll order his men to rough up the PCs (though he will stop short of actual murder – he doesn't need the state police in his business).

The Orao Rano

The PCs may decide to skip a formal meeting and instead surprise Dragović on his luxury sailboat. But first, they'll have to infiltrate or dispatch his loyal crew.

His sailboat is manned by six experienced sailors, five of which he has known since childhood (the sixth left for a job in Greece, and is currently being replaced). Two of the sailors act as effective, armed bodyguards (treat them as Kotor Toughs, but with boating expertise). Even when not in use, Dragović's men will be guarding the boat – too many criminal kingpins have been murdered with a bomb planted on board their vehicles!

Act Three: Merano, Italy

The Mission: Make contact with Wernher Nachtnebel to establish his whereabouts. Locate his lethepoxide laboratory. Take Nachtnebel into custody, destroy any lab, and await retrieval at Kranebitten Airport.

Merano is an Italian alpine village not too far from the Austrian border. It lies in the shadow of Ifinger, a craggy gray mountain that offers world-class skiing and other winter activities.

When the PCs arrive, the 1965 Alpine World Championships are being held. The village is packed with hundreds of Italian, French, Austrian, and Swiss ski champions, the European sports press, and their celebrating fans.

Among those fans is Wernher Nachtnebel and his fabulous new Italian girlfriend, ARMANI PALMIERI. The two have been spending the past week attending all the championship runs and carousing with their favorite athletes in their home – an expensive chalet located on the edge of the village.

Mr. Relish Gives Skiing Advice

At dawn, the PCs arrive at Kranebitten Airport, located in western Austria. There, they are met again by Mr. Relish, bundled up in a heavy, fur-lined parka. He looks like a rather large seal.

"Well met, chaps. I have to admit, I miss the weather in Ibiza."

"You only beat me here by a few hours, so I haven't located Werner Nachtnebel yet. But apparently the sports press is talking about him," he says, waving a German-language newspaper about.

"Seems a ski jumper had an unfortunate fall at one of Nachtnebel's parties, and he's had to bow out of the finals. The jumper's name is Baldur Bachler. I'd be willing to wager he knows where Nachtnebel lives."

Relish gives the PCs their orders, and then apologizes that he only has a modest car for them to drive this time – a cobalt-blue, 1962 Mercedes-Benz 190C sedan (with a ski rack, of course). He also advises them to "check the boot to make sure the emergency kit is in order."

In the trunk of the car, in an emergency kit, are two 2-lb bricks of C4 explosives (2d12 force damage, blast 30), enough to destroy any lab the PCs might encounter. There's also a camera bag with a 35mm Nikon F camera with extra film, and a bottle of prescription drugs, which contains three small knockout pills that the agents will be familiar with (a DC 12 INTELLIGENCE (MEDICINE) check will confirm). When a pill is orally taken, the victim becomes Exhausted after 2d10 minutes. A minute later he must make a DC 20 CONSTITUTION save. On a failure he falls into a deep sleep and cannot be wakened for about 6 hours. Success also results in sleep, but for about 3 hours.

An investigation under the hood of the sedan along with a successful MECHANIC roll identifies that the Mercedes is equipped with a rare Judson supercharger for added power. The tires are made from puncture-resistant rubber.

MERCEDES-BENZ 190C (1962)

ST/HP	55	SM +3
HT	11f	DR 5
Hnd/SR	+0/4	Move 4/52 (105 mph)

Equipped with a Judson supercharger, two-way radio, ski rack, and puncture-proof tires (DR 6, 20 HP).

Relish concludes by telling the PCs to signal him once they have Nachtnebel in custody. He points to a nearby "Euro-Games" news helicopter. "We'll come get you."

GM's Note: At this point, Mr. Relish can get a radio message that his agents have found Nachtnebel's address. Or, to extend the adventure with some more roleplaying interactions, the GM can send the PCs to track down Wernher by befriending the hurt athlete, Baldur Bachler...

Baldur Bachler - Champion No More

The Austrian ski jumping champion, BALDUR BACHLER, twisted his ankle at one of Wernher's parties and had to bow out of the finals. The press officially blames the slippery deck around an outdoor whirlpool bath.

The truth is that the athlete lost his footing when the beautiful Armani Palmieri purposely distracted Baldur by losing her bikini top and "falling" into his arms on the edge of the sauna. He slipped, fell, and almost broke his ankle.

It is easy to find Baldur Bachler. He is glumly sipping beer at one of the lodges near the ski lifts, watching the finals with some friends on a small black and white television.

Bachler is mad at himself, mad at Wernher, and mad at Wernher's girlfriend, Armani. In fact, Bachler thinks that Wernher *purposely* sabotaged his chances in the finals because wanted Armani's brother to win instead!

"Her brother, Roberto, is not as athletic as everyone thinks. I would have easily out-distanced him," grumbles Bachler.

If the PCs befriend Bachler, they'll discover some interesting information:

- Rumor is that Wernher Nachtnebel made a \$10,000 wager that Roberto Palmieri, his girlfriend's brother, would win the ski jumping championship. This is why Bachler thinks Armani purposely made him trip and fall.
- There were several men who introduced themselves as Russian athletes at Wernher's parties, which is unusual because the Russians are not invited to this event.
- Bachler says Wernher is arrogant and thinks he knows *everything* about winter sports. Wernher has spent the last week doing nothing but holding parties, getting athletes drunk, and attending the championships.
- Wernher is planning another party tonight at his chalet. Dozens of people have been invited, as usual. Bachler does not intend to go.
- Wernher lives at a brand new chalet on a hill near the edge of town. Bachler can provide the address.

The KGB Winter Athletes

After Colonel Olvidar reported an "incident" on the M/S *Corazon* (however minor), the KGB did their research. They discovered Olvidar had been regularly receiving packages from Montenegro, and it did not take long for them to track down that they were being sent by who they *thought* was Werhner Nachtnebel.

The KGB sent agents to Merano, Italy to befriend Wernher and verify that he was making the lethepoxide. Once confirmed, they plan on kidnapping him and taking him back to Russia. No one will miss an ex-Nazi scientist.

Their agents are all in Merano under the cover of being talented Russian athletes studying the competition ahead of the 1968 Winter Olympics. This is very convincing. The men *are* talented athletes, which a DC 15 WISDOM (INSIGHT) roll will confirm. The only exception is VOVA THE HANDSOME, an ex-Olympian turned Soviet assassin, who is pretending to be "Mario Berlusconi," an Italian sports physician.

The KGB has been frustrated that they've found no sign of Nachtnebel's lethepoxide experimentation (because there is none!). Eventually, they grow impatient and try to kidnap Wernher without the evidence they need.

The GM should decide when this kidnapping happens. It's likely to either happen at the ski jumping finals, or later that night during one of Wernher and Armani's drunken parties.

Ultimately, the KGB is smart and will eventually figure out that Wernher Nachtnebel is not the inventor of the lethepoxide drug. Their agents will converge on Célia's location in Montenegro (see Epilogue).



Wernher's Nachtnebel's Chalet

Wernher Nachtnebel's two-story chalet is located on a steep hill on the edge of Merano. Winding wooden stairs make their way up to the main deck and front door.

If the PCs arrive at the chalet during the day, the house is only occupied by a few housekeepers while Wernher and Armani are off watching the ski jumping championships. With some stealth or clever distraction, the PCs can likely gain free reign to search the chalet:

- **Kitchen.** A calendar in the kitchen shows that the two plan to spend all day at the ski jumping finals. Newspaper clippings of the athletes in the games are scattered on the kitchen tables. Many names are circled, which match an invitation list handwritten on the counter. There is clearly a party planned for tonight.
- **Stairway.** The stair walls are filled with photos of Wernher and Armani in various parts of the world – in swimsuits at a tropical lagoon, posing underneath the Eiffel Tower, and in formal wear on the beaches of the Riviera.
- **Living room.** An unopened letter from Célia is on a small end-table, dated from a week ago (see [Handout E](#)).
- **Master bedroom.** A careful search discovers a finely-made Hartmann document safe in the bedroom closet, hidden inside a shoe cabinet. Cracking the safe requires a stethoscope, and a DC 20 DEXTERITY (SLEIGHT OF

HAND) check. Inside the safe is a heart-shaped, 2-carat diamond engagement ring, the deeds to several properties in France, Italy, and Montenegro, and a list of names and addresses (see [Handout F](#)). A DC 15 INTELLIGENCE (ESPIONAGE) roll identifies these as a list of ex-Nazi scientists from a secret Hamburg facility that have so far evaded the eyes of the west! *GM's Note: While this valuable list does not play into this adventure, this is an excellent hook for a follow-on adventure...*

The Ski Jumping Finals

The ski jumping finals are held on the eastern slopes of Ifinger Mountain. Getting to the venue requires taking a five minute lift to the ramp. Some wooden bleachers give a few dozen onlookers a good view of the in-run ramp. Wernher can be found among the crowd in the bleachers. He is obsessed with the sport and is rooting for his girlfriend's brother Roberto, with whom he has a \$10,000 wager placed.

KGB Kidnapping Attempt

The KGB will try to kidnap Wernher during this event. Their plan is simple – injure Armani's brother Roberto, then use the distraction to ski off with Wernher. Specifically:

- After his first jump, one of their athlete agents hands Roberto a bottle of Lucozade sports drink, which is spiked with a fast-acting muscle relaxant.

Wernher Nachtnebel



"Those whom the Gods wish to destroy, they first make bored."
- Ian Fleming

Wernher Nachtnebel was an unprincipled Nazi scientist who specialized in experimental, neuro-drugs. His lab, along with most of his coworkers, was annihilated in the Allied bombing of Hamburg in 1943. As a result, his name appeared in few records, which allowed him to escape prosecution after the war ended.

By 1959, he had settled down in Tahiti, where he met his future wife, Célia. The two were married in 1960. Célia's energy and desire to partner on research and experimentation exhausted Wernher. By 1962, he was spending most of the year away from his wife and their home in Montenegro.

Although Wernher had many affairs over the years, he eventually left Célia for Armani Palmieri. He loved that she was beautiful, vibrant, and had the same hobbies. Most important, Armani was utterly uninterested in any kind of real work.

Confronting Wernher

Eventually, whether on the slopes or at his party, the PCs will confront Wernher, thinking that he is the inventor of the lethepoxide serum. He will be shocked at the accusation, not having touched lab equipment for over a decade. He'll deny any involvement with the Soviets or any other government entity. If confronted by his past, he uses the same old excuses that all the Nazis did – he was young and ignorant, and just following orders.

Once Wernher understands more about the lethepoxide, he'll immediately figure out that it is his ex-wife's work. He has little fondness left for Célia. He will happily turn on his ex-wife, using any tactics he can to negotiate out of whatever trouble he is in.

Ultimately, Wernher's motivation is to return to his playboy lifestyle. Whether he succeeds or not is not important to the adventure. Both western and Soviet governments will happily take him into custody, either to try him for his war crimes or force him into service.

- Roberto won't have the strength to stick the second landing, and will horribly crumple to the ground on the landing hill, injured. Wernher and Armani ski to his aid.
- Vova the Handsome, posing as "Mario the medic," races over and volunteers to ski Roberto down the hill on a rescue sled. Of course, Wernher and Armani agree to come with him...
- During the downhill ski, two armed Russian agents ambush the party. The Russians incapacitate Armani and Wernher is injected with a knockout drug. He'll be put into the sled instead of Roberto, and the agents make their way to a nearby helicopter to escape Italy.

There are plenty of ways for the PCs to foil this kidnapping, (ideally spotting it before it happens, or stopping it in an exciting downhill slalom with lots of gunfire and action!).

However, in the event of a confrontation, the Russians will know when they are outplayed, and will retreat and regroup if it looks like their plan has gone awry...

Wernher and Armani's Evening Soiree

The evening party at Wernher's chalet only matters to the adventure if the PCs somehow missed going to the ski jumping finals, or went to the ski jumping finals and stopped the Russians – but didn't get the chance to confront or try capturing Wernher.

If the PCs entirely missed the ski jumping finals, the GM should assume that the KGB still tried to capture the scientist, but Wernher somehow avoided capture through dumb luck:

"Roberto, that poor fellow, just crumpled when he hit the landing hill. It was a beautiful jump otherwise. A handsome medic named Mario was kind enough to sled him down the hill. I would have gone with, but the clips broke on my skis. Bad luck for all of us, eh? Anyway, I knew Roberto was in good hands, so I stayed on the mountain to watch the rest of the finals."

The party is attended by about sixty guests, most of them athletes from various nationalities, the press, and many local women. The party takes place all over the large chalet, including the two outdoor decks, the large living room, and several of the tucked-away spare bedrooms.

Notable guests include British agent Mr. Relish (posing as a pastry chef in the kitchen) and Roberto Palmieri, who limps around the party on crutches, content with using his broken leg to gain sympathy with his sister's friends. Unless the identified them as Soviet agents previously, the party will also be attended by Vova the Handsome (still acting as Mario the medic who saved Roberto) and the KGB "athletes."

Wernher is unusually frustrated the night of the party. In any scenario, he lost \$10,000 from his bet on the ski jumping finals. While he can afford it, he hates to lose. His girlfriend Armani is more concerned about being a fabulous hostess, while keeping an eye on her injured brother.

KGB Kidnapping Attempt #2

GM's Note: If the PCs utterly foiled the KGB on the slopes, this event won't take place. See KGB Assassination below, instead.

The KGB is planning to whisk Wernher away in the middle of the party, hoping that by the time anyone notices his absence, he'll be safely inside a helicopter.

The Soviets plan is to lure Wernher outside with another wager. One of the KGB athletes, pretending to be drunk, bets a French biathlete that he can hit a target at 100 yards, in the dark. Several of the men at the party get excited by the bet, grab a .22 rifle from the Wernher's garage, and head out back to a small gazebo to watch the wager play out.

Hidden behind the gazebo, however, are three camouflaged KGB agents mounted on Scorpion snowmobiles. Springing out, they grab Wernher, cuff him, drag him to a snowmobile, and race off through the woods towards their helicopter a mile away. They are confident that they can escape before anyone else can realize what is happening and catch up.

TRAIL-A-SLED SCORPION (1963)

ST/HP	30	SM +0	Occ 2
HT	10f	DR 4	
Hnd/SR	-1/2	Move 4/10 (20 mph)	

Remember, firing from a moving vehicle is at -1, and Aim bonus is limited to SR of your vehicle!

The PCs should get a chance to stop this kidnapping. Perhaps they are invited out to the target practice to watch, or even get involved in the wager. Or, they spot it occurring from a vantage point on chalet's the deck. Either way, the GM should give the PCs a chance to knock a KGB agent off a snowmobile and give chase before they escape!

KGB Assassination ("If you can't win, don't lose.")

If the PCs had a decisive victory over the KGB on the ski jumping course *and Vova the Handsome escaped*, the agent is ordered to assassinate Wernher at his evening party. An assassination prevents the "inventor" of the letheoxide from landing in MI:6 hands.

At dusk, Vova positions himself in a quiet gazebo on the edge of the chalet's property, about a hundred yards from the house. Armed with his SVD rifle, he prepares to take a steady

shot at Wernher at some point during the party, once the German walks out on to one of his decks. Once he takes his shot, he escapes on Scorpion snowmobile to a nearby helicopter.

Whether Vova succeeds or not doesn't particularly matter. The GM can give the PCs the opportunity to spot the sniper at the last minute and intervene, or kill off Wernher just as he figures out that his ex-wife has gotten him involved in a high-stakes mess. Vova himself can vanish into the night to return in a future adventure, or the PCs can chase him down before he escapes into the mountains.

GM's Note: If the GM wants to leave fate up to the dice, the shot needs a 11+ to hit.

Epilogue: Célia...

The Mission: Apprehend Célia Nachtnebel.

At some point in Merano, the PCs will figure out that Célia Nachtnebel is the true inventor of lethepoxide. This creates several potential conclusions to the adventure:

She Gets Away...

If the PCs never planted a Locust tracking device in Célia's car, she likely has vanished. Some of her friends said she drove up the coast towards Italy, others say she headed south into Greece on holiday. Either way, she's disappeared, and will likely not turn up again for quite a while. This scenario isn't a loss for the agents – she's been scared her out of the lethepoxide business, and the Soviets' supply is cut off... for now.

Or, She's Found and Confesses...

If the PCs planted a tracker in Célia's car (or have taken other precautions to have her tailed), they are able to pick her up at a café in Saranda Beach, on the border of Albania and Greece.

If the PCs established a strong personal relationship with Célia (e.g., negotiating freedom for her from Prince Dragović will help, or embarrassing – but not killing off – her ex-husband), she may decide to confess. She realizes she's in way over her head, and asks the PCs to relocate her somewhere back in France, where she agrees to work for the British government. She reveals that she's kept her lab in a small sailboat moored in the Bay of Kotor.

If the PCs have not established a strong relationship, then Célia plans to slip away. After "agreeing" to quietly go with the agents, she pours coffee for everyone, and uses her sleight of hand to slip a tablet into the carafe. This tablet is an oral form of lethepoxide. Within five minutes, PCs must make a DC 15 CON save to avoid passing out. Success means they are exhausted. Failure means they need to roll a DC 15 WISDOM

What to Do With Wernher?

Eventually, the PCs will confront or try to snatch Wernher away. However it plays out the GM should give Wernher the an opportunity to plead his ignorance. After all, while the man is a callous, ex-Nazi, he has nothing to do with the manufacturing of lethepoxide.

Ultimately, the PCs will need to decide the right fate for Wernher Nachtnebel. They can let him return to his playboy lifestyle, turn him over to their bosses, or let him be kept taken away by the KGB. It's a good ethical dilemma for the PCs.

If the PCs decide to get Mr. Relish's advice on the whole situation, he'll advise them to take Wernher into custody:

"He may not be the father of lethepoxide, but we have uses for men like him. We'll let him choose between a quiet government lab or a repeat of Nuremberg," he says. "And at least the Soviets seemed to be just as confused as we were."

save roll to avoid losing a full month's worth of memory when they awaken.

Or, She's Found by the KGB...

If Vova the Handsome survived Merano, the Soviets dispatch him to kidnap Célia, or kill her if it looks like she is joining western agents.

This finale plays out similar to the previous one. The PCs track Célia to a small café in Saranda Beach. As they are conversing with her, a familiar Russian face shows up across the street.

How this plays out depends on whether Vova recognizes the PCs from Merano. If so, he assumes they are enemy agents and sets up his rifle to snipe them from across the street, then rush in and grab Célia. If he doesn't recognize the PCs, he'll simply try to grab her as she leaves the café, stuff her into his car, and drive her to a secret location in Albania for exfiltration.

If at any point it looks like Célia is going to escape, he'll try to kill her, versus let her fall into western hands.

Conclusion: Wrapping It Up

The *best* outcome of the adventure is that the PCs apprehend Célia and convince her to work for the west, rather than selling secret drugs to the Soviets. If Célia ends up dead, the agents will still get congratulated for putting an end to the

lethepoxide production. But if Célia escapes or ends up in KGB hands, the PCs will get a serious dressing down by their handlers.

For completing the adventure, PCs should receive typical XP awards for defeating enemies and overcoming challenges. They should receive additional awards for good roleplaying or excellent performance (i.e., apprehending Célia, stopping the KGB, etc.).

If Vova the Handsome escapes the adventure, or they terribly embarrassed Prince Dragović, the PCs may have earned a permanent and reoccurring enemy!

Extending the Adventure

While *Never Forget to Die* is an episodic and fairly linear adventure, there's lots of opportunities for side adventures. Here's a couple of ideas:

The KGB Tail

If the PCs botch the escapade on the M/S Corazon, the KGB will figure out that MI:6 agents were involved, and assign the PCs a KGB tail in Ibiza – DIANA PIDKUYMUBA, aka "Diana De León."

In Ibiza, the PCs may only get a fleeting glance of the woman at the tapas bar. Perhaps she flirts and sends one of the PCs an icy *rebujito* cocktail. Or, as they go to leave, she approaches them, saying she saw them disembark from the *Corazon*, and wonders if they would recommend the *Corazon* as a cruise ship. Her motive is to find out their next destination.

In Montenegro, Diana shows up again, this time wearing a brunette wig to avoid notice (a DC 15 WISDOM (PERCEPTION) may still recognize her). Depending on how the events in Montenegro play out, she'll either stay under the radar, watching the Nachtnebel house and reporting back to the KGB, or, if the PCs look especially competent, she'll try to slow them down. She has a few tricks for this:

- **Keep them in Montenegro longer.** She pays off one of Prince Dragović's subordinates to approach the PCs before they leave. This man, Vicko Nenezić, tells the PCs that they've been tricked, and that Wernher Nachtnebel is hiding out in a 40' sailboat in the bay, the *Achille*. He's willing to take the PCs to an overlook to show them the boat. This is a trick, the *Achille* is owned by a rich French businessman, who is enjoying time with his wife. But hopefully, by the time the PCs discover this, they will have wasted time, allowing the KGB to better infiltrate the winter championships in Italy.

DIANA DE LEÓN

RELUCTANT KGB TAIL

Difficulty 5 (450 XP)

Armor Class 12 (casual attire)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+1)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +5, Cha +5

Skills Athletics +5, Deception +5, Espionage +5, Perception +4, Stealth +5, Tactics +5

Senses passive Perception 15

Languages Russian, Spanish, Montenegrin, English, Albanian, Croatian.

Multiattack. Diana makes two attacks with her pistol.

Silenced Izmekh PB Light Pistol. *Ranged Weapon Attack*: +5 to hit, range 50/200 ft., Hit: 4 (1d8) piercing damage.

Vigilance (Reaction). Diana makes a Wisdom (Perception) check.



- **Send them an explosive warning.** The other way Diana will try to slow down the PCs is by blowing up their car. She doesn't want to actually kill them outright, but she hopes to make it look like Prince Dragović tried to kill them, regardless of whatever deal they may have reached with him. To accomplish this, she plants an explosive in the engine of their car while they are away from it. Along with the explosive, she plants a motorcycle helmet nearby that matches the ones from the men that attacked Célia. She hopes that this attack distracts the PCs and sends them on a hunt after Dragović, vs. tracking down Wernher Nachtnebel.

Diana may show up again in Montero, but only if the PCs still haven't identified her as a tail yet. Pretending to be a sports journalist, she will try to follow the PCs from a distance, reporting their actions back to Vova the Handsome, better to ruin their plans.

If at any point the PCs confront Diana, she will do everything she can to escape. She's a talented infiltrator, but is not trained to engage in outright violence with enemy agents. She'll do what she does best – disappear into the crowd.

The Traitorous Mr. Relish

Great spy stories usually have surprise betrayals. If the GM wants to add one, then Mr. Relish is secretly working for

"Arcana," a secret criminal organization that wants the lethe-
poxide for themselves. After getting a sample in Ibiza, he's
able to replicate the serum. Now, his goal is to make sure
that both the Nachtnebel are killed, and that the KGB and
western agents are left empty-handed.

This traitorous motivation changes the adventure in two key
ways:

The Merano Meeting

When Relish meets the PCs in Italy, he explicitly tells them to
bring Wernher Nachtnebel to him, even once the PCs have
figured out Wernher has nothing to do with the lethe-
poxide. Relish's plan is to load the ex-Nazi on to a small plane, and
then deliver him to a secret Arcana location. There, Arcana
operatives will interrogate Wernher and kill him.

The PCs will only detect this plan if they follow Relish, in
which case they might overhear him having a conversation
on a phone:

*"It's all set. They'll bring Nachtnebel to me, and I'll drop him off
at the Foundry. We'll get what we need from him them."*

[pause as someone on the other end talks]

*"No, don't worry. Vova the Handsome is around, so the story will
just be that Vova grabbed him from me before I could bring him
to Paris. No one will suspect anything."*

Regardless of whether the PCs hear this, Diana the KGB tail,
does discover that Relish is working for another organization.
At a key moment (perhaps during the ski jumping finals, or
Wernher's party), she tells the PCs that their boss is a traitor.

Montenegro Epilogue

In the epilogue, when the PCs show up in Montenegro to
track down Céla, Relish meets them at the airport and gives
them alternate orders:

*"I'm afraid that MI:6 has determined that it's too dangerous to
let Ms. Nachtnebel go free. She knows too much, and she has too
much affinity for the Russians. You'll have to eliminate her," he
says, looking apologetic.*

If the PCs refuse and leave Relish to his own devices, he uses
his contacts to hire Prince Dragović's men to kill Céla and
incapacitate the PCs. Not wanting to cause an incident that
would blow his cover, his plan is to have Dragović's men
knock out the PCs in an ambush, then inject them with a
dose of the lethe-
poxide.

MR. RELISH

ARCANA OPERATIVE

Difficulty 3 (175 XP)

Armor Class 11 (casual attire)

Hit Points 22 (3d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	15 (+2)	12 (+1)	12 (+1)

Skills Deception +3, Espionage +4, Insight +3, Perception +3

Senses passive Perception 13

Languages English, Spanish, French, German, Russian

Well-traveled. Relish doubles his proficiency bonus on Wisdom
(Perception) and Wisdom (Survival) checks in known countries.

Vigilance (Reaction). Relish makes a Wisdom (Perception)
check.

Sometimes known to carry an:

FN-Browning Heavy Pistol. Ranged Weapon Attack: +3 to
hit, range 40/160 ft., Hit: 5 (1d10) piercing damage.



A full injection of the lethe-
poxide is powerful. Within five
minutes, PCs must make a DC 20 CON save to avoid passing
out. Success means they are exhausted. Failure means they
need to roll a DC 20 WISDOM save roll to avoid losing a full
month's worth of memory when they awaken.

If at any point Relish is confronted, he denies everything,
of course. He claims that he's acting on secret orders from
within MI:6, and that everything is on the up-and-up. If the
PCs look on the verge of ruining all of his plans, he injects
himself with the lethe-
poxide, and laughs, saying, "Arcana will
be in touch."

Special Thanks

Special thanks to Saffron Connors for editing help, and
artbreeder.com for helping create illustrations of the vari-
ous characters. 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. Post a note on www.1shotadventures.com
or tweet @SageThalcos on Twitter.

For more adventures, visit www.1shotadventures.com

MERANO CELEBRITIES

Sport

Feb 1965

WERNHER NACHTNEBEL

EX-NAZI SCIENTIST

Difficulty 3 (175 XP)



Armor Class 11 (winter clothes)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	10 (+0)	16 (+3)	12 (+1)	9 (-1)

Skills Deception +2, Infotech +5, Mechanics +5

Senses passive Perception 11

Languages German, English, Italian, Montenegrin

Unarmed Strike. *Unarmed Attack:* +1 to hit, reach 5 ft., one target. Hit: 1 (1d4-1) bludgeoning damage.

Rarely carries a...

Walther PPK .22 Light Pistol. *Ranged Weapon Attack:* +2 to hit, range 50/200 ft., Hit: 3 (1d6) piercing damage.

ARMANI PALMIERI

LIFE OF THE PARTY

Difficulty 1 (50 XP)



Armor Class 12 (winter clothes)

Hit Points 5 (1d8+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	13 (+1)	10 (+0)	10 (+0)	14 (+2)

Skills Athletics +3

Senses passive Perception 10

Languages Italian, German, English

Unarmed Strike. *Unarmed Attack:* +1 to hit, reach 5 ft., one target. Hit: 1 (1d4-1) bludgeoning damage.

VOVA THE HANDSOME

KGB ASSASSIN

Difficulty 5 (450 XP)



Armor Class 13 (winter clothes)

Hit Points 37 (5d10+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	13 (+1)	12 (+1)	11 (+0)

Skills Athletics +5, Deception +3, Espionage +4, Insight +4, Perception +4, Stealth +5, Tactics +4

Senses passive Perception 14

Languages Russian, English, German, Italian

Ambush Master. In the first round of combat, Viva has advantage on attack rolls and grapple checks against surprised targets.

The Metal Hand. *Unarmed Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) bludgeoning damage.

Silenced Izmekh PB Light Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/200 ft., Hit: 4 (1d8) piercing damage.

And when well-prepared, he carries a...

Izhmash SVD scoped rifle. *Ranged Weapon Attack:* +5 to hit, range 80/250 ft., Hit: 9 (2d6+2) piercing damage.

KGB SPORTSMAN

FAUX ATHLETE

Difficulty 3 (175 XP)



Armor Class 13 (winter clothes)

Hit Points 37 (5d10+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	11 (+0)

Skills Athletics +4, Stealth +4, Survival +3, Tactics +3

Senses passive Perception 12

Languages Russian, English, German

Martial Arts Punch. *Unarmed Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d3+2) bludgeoning damage.

Silenced Izmekh PB Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/200 ft., Hit: 4 (1d8) piercing damage.

And when everything else fails...

German-made Hand Grenade. Range 80 ft. Each target in a 15 ft radius must make a DC15 Dex saving throw or take 3d6 slashing damage (half if successful).

HANDOUTS

ALURA LAVENDER

- You used to travel on cruise ships like the Corazon all the time. You miss the cocktails by the pool.
- You noticed the Corazon has a glass-bottomed pool.
- Forgot to take my heels off the last time I did one of these jumps. Not going to forget again!
- Olvidar's cabin is on the port side of deck two. The manifest shows he's only traveling with his butler, Manuel.
- Olvidar probably doesn't have the sample of lethepoxide on him. That's a million dollars of drugs he's bringing the Soviets.

JOHN BASSEY

- Something must have gone wrong down there. Our agent should have found Olvidar and contacted us by now.
- You prefer piloting planes versus jumping out of them.
- Lord help me hit that deck.
- I'm glad MI:6 pays better than the CIA. This is a crazy plan. Jumping out of a plane at midnight.
- I've never been to Ibiza before. Hopefully they give us some R&R there before sending us on another mission.

CARMEN SERRANO

- You met Colonel Olvidar once. He's smug and laughs at all the wrong times. Shouldn't be too hard to get the name of his supplier out of him.
- Olvidar always has three or four armed guards around him. They'll probably be on the main deck now.
- This is my first real jump.
- Lethepoxide is serious stuff. We had an agent dosed with it and 5 weeks of his memory was wiped.
- Your parachute harness is a little tight. They really didn't have women in mind when they designed these.

STUART THOMAS

- Remember. We're here to get a name from Olvidar. The name of the man who's making the lethepoxide serum.
- You're surprised Colonel Olvidar is a KGB middle-man. He's surprisingly incompetent for a colonel.
- Anyone want to make a bet who will land on the ship first?
- Remember, we're not to let Olvidar know we're anything more than tourists.
- Once we get the name out of Olvidar, I'm inviting you all to join me in a Scotch in the Mermaid Bar.

Handout A - Banter Cards to Kick off the Session. Players should take turns reading or paraphrasing any one of their tidbits of information. Once they've gotten through all of them, the adventure begins!
(The captured PC does not get one...)

HANDOUTS



Handout B - Business card found in Colonel Olvidar's Suite, revealing the name "Nachtnebel"

Welcome to Montenegro. I hope had a chance to sample Mr. Petrasin's garlic cevapi. The garlic from his garden is exquisite.

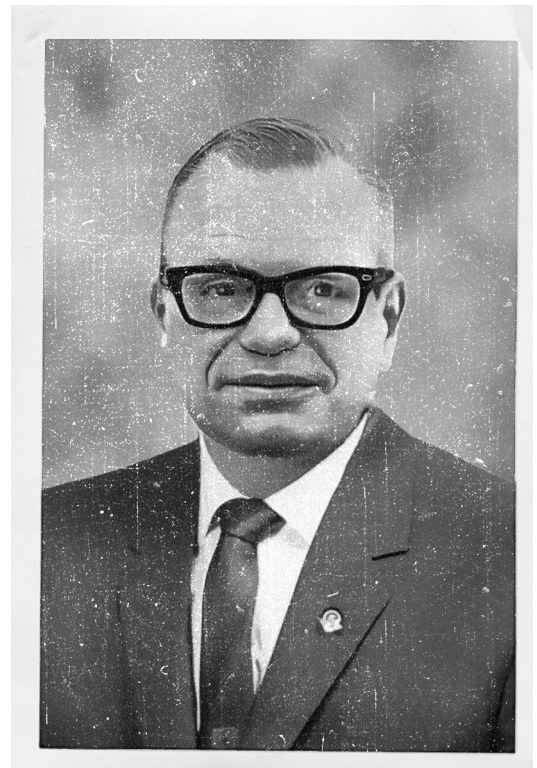
Make contact with Wernher Nachtnebel in Kotor to confirm his whereabouts. Our researchers could not find his street address, so you're on your own. When you find him, place a Locust in his automobile.

once complete, meet Ivan Visin and let Mr. Petrasin know you've come back for more cevapi. we'll take it over from there.

RELISH

PS: Don't get it dirty

Handout C - Orders given to the PCs in Montenegro



Handout D - Photo of Wernher Nachtnebel, circa 1955

HANDOUTS

19-1-65

Dear Wernher,

It's bad enough that you ran off with Armani. Worse that you left Kotor leaving me with nothing. Do you want Dragovic to kill me? I think Armani would enjoy that - but you?

When we met I thought you were brilliant and driven. Now I know that only one of those things were true. I regret all the nights I spent begging you to help me with my lab work.

Send me £35,000 and I will release you to your carefree lifestyle and useless vices.

Enjoy your snow.

Célia

HANDOUTS

Februar '63

Hamburg 1943 - Überlebende

Ernst Donath (Chem) - in Mexico?

Helmut Kerzweg (bio)

Karl Vandersee (rocketry)

Heinz Eisenhardt (architecture) - Lisbon?

Werner Voigt (chem) - Greece

~~Walter Schreiber~~ - Op. Paperclip?

Emil Bergeler (med) - Brazil

Theodor Wolfgang Seidel-Zettler - dead?

~~Guenther Haukall~~ - Op. Paperclip?

Gerhard Hans Knacke (med) - still missing

Handout F - Handwritten note found in Wernher's safe, revealing the names of additional surviving Nazi scientists who escaped from the Hamburg bombing in '43. Agents can make a DC 10 INTELLIGENCE (ESPIONAGE) check to recall that Operation Paperclip was a secret US intelligence program in which more than 1,600 German scientists and engineers were taken from Germany to the U.S (1945-1959).

HANDOUTS

GURPS Espionage IMPULSE BUYS

Flesh Wound! Damage from one wound reduced to 1 HP. *1 point.*

Buying Success: Success to failure costs 1 point (if important, margin of success is Skill 10). Buying a critical success is 2 points.

Fast Reload: Instantly reload your weapon. *1 point.*

Player Guidance: Add a minor effect into the scene (1 point); moderate effect (2 points); or something that stretches disbelief (3 points).

Dramatic Death: Gain 1d+1 seconds so you can go out with style! *1 point.*

GURPS Espionage IMPULSE BUYS

Flesh Wound! Damage from one wound reduced to 1 HP. *1 point.*

Buying Success: Success to failure costs 1 point (if important, margin of success is Skill 10). Buying a critical success is 2 points.

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GURPS Espionage IMPULSE BUYS

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GURPS Espionage IMPULSE BUYS

Flesh Wound! Damage from one wound reduced to 1 HP. *1 point.*

Buying Success: Success to failure costs 1 point (if important, margin of success is Skill 10). Buying a critical success is 2 points.

Fast Reload: Instantly reload your weapon. *1 point.*

Player Guidance: Add a minor effect into the scene (1 point); moderate effect (2 points); or something that stretches disbelief (3 points).

Dramatic Death: Gain 1d+1 seconds so you can go out with style! *1 point.*

For GMs using the impulse buy cinematic rules, here's a good reference for players. Each use of an ability costs 1 unspent character point (pregenerated PCs have 5 each).

Name: Carmen Serrano

Player: _____

Age: 28

Class: Medic

Nationality: U.K.

Level: 3

Speed: 30'

Inspiration



+0

STR

10

+0

DEX

11

+1

CON

12

+1

INT

12

+3

WIS

16

+0

CHA

10

☐ Athletics

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

☐ Espionage

☒ Infotech

☐ Mechanics

☐ Tactics

☐ Infiltration

☐ Insight

☒ Medicine

☐ Perception

☒ Survival

☐ Deception

☐ Intimidation

☐ Persuasion

+0
save

+0
save

+1
save

+4
save

+6
save

+0
save



Special Abilities

MEDIC TRAINING: You are proficient in light and medium armor, and simple ranged and melee weapons. You are proficient in a forensics kit. You can drive cars.

FIRST AID: During a short rest, when allies spend Hit Dice, they gain +1d6 hit points.

DIAGNOSIS: You can identify injuries, poisons, and toxins. You have advantage on Wisdom (Medicine) checks when treating patients.

VITAL POINTS: You do +1d6 damage with finesse weapons.

BIOCHEMIST SPECIALIZATION: You can create medicines, toxins, and chemicals (caliber-1 or caliber-2).

13

Perception
(Passive Wisdom)

+2

Proficiency Bonus

+0

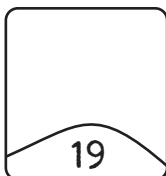
Initiative



Armor Class

Armor: +0

Dexterity: +1



Hit Points (3d8)

Max: 19

Con: +1

HD Used: _____

Other: _____



Primary Weapons

Weapon	To-Hit	Damage (Type)	Weight	Notes
Walther PPK .22	+2	1d8 piercing	2 lbs	Reload (9)
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment

Item

Notes

Black outfit, web gear

Swimsuit underneath

Sunglasses

Vial of smelling salts

Cash

£100

Background

For two years, you've been trying to convince Mr. Relish to let you on to the field. "Not just yet, my dear, but soon," he always said. You didn't believe that you two shared the same definition of "soon".

But then two agents turned up with their memory wiped. A sample of their blood discovered that the KGB had acquired "lethepoxide" - a powerful chemical that could precisely wipe someone's memory. The Oxford lab can't seem to replicate the drug... and THAT'S when Mr. Relish told you that it was time for you to become a field agent.

Languages

English, Spanish

Notes & Secrets

Experience

901

2700

XP Needed

Resting

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain health.

Long Rest (8 hours): Regain all lost HP and spent HD equal to have the PC's total HD.

Name: Alura Lavender

Player: _____

Age: 29

Class: Infiltrator

Nationality: USA

Level: 3

Speed: 30'

Inspiration



+1

STR

12

+3

DEX

15

+1

CON

12

+0

INT

11

+0

WIS

10

+2

CHA

14

☒ Athletics

☐ Acrobatics

☐ Sleight of Hand

☒ Stealth

☐ Espionage

☐ Infotech

☐ Mechanics

☐ Tactics

☐ Infiltration

☐ Insight

☐ Medicine

☐ Perception

☐ Survival

☒ Deception

☐ Intimidation

☒ Persuasion

+1
save

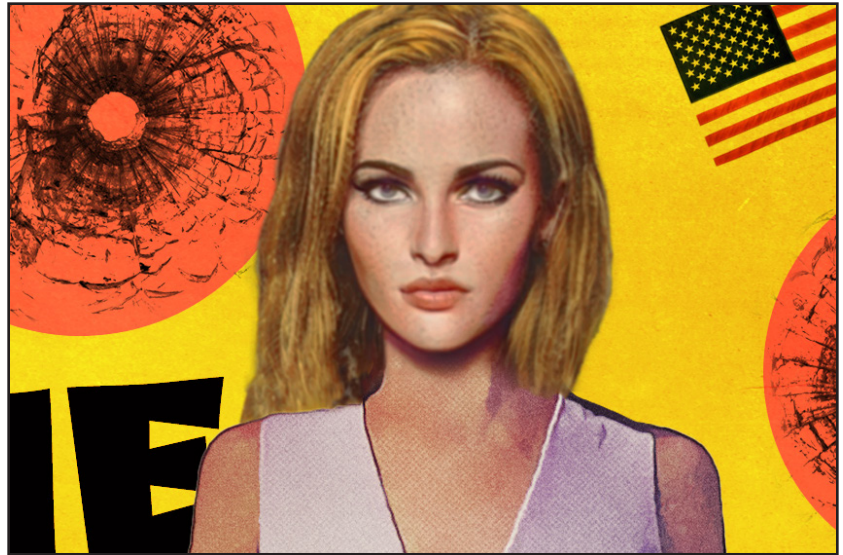
+5
save

+1
save

+1
save

+0
save

+4
save



Special Abilities

INFILTRATOR TRAINING: You are proficient in light and medium armor, simple melee, and simple and explosive ranged weapons. You are proficient in thieves' tools. You can drive cars and motorcycles.

EXPERTISE: Your proficiency bonus is doubled to +4 with your Deception and Athletics skills.

SNEAK ATTACK: You deal +1d6 damage when attacking with advantage, or if another foe of your target is within 5'.

NIGHT EYES: You can see 30' in dim light.

QUICK REFLEXES: You can take the Attack, Dash, or Disengage action as a reaction when you have been detected during the infiltration phase.

QUICK TO ACTION: Add your proficiency bonus to Dexterity checks for initiative. You have advantage on any attack you make during a surprise round.

DUAL PISTOLS: Add proficiency and Dex modifier to attack and damage rolls on a bonus action with a light pistol in your off hand.

10

Perception
(Passive Wisdom)

+2

Proficiency Bonus

+5

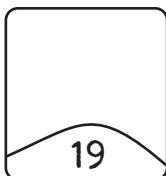
Initiative



Armor Class

Armor: +0

Dexterity: +3



Hit Points (3d8)

Max: 19

Con: +2

HD Used: _____

Other: _____



Primary Weapons

Weapon	To-Hit	Damage (Type)	Weight	Notes
Walther PPK .32	+5	1d8 piercing	2 lbs	Reload (9)
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment

Item

Notes

Black outfit, web gear

Elegant cruise ship attire

Courrèges handbag

Bright yellow heels

Cash

£100

Background

You're favorite quote comes from your favorite song - "Fools rush in where angels fear to tread."

That's described your life ever since you dared your stogie-chomping-barely-a-father Jim "Three Wives" Lavender to disown you. You followed through. He followed through, you stole his hidden cash, and bought a boat to sail around the world. Long story short, you end up recruited by MI:6 on Ibiza after they discovered your throwaway boy toy was a KGB agent. One year later, you're getting ready to drop out of a plane... just like a scared angel...

Languages

English

Experience

901

2700

XP Needed

Resting

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain health.

Long Rest (8 hours): Regain all lost HP and spent HD equal to have the PC's total HD.

Notes & Secrets

Name: Stuart Thomas

Player: _____

Age: 37

Class: Face

Nationality: U.K.

Level: 3

Speed: 30'

Inspiration



+1

STR

12

+2

DEX

14

+1

CON

12

+0

INT

11

+1

WIS

12

+2

CHA

14

☐ Athletics

☐ Acrobatics

☐ Sleight of Hand

☒ Stealth

☒ Espionage

☐ Infotech

☐ Mechanics

☐ Tactics

☐ Infiltration

☐ Insight

☐ Medicine

☐ Perception

☐ Survival

☒ Deception

☐ Intimidation

☐ Persuasion

+1
save

+5
save

+1
save

+1
save

+0
save

+4
save



Special Abilities

FACE TRAINING: You are proficient in light armor, simple ranged, and simple melee weapons. You know how to use disguise and forgery kits. You can drive cars and motorbikes.

COVER IDENTITY: You have a cover identity - Thomas Katsaros, Greek liquor supplier.

THEME: You can make a Wisdom (Infiltration) check and add your Charisma modifier to blend into a scene.

JACK OF ALL TRADES: Add half your proficiency bonus (+1) to any ability check that doesn't already have the bonus.

BEFRIEND: Befriending a target takes an appropriate setting and time, as well as a Charisma (Persuasion) or (Deception) check to be lured into the false friendship. Befriended targets will not attack you, and you have advantage on social interactions.

11

Perception
(Passive Wisdom)

+2

Proficiency Bonus

+2

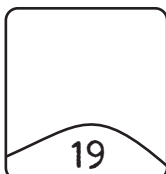
Initiative



Armor Class

Armor: +0

Dexterity: +2



Hit Points (3d8)

Max: 19

Con: +1

HD Used: _____

Other: _____



Primary Weapons

Weapon	To-Hit	Damage (Type)	Weight	Notes
Walther PPK .32	+4	1d8 piercing	2 lbs	Reload (9)
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment

Item

Notes

Black outfit, web gear

Tuxedo

Pistol suppressor

Nice Italian leather shoes

Fancy swiss watch

Cash

£100

Background

You hate to admit it, but you've gotten a bit tired. That last mission ended up with you almost losing an eye from shrapnel. Mr. Relish sent you to Zakynthos for some R&R, and you were half tempted to buy a little house on the beach and not come back.

But you know you can't just leave the job. If you say no to a mission, a thousand U.K. citizens could die. Plus, these new international trainees need someone with your expertise to show them how it's done. So maybe... just one more mission.

Languages

English

Notes & Secrets

Experience

901

2700

XP Needed

Resting

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain health.

Long Rest (8 hours): Regain all lost HP and spent HD equal to have the PC's total HD.

Name: John Bassey

Player: _____

Age: 37

Class: Ranger

Nationality: USA

Level: 3

Speed: 30'

Inspiration



+2 STR
14

● Athletics

+2 DEX
14

○ Acrobatics
○ Sleight of Hand
○ Stealth

+2 CON
14

+0 INT
10

○ Espionage
○ Infotech
○ Mechanics
● Tactics

+0 WIS
10

○ Infiltration
○ Insight
○ Medicine
○ Perception
● Survival

+0 CHA
11

○ Deception
○ Intimidation
○ Persuasion

+2

save

+5

save

+4

save

+0

save

+0

save

+0

save



Special Abilities

RANGER TRAINING: You are proficient in light and medium armor, simple and military ranged weapons, and a climbing kit. You can drive cars, planes, and heavy vehicles.

NATURAL EXPLORER: You favor mountainous terrain, can't get lost there, and move stealthily at twice the normal pace.

DANGER SENSE: You have advantage on Dexterity saving throws against effects that you can see, such as traps.

CQC: You gain a +2 bonus to attack rolls you make with unarmed or melee weapons. In addition, you can attempt to disarm an opponent while you are restraining them as a bonus action.

CONNECTED: Once per mission, your CIA contacts can provide a caliber-1 vehicle, provide info, or do a single task.

EXPLOSIVE DEVICES: You are proficient with explosive weapons, and can manufacture explosives.

10

Perception
(Passive Wisdom)

+2

Proficiency Bonus

+2

Initiative

12

Armor Class

Armor: +0

Dexterity: +2

24

Hit Points (3d10)

Max: 24

Con: +2

HD Used: _____

Other: _____



Primary Weapons

Weapon	To-Hit	Damage (Type)	Weight	Notes
Colt Star Mod A pistol	+4	1d10 piercing	3 lbs	Reload (6)
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment

Item

Notes

Black outfit, web gear

Gray suit, green pants

Sunglasses

Nice Italian leather shoes

Air Force watch

Bottle of pain pills

Cash

£100

Background

When Carl VanPelt retired, you asked your old CIA boss for just one more favor. "Help me see the world," you asked.

Little did you know that six months later you'd be loaned out to MI:6 and living in a flat in London. You even brought your kid sister Nell along with you. Her dreams of being a model are as big as your dreams of owning a yacht one day.

VanPelt swore the Brits would make use of your ace piloting skills... but so far, they haven't...

Languages

English, Korean, Spanish

Experience

901

2700

XP Needed

Resting

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain health.

Long Rest (8 hours): Regain all lost HP and spent HD equal to have the PC's total HD.

Notes & Secrets

Name: _____
Player: _____ Age: _____
Class: _____ Nationality: _____
Level: _____ Speed: _____



STR

DEX

CON

INT

WIS

CHA

☐ Athletics

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

☐ Espionage

☐ Infotech

☐ Mechanics

☐ Tactics

☐ Infiltration

☐ Insight

☐ Medicine

☐ Perception

☐ Survival

☐ Deception

☐ Intimidation

☐ Persuasion

save

save

save

save

save

save

Special Abilities

Perception
(Passive Wisdom)

Proficiency Bonus

Initiative

Armor Class

Armor: _____
Dexterity: _____

Hit Points (3d10)

Max: _____
Con: _____
HD Used: _____
Other: _____

♥

♥

♥

☠

☠

☠

Primary Weapons

Weapon	To-Hit	Damage (Type)	Weight	Notes

Equipment

Item

Notes

Cash

Background

Languages

Notes & Secrets

Experience

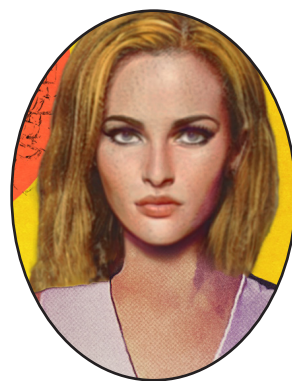
XP Needed

Resting

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain health.

Long Rest (8 hours): Regain all lost HP and spent HD equal to have the PC's total HD.

Alura Lavendar



Carmen Serrano



John Bassey



Stewart Thomas

