

The LOST JEWELS of Eire

by J.C. Connors

About the Adventure

The Lost Jewels of Eire is a *Broken Compass: GoldenAge* adventure set in late 1937, although it can be easily translated to other pulp-style systems (a *Call of Cthulhu* and *GURPS* version is also available on 1shotadventures.com). The adventure pulls the heroes 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 adventurers. Six pregenerated heroes are in the back!

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Tasks are highlighted with 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 adventurers, notably the pregenerated characters from the end of this adventure.

Adventure Summary

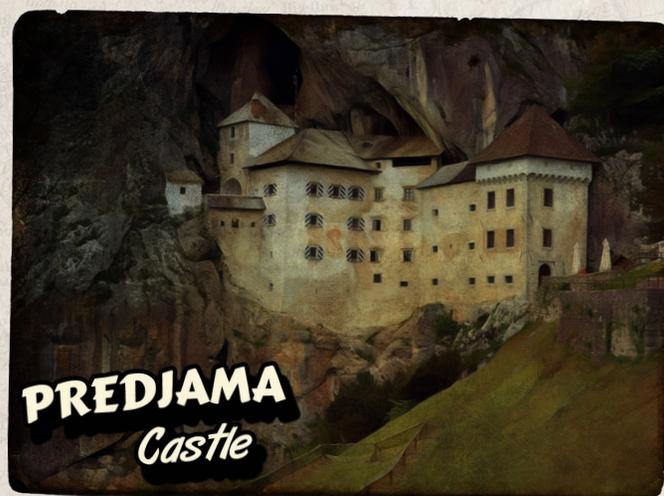
Like all pulp adventure serials, *The Lost Jewels of Eire* begins in the middle of the action. The heroes are fleeing the secret tunnels of Predjama Castle, a 13th century castle built inside an enormous cave mouth. They have a legendary sword in their hands – and an enraged crime boss hot on their heels.

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

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

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

With only a handful of precious clues to go on, the heroes 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.



Part I - The Kingdom of Yugoslavia, 1937...

The heroes begin the adventure trapped deep in the cavernous tunnels of Predjama Castle, a 13th century, white-washed 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!

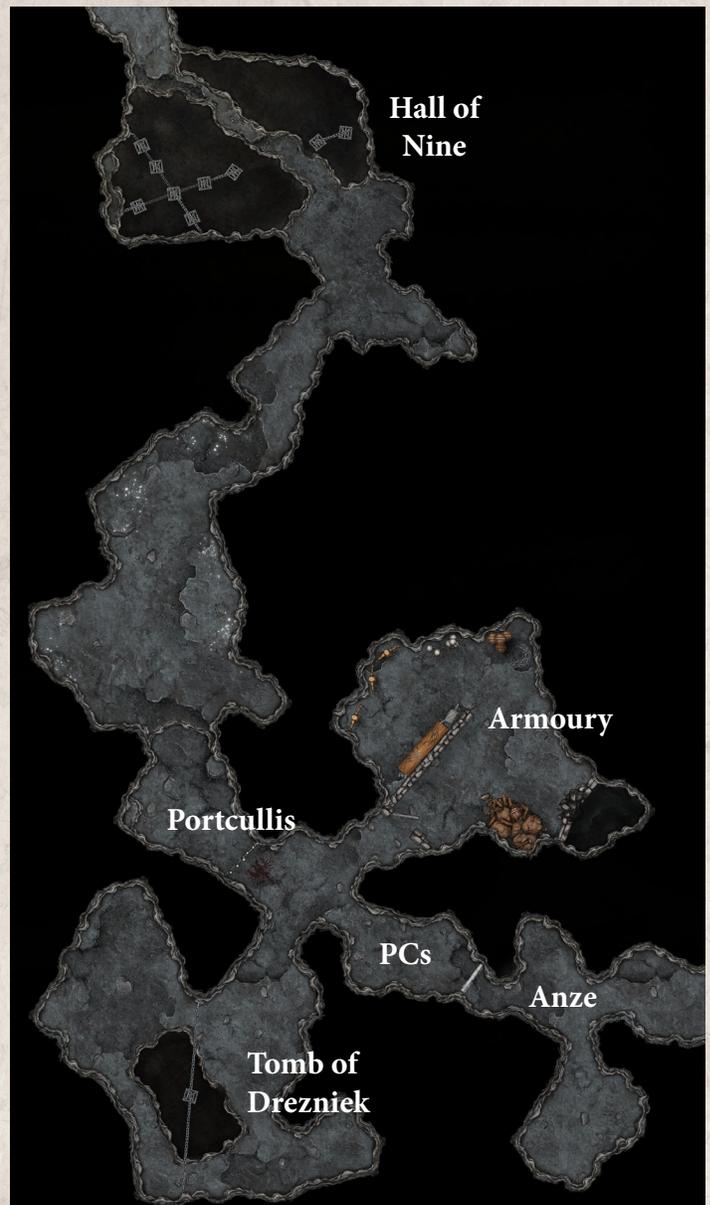
One of the heroes (the Fortune Master should pick randomly) holds the legendary **Sword of Erazem**, a worn but still-beautiful broadsword that was owned by the 15th century knight after which it was named, Sir Erazem Lueger. Renowned for stealing from the rich and giving to the poor, Sir Erazem Lueger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

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

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

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

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



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

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

Once the heroes 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 **IMPOSSIBLE** success with a **TECH** attempt, there is no way to get the portcullis to open further or close again.

The North Cave Armory

The chamber to the north was once a makeshift armory, used by Predjama's original defenders as they secretly went in and out of the fortification to forage for supplies while the castle was under siege. 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 heroes grab any of these weapons, they'll discover that they are easily broken.

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

The South Cave – The Tomb of Drezniek

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

Over the chasm hangs a suspended iron cage, a rusty chain holding it above the pit. A skeleton of a man is twisted inside it, a horrific look still on its gruesome visage. Heroes should make a CRITICAL COOL task or else become Scared!

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 CRITICAL CULTURE task 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 heroes examine the skeleton, a BASIC OBSERVATION task reveals that the skeleton has a key on a chain around his neck! The heroes also spot that the man had an odd bone growth on his skull. There are hundreds of small, horny protrusions sticking emerging from one side of his skull, like coral gone amuck. Logic chalks this up to a rare skull deformity... but it will still give the heroes the willies (and perhaps another COOL task...).

DREZNIEK'S GHOST

Possessed Plate Armor

The ghost of traitorous, blood-thirsty Drezniek hates all life that still wanders the halls of Predjama Castle. He just assumes that anyone down there still fights for his old nemesis, Sir Erazem.

The cruel knight possesses an old suit of armor and waits for the right opportunity. Then he lurches forward with his old sword to slice visitors in half.

Never wanting to reveal he's a ghost, once his armor is defeated, he transforms himself into a slovenly peasant, claiming to be just an old man exploring the halls.



**CRITICAL
ENEMY**

There is a **9-foot gap** between the nearest ledge and the cage itself. Getting to the cage requires a good running leap and then passing a CRITICAL STUNT task to grab on to the iron bars of the cage.

If the roll fails to grab on to the cage, the cage breaks from its chain and it plummets 20-feet to the damp, rubble-strewn stone floor below. This is a CRITICAL DANGER! A hero can climb back out with a CRITICAL STUNT task.

Once perched on the cage, the hero has to either wrench the cage door open or pick the medieval padlock that holds its door shut (the bars are too close together to allow someone to reach through and grab the key, although GMs may make exception for Young heroes). Picking the old lock is fairly easy, but doing it with one hand and in the dark makes it a CRITICAL DEXTERITY task. Wrenching the door open requires a CRITICAL FIGHT task because of the lack of leverage. Heroes may think of other solutions, like shooting the padlock.

Escaping to safety from the cage is trickier than getting there in the first place. The hero can leap to the edge of



The Curse..?

If the cage is disturbed (either opened or falling to the chasm below), the hateful spirit of Stefan Drezniek is released. This is a subtle event; the heroes may feel nothing more than a slight chill, or sulfurous breeze drift through 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 (becoming a Critical Enemy on his own). Ideally, the heroes leave this scene wondering if the tunnels are truly haunted... or if they just witnessed a strange, but still conceivable, string of events.

the chasm, but needs to pass a CRITICAL STUNT task to get a good push-off, otherwise he'll lose some critical jumping distance and risks falling into the pit!

If a hero thinks to swing the cage back and forth to shorten the distance, that will work, reducing the jump to a worst-case 6'. However, the swinging *fatigues* the chain holding the weight of the cage. Treat this as a CRITICAL DANGER, best avoided with a STUNT roll!

The Haunted Suit of Armor

Once Drezniek's resting place is disturbed, his cursed spirit takes refuge in his old suit of armor. Grabbing his old sword from the armory (or if its gone, a spear), he ruefully decides to kill the intruders. He will lure the heroes back to the armory, making rattling, metal-on-metal sounds to attract them and 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 Slovenian dialect, he begs and pleads for his life, swearing he is a local sworn to protect Predjama Castle. Even heroes who know Slovenian find him difficult to understand.

Drezniek will keep this disguise up until he is ready to possess someone both weak willed and tough... like one of Anze's thugs... then he'll find an opportunity to disappear and renew his vengeance.

Opening Pauper's Portcullis

The portcullis open with a forceful turn of the key. However, the gears are stiff, and the portcullis will get jammed halfway up. Outside of a critical success with a suitable skill (e.g., ENGINEER, TRAPS, etc.) there is no way to get the portcullis to open further or close again.

The Hall of Nine

Beyond the portcullis is a final cavern chamber. A vast chasm separates the heroes 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 contains a skeletal prisoner inside. Each has a crime written on his cage in large block lettering. In Latin: *Treason, Theft, Murder, Blasphemy, Cowardice, Hedonism, Betrayal, Witchcraft*, and finally, furthest 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.

THE GEM OF THE FALSE KING

As the heroes study the caged skeletons, a CRITICAL OBSERVATION task sees that the furthest one, the "False King," grasps a walnut-sized gem in his bony hand! As light bounces on the stone, it changes from sparkling blue to glittering purple. A success also roll identifies it as alexandrite, one of the rarest gemstones! A CRITICAL CULTURE 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 Gem of the False King has been lost to history, but now the investigators have rediscovered it!

Recovering the gem is difficult and dangerous. Heroes must leap from the bridge to "Theft's" cage to the False King's cage. The cages are close enough that a CRITICAL STUNT or SCOUT roll allows a leap from one to another. However, leaping on to Theft's cage causes a dozen small bats, who were sheltering inside, to flap and shriek in terror – treat this as a CRITICAL DANGER to Scare the hero.

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 CRITICAL DEXTERITY 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.



To escape the tunnels, the adventurers must inch their way across the narrow pathway. This requires passing a CRITICAL COOL task to get started. Fast action on the treacherous path is a CRITICAL DANGER, typically avoided with a SCOUT roll.

Fortune Master's Note: If a hero 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 STUNT roll. Of course, getting back from one of those cages is harder, since the hero would have to leap on to the narrow wooden platform and nail the landing! Worst case, a hero may fall into the pit, suffer a Critical Danger, and then have 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 heroes off the bridge! Heroes on the bridge must survive a Critical Danger!

As soon as the heroes 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

Once the heroes 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 heroes 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 heroes 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 heroes to stay in place while they wait for Amadej Anze. When Anze appears, he angrily scolds the heroes for leading him through the dangerous 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 CRITICAL CHARM or ETIQUETTE roll *plus* giving him the sword (or potentially the Alexandrite Gem, which the crime boss will appreciate *more*) lets the heroes depart without in-

AMADEJ ANZE

Wealthy Crime Boss

Amadej Anze has run this region for years. Everyone pays Amadej for protection. Everyone. He's also amassed a collection of artifacts and historical treasures... not because he likes them, but because he thinks he can sell them for to rich London buyers.

Amadej always seems to be a lucky man. He says it's because of the heirloom Khanjar dagger he always carries on him. But just in case that's not his lucky charm, he also carries a new Rast & Gasser revolver.

CRITICAL
ENEMY



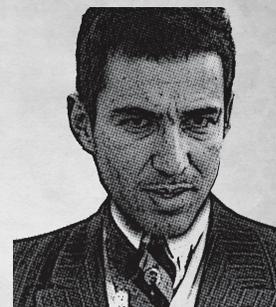
ANZE'S GOONS

Lowbrow Goons

This gang of goons is loyal to Amadej Anze. Most of them are probably related to him in some way. But they are also indecisive. They rarely take any action without Amadej Anze's blessing.

The goons carry Nagant revolvers, along with knives and brass knuckles. If the thugs feel outmatched, one of them runs for the trunk of the Renault to pull out a deadly, but unreliable Bergmann submachine gun! If this happens, treat the gunner as an additional Critical Enemy.

CRITICAL
ENEMY



jury. Otherwise, it's IMPOSSIBLE to get him to give up without a prize, and a skirmish is sure to break out.

When combat erupts, the heroes 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, however, he'll try to make a fast getaway himself. His life is not worth an old sword.

Fortune Master's Note: If the adventurers already dispatched Amadej Anze in the caves, they can more easily talk their way out of this encounter. The thugs knew to wait for their boss in this area, but not exactly why. If the heroes can convince the thugs that Anze is dead or not around, a CRITICAL CHARM task lets the heroes talk their way out of the situation. An Extreme success lets them also convince the bad guys to release their friend Tonja!

The Golden Hall, Vienna

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

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

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

The farewell party is set for the next day, Saturday, September 18th at 6pm in the Musikverein. The party's purpose is to celebrate Archduke Anton leaving Austria to join the German Luftwaffe. He wants to impress both his wife as well as the local elite of Vienna by demonstrating that he's

making a grand sacrifice for his country. A CRITICAL CULTURE task recalls gossip that the archduke scandalously got *drafted* after several attempts to dodge service.

The Archduke's Farewell Party

The party is a glamorous affair. Even with an invitation, the heroes are not allowed into the event unless they are well-dressed and look the part (and arms are *strictly prohibited* unless the heroes 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 heroes 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 heroes 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 heroes are politely asked to wait until she is ready and they are summoned. If the heroes 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 Fortune Master 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 CRITICAL ETIQUETTE roll earns a hero positive attention. Good roleplaying, appropriate to the topic at hand (e.g., politics or music) further impresses the guests. Failure may indicate becoming Embarrassed!

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.



ATTENDEES OF THE GOLDEN HALL

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

LIZZI HOLZSCHUH — An Austrian singer and actress, she's celebrating the release of her new movie, *Zauber der Bohème* (*The Charm of La 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.

 Observant heroes 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!

William Cotrus spends the party lurking near the bar and occasionally talking to the bartender. It is doubtful the heroes 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 heroes into the archduke's private dining room.

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

Princess Ileana is pleased to speak to the heroes. A charming woman, she is compassionate, down-to-earth, and full of questions for the heroes. The princess asks them to regale her guests with the tale of standing up to Amadej Anze. With a decent story, she's pleased with the story. With excellent roleplaying, she becomes quite taken with the storyteller, and 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. With a commanding voice, he shouts:

WILLIAM COTRUS

Now you respect Kurazos! Now you respect me!

(beat)

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

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

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

The other guests of the private room are frozen in terror. It is up to the heroes 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 heroes 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 heroes will be able to apprehend him. (But if not, that's okay, see below).

Ileana's Ruby

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

WILLIAM COTRUS

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

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

WILLIAM COTRUS

Fanatic Cultist

CRITICAL
ENEMY

William Cotrus is a low-ranking member of the Kurazos cult. But he's obsessed with bringing his mysterious cult to glory. When he heard that Princess Ileana's ruby necklace contained a clue to the location of the Irish Jewels, he blackmailed one of her servants to be allowed into the farewell party.



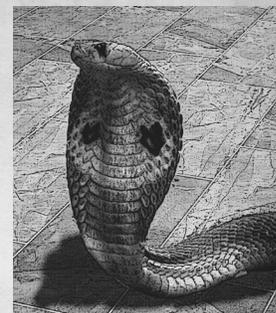
Cotrus carries a Webley-Fosbery .455 revolver, which he planted inside the party ahead of the event. He also carries a smoke grenade, which he uses to gain entry into the princess' dining room.

SPECTACLED COBRA

Venomous Snake!

CRITICAL
ENEMY

While most snakes might just slither away when tossed out into the middle of a party, William Cotrus has trained this snake to intimidate and lunge at any one who comes near.



If an adventurer gets no successes fighting this cobra, the snake inflicts the Poisoned feeling, which gives Disadvantage for all tasks in the fields of Society and Guts. The only way to get rid of this feeling is an antidote, which requires a CRITICAL FIRST AID task.

THE KURAZOS CULT

If a hero makes an EXTREME CULTURE task, they will have vaguely 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.

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."

The princess' necklace is a 20-carat ruby at a hundred thousand dollars or more, making it easily one of the most valuable rubies in existence!

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

Fortune Master'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 heroes are able to get the same information above.

A CRITICAL CULTURE roll reveals that "Gormghiolla Daigh" is an antiquated, but meaningless, Gaelic proper name. Any deeper information is unknown to the heroes, or any of the princess' attendants.

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

Department of History, University of Vienna

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

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

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

ROISIN BAUER

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

"But their greatest theft had to be the Diamond Star of the Grand Master of the Order of St. Patrick, part of the so-called 'Irish Crown Jewels' that disappeared without a trace in July 1907. What made the star's theft special, however, is that it was supposedly unstealable.

When the star was created in the late 18th century, it was blessed in a secret ceremony, with the words 'Quis Separabit' engraved on the back. The blessing was said to make the jewels impossible to steal, and several attempted thefts were miraculously foiled over the years.

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

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

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

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

Roisin also says that the rumored headquarters of Gormghiolla Daigh is the old **Doonagore Castle**, located on

the western coast of Ireland, not too far from the village of Doolin. “But all that’s left of that castle is just the tower, so it’s doubtful they are creeping around there anymore.”

Shortly after revealing what she knows about Gormghiolla Daigh, Roisin offhandedly mentions to the heroes 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.

Fortune Master’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 heroes 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 heroes are conversing with Roisin, a **CRITICAL OBSERVATION** roll notices a suspicious shadow stationed particularly close to her door, visible through its reeded glass pane. Closer examination looks like the figure is clearly eavesdropping on the conversation.

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

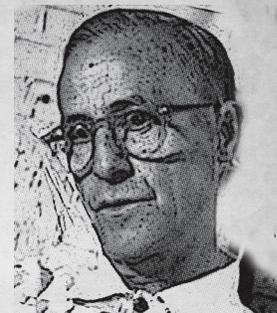
Jonas makes his escape shortly after the name Gormghiolla Daigh is mentioned. He is not especially sneaky or careful. He quickly moves down the hall to an empty office and uses the phone to call Ludo’s messaging service.

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. Treat this chase as a **CRITICAL** challenge!

JONAN STEINER

Ill-tempered Janitor

Jonas is known at the university for being always in a foul mood, complaining about his lack of money, and holding long grudges against most of the professors he works with. This is why he was an easy target for Ludo Bocchi, who paid him to keep an eye on Roisin.



While not armed, Jonas will defend himself with a screwdriver if he is cornered. He also carries Ludo’s fake calling card in his pocket (see Handout C).

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 heroes 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 heroes 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 heroes 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 heroes 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 heroes 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

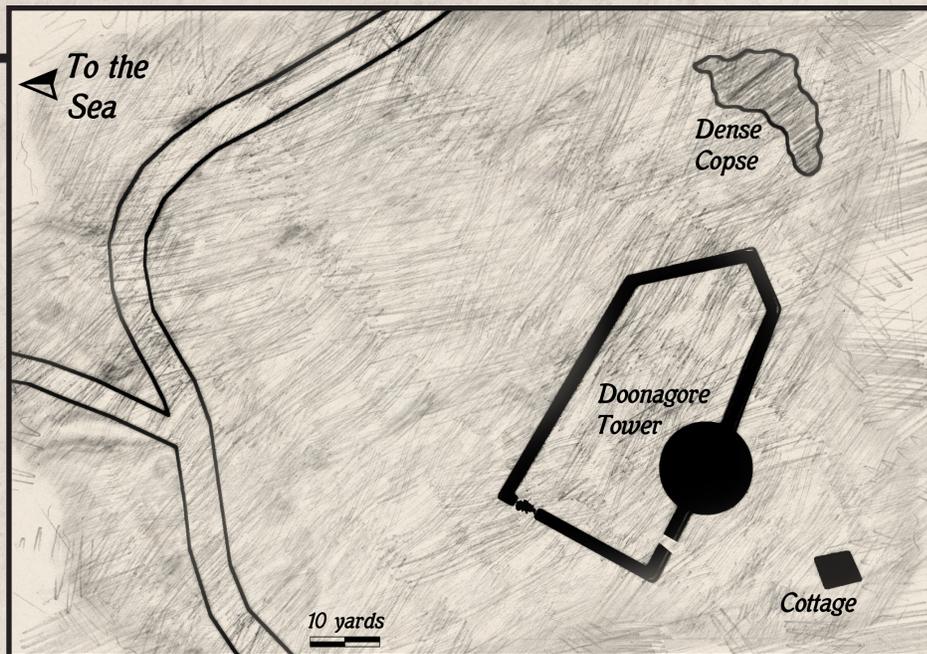
Doonagore is a sandstone castle located on the western, central shore of Ireland, a few minutes drive from the village of Doolin. The castle overlooks the Atlantic Ocean, though the fog off the coast is utterly impenetrable.

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. A CRITICAL OBSERVATION task 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 heroes were heading to Doonagore, these guards will be on alert! Three additional Gestapo soldiers, each with a sub-machine 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 adventurers 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 CRITICAL OBSERVATION task sees 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 heroes 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 heroes 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 them at just the right moment!

 A search 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. With a CRITICAL success, the heroes 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 CRITICAL SCOUT roll. The southern wall, however, has partially col-



lapsed – a BASIC success 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.

Fortune Master's Note: These men were members of Gormghiollda 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 inspection of the room discovers that the central wall is much more modern than the castle's historic sandstone walls. A CRITICAL OBSERVATION task 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.

Gormghiollda Daigh's Secret Meeting Place

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

THE ASSAULT ON DOONAGORE

After learning that Doonagore was one of the secret meeting places of Gormghiollda Daigh, Ludo Bocchi and his Gestapo allies surrounded and stormed the castle under the cover of darkness. The members of Gormghiollda 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, Gormghiollda 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 adventurers 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 AGENTS

Nazi Henchmen

The official secret-police of Germany, the Third Reich dispatched these loyal foot soldiers to accompany Ludo on his mission to recover the Irish Jewels.

The Gestapo agents carry Walther PPK pistols. Their squad leader, Horst Winkler, carries a Bergmann submachine gun. He's secret a member of the Kurazos cult, and might choose to betray his comrades in the end (see Extending the Adventure).

A handful of these agents count as one Critical Enemy, if the PCs have alerted them, then the Gestapo has access to motorcycles and more submachine guns. Treat this motorized squad as an Extreme Enemy!



**CRITICAL
ENEMY**

 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 heroes make sense of the secret meeting place, an OBSERVATION challenge hears muffled scuffling from behind one of the room’s shelves. On a CRITICAL success, the heroes discover 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 heroes are not more Germans, she explains that she was forced inside by her mentor, Micheál Finn. She regrets that she could not help save her friends, and winces as she describes what could only be Micheál’s torture:

CATRIONA

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

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

CATRIONA

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

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 heroes an article about the Isle of Spéirling and a photograph of the strange,

CATRIONA

Apprentice Thief

-  **ACTION** ◆◆
-  **GUTS** ◆◆
-  **KNOWLEDGE** ◆◆
-  **SOCIETY** ◆◆
-  **WILD** ◆◆
-  **CRIME** ◆◆



The youngest member of the Doonagore branch of Gormghiolla Daigh, Catriona barely survived the Gestapo’s attack on the castle. While initially shaken, the teenager is fiercely loyal to her friends in the secret society of thieves. Clever, sharp of tongue, and stubborn, Catriona will vow revenge and swear to help the PCs recover her mentor, Micheál.

Catriona keeps a fine dagger hidden in her pocket, and is never without her expert set of lockpicks.

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”. *Fortune Master’s Note: This refers to a nearby U-boat! If the heroes can still interrogate one of the Gestapo agents, he’ll tell them about the nearby submarine.*
- If asked about her family, she scolds the heroes 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 good roleplaying or social skill use, 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 heroes where the boat is hidden. In exchange for the location of the boat, she’ll insist on coming with the heroes 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).

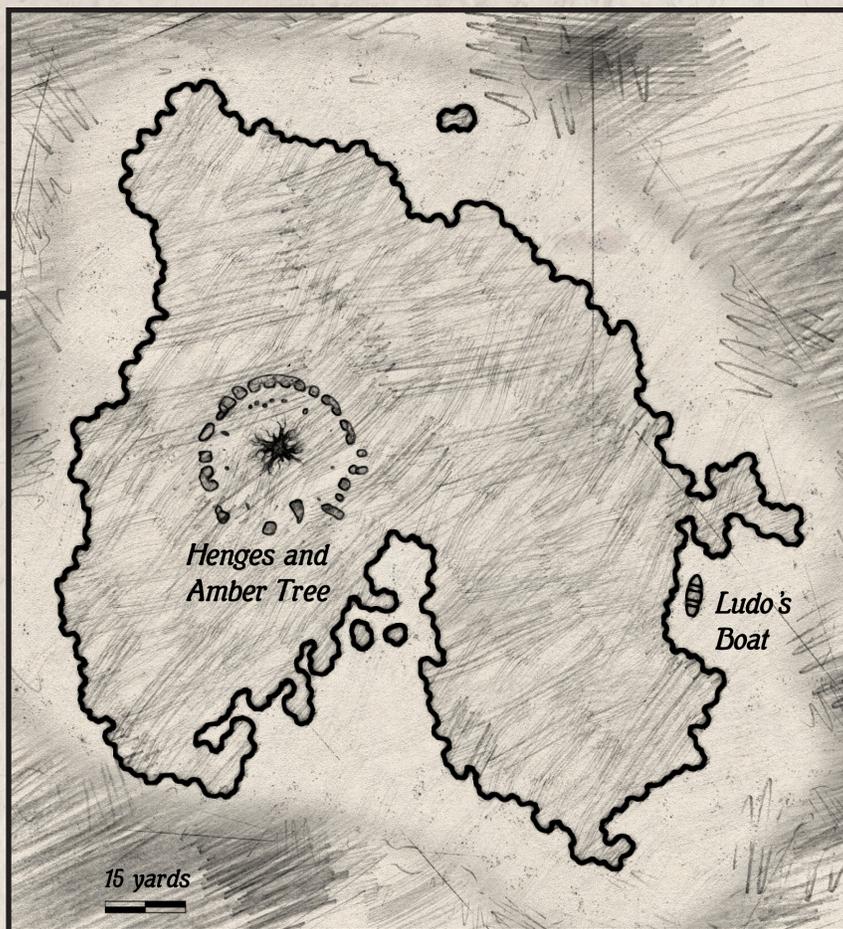
The Isle of Spéirling, Ireland

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 heroes 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 an Extreme DRIVE roll. A failure indicates that the heroes spend a long time finding a landing spot, and risk getting spotted by the enemy agents on the island. A bad failure might indi-



cate the heroes get lost somewhere in the open ocean and found by the German U-boat!

Flying a plane through the fog requires a Critical OBSERVATION roll to spot the island. Landing the plane on the tiny island requires an Extreme DRIVE 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 heroes have a supply of parachutes, an Extreme STUNT roll lands safely on the island in exactly the right spot. 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.

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

The Confrontation with Ludo

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

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

LUDO BOCCHI

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

If the heroes 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 an opportunity for the heroes to ambush the agents... or even disguise themselves in their uniforms to get close to Ludo!

If the heroes don't intercede, the agents soon return, and Ludo gives Micheál Finn one more chance to show him how to retrieve the jewel. When Micheál refuses, spitting on the

LUDO BOCCHI

Italian Agent

CRITICAL
ENEMY

The loyal bloodhound of OVRA, the Italian secret police, Ludo Bocchi enjoys the agency his position gives him. He's a charismatic smooth talker... but he's obsessive about his work. The only time he doesn't think about his job is when he can impress the ladies with his wallet.



Ludo loves his weapons. He carries a fancy Beretta Mod 1934 pistol, a knife, and brass knuckles. He also carries a flare gun, which he'll use to signal the nearby submarine.

FROGMEN

Elite Italian Forces

EXTREME

Ludo Bocchi loves competing with Germany, which is why he asked Mussolini to send a squad of elite Italian frogmen to accompany him to Ireland.



These Frogmen are sneaky devils. They are fearless, have fast reflexes, and ignore discomfort and pain. They are experts at explosives, and enjoy tossing stick grenades at their foes and then closing in on them with their razor-sharp, serrated knives.

Italian officer, Ludo will execute him and then orders the Gestapo agents to chop into the tree to recover the star!

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

Fortune Master's Note: If the heroes were not stealthy in their approach, Ludo will be waiting for the heroes at the tree. He will have at least two armed agents with him, another back at the boat, and a few more hidden behind the henges. Micheál Finn will be tied up nearby, ready to be used as a hostage in the event the heroes somehow get the upper hand.

If the heroes 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 heroes, he fires his flare gun into the air. This action signals the U-34, a German U-boat to breach from the waters off the coast. Due to the fog, an Extreme OBSERVATION task is required to see the U-boat as it first appears!

The U-boat takes two actions after surfacing. First, it will begin to fire away with its deck gun at any exposed targets on the island. This inaccurate barrage is mostly for dramatic effect and to keep the heroes' heads down so that Ludo can finish his mission to recover the Irish Crown Jewels. The submarine is an Impossible Enemy, its powerful deck guns capable of atomizing soft targets. The first time it fires, the heroes must survive a CRITICAL DANGER (typically using STUNT to dodge for cover) with a failure likely inflicting the Broken feeling.

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

The Diamond Star and the Amber Tree

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

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

MICHEÁL FINN

Master Thief

 **ACTION** ♦♦

 **GUTS** ♦♦

 **KNOWLEDGE** ♦♦

 **SOCIETY** ♦♦

 **WILD** ♦♦

 **CRIME** ♦♦



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

Unfortunately, the master thief of Doonagore has run out of luck and is severely wounded. He's been beaten and tortured by Ludo Bocchi and his Gestapo friends. As such, give Micheál a Disadvantage on any

- 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 this as an EXTREME DANGER!). Hopefully, this happens to a Gestapo agent, not a hero! 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 is horrifying!
- 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.
- Similarly, if an adventurer 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 hero the Diamond Star.

Conclusion

Whether by force or with cunning, the heroes 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 heroes argue that they should keep it, or return it, he'll find the thought amusing and consider it.

MICHEÁL FINN

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

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

For completing the adventure, the adventurers should receive appropriate Experiences and Scars for having discovered Irish Crown Jewels. Retrieving any of the legendary artifacts in the adventure may confer additional rewards, perhaps a Wealth level. Fortune Masters should also confer various reputations, contacts, or patrons for befriending any 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 Fortune Master can reintroduce the cultists, turning the final encounter into a threeway affair!

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

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

THE DIAMOND STAR

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

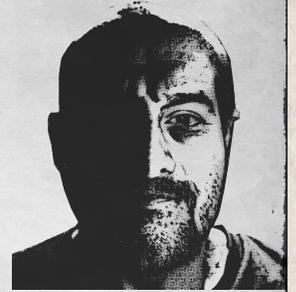
The Diamond Star of the Order of St. Patrick has a powerful blessing on it. The artifact confers Advantage when the bearer is actively trying to steal something of great value or actively escaping from authorities.

KURAZOS CULTISTS

Sinister Henchmen

BASIC
ENEMY

When the Kurazos cultists heard that one of their members was caught stealing Princess Ileana's ruby necklace, they contacted one of their members, a high-ranking German officer, who looked into what had happened. Realizing that a great treasure was at stake, the Germans sent Ludo Bocchi to follow the trail.



This group of Kurazos cultists are Irish nationalists. They carry old revolvers, but one of them has an old flamethrower!

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 heroes 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 heroes 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 heroes. But then, when the heroes 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

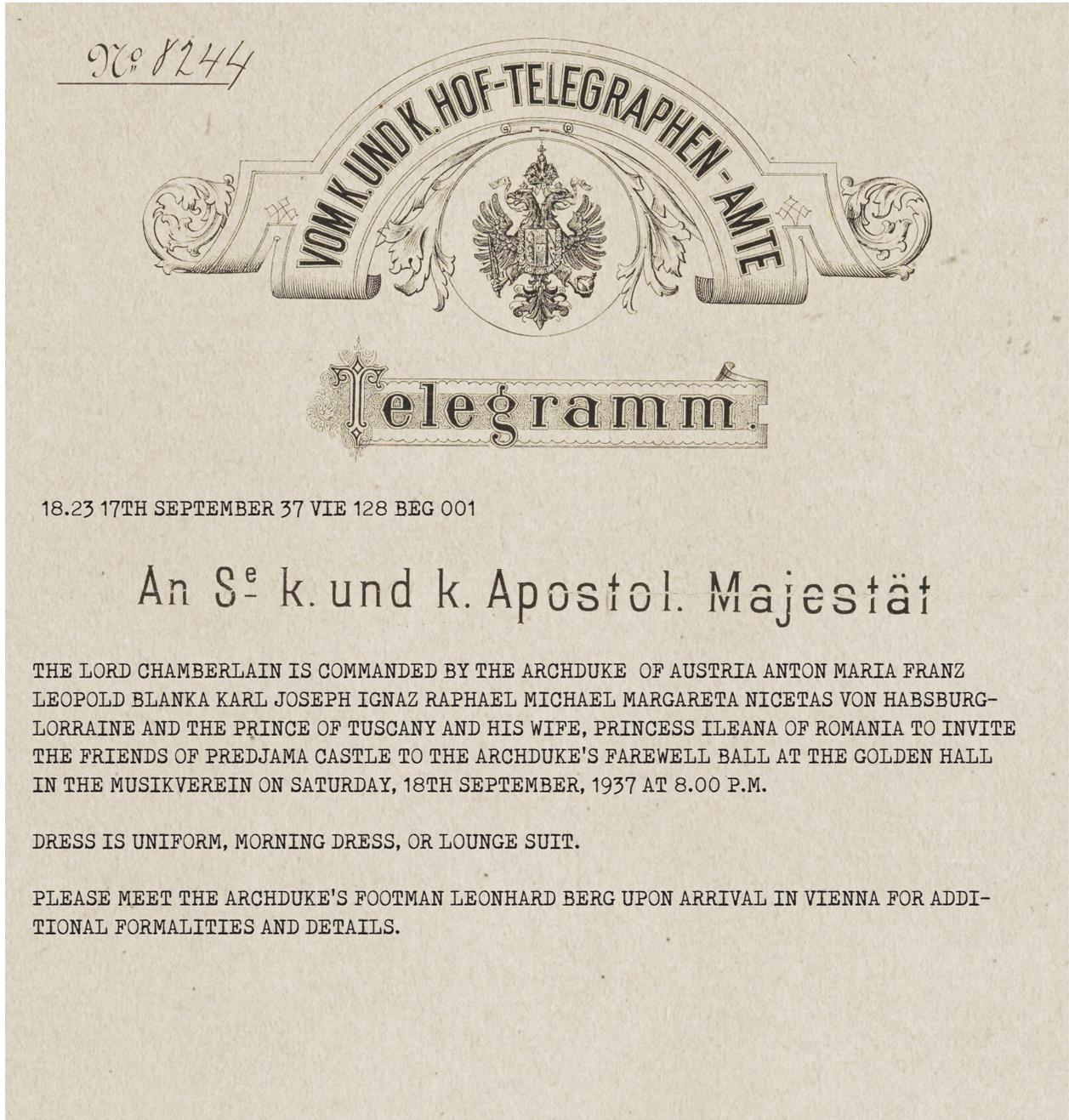
Special thanks to javplaysgames from Fiverr.com for the map of the Predjama caves. Thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know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

Handouts



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

Handouts



Handout B - The Royal Invitation

PERCHLOROETHYLENE
AND SUPPLIES

Handout C - Calling card found on the janitor Jonas Steiner

LUDO BOCCHI
Sr. Supplier

95 13

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.

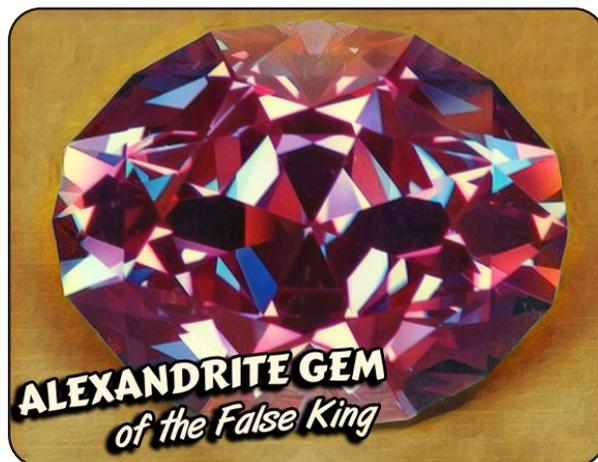
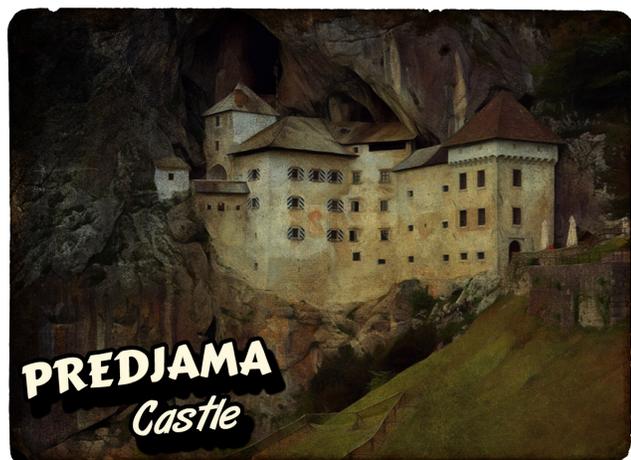
Amber Trees are said to be frequently surrounded by large, circular henges or faerie rings. In 1872, a large henge was found in the Boyne valley. While no Amber Tree was found, a significant amount of amber was found in the center of the henge. An inscription on one of the monolith stones read, "Go raibh 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

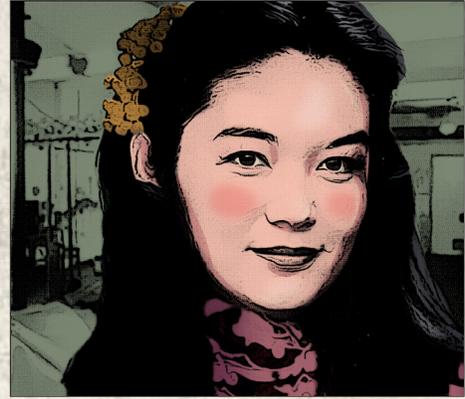


I AM Tang Yingxia

CALL ME IF YOU NEED A possessed Action Hero & Arcanist

PLACES I CALL HOME Chinese Shanghai Bartender
Heritage Homeland Workplace

"I'm a spirited bartender. Trust me on that."
WORDS TO LIVE BY



ACTION ◆◆◆

- FIGHT ◆◆◆
- LEADERSHIP ◆◆◆
- STUNT ◆◆◆

GUTS ◆◆◆

- COOL ◆◆◆
- DRIVE ◆◆◆
- SHOOT ◆◆◆

KNOWLEDGE ◆◆◆

- CULTURE ◆◆◆
- FIRST AID ◆◆◆
- TECH ◆◆◆

SOCIETY ◆◆◆

- CHARM ◆◆◆
- ELOQUENCE ◆◆◆
- OBSERVATION ◆◆◆

WILD ◆◆◆

- SCOUT ◆◆◆
- SURVIVAL ◆◆◆
- TOUGH ◆◆◆

CRIME ◆◆◆

- ALERT ◆◆◆
- DEXTERITY ◆◆◆
- STEALTH ◆◆◆

LUCK



BROKEN COMPASS
GOLDEN AGE

I FEEL

- | | | |
|----------------------|-----------|----------------------|
| POWERFUL _____ *◆ | ACTION | BLEEDING _____ -◆ |
| DARING _____ *◆ | GUTS | SHOCKED _____ -◆ |
| FOCUSED _____ *◆ | KNOWLEDGE | DIZZY _____ -◆ |
| CONFIDENT _____ *◆ | SOCIETY | EMBARRASSED _____ -◆ |
| FIERCE _____ *◆ | WILD | BROKEN _____ -◆ |
| UNTOUCHABLE _____ *◆ | CRIME | SCARED _____ -◆ |
| _____ *◆ | | _____ -◆ |
| _____ *◆ | | _____ -◆ |

- Heroism
- Occult
- Swords
-
-
-

EXPERTISE

WEAPONS & GEAR

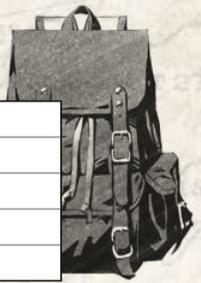
Ancient jian sword	Allows you to attack in melee with Advantage

POCKETS

- Pearl necklace (mother's)
-
-
- Small photo of her father
-
-

BACKPACK

-
-
-
-
-



-
-
-
-
-
-

SCARS AND EXPERIENCES

BAG

MAGS

/2 /2 /3

I AM Aleksandra Pavlovic

CALL ME IF YOU NEED A Native tour guide and Scholar

PLACES I CALL HOME Yugoslavian Predjama Tour guide
Heritage Homeland Workplace

"History is a map of the past"
WORDS TO LIVE BY



ACTION ◆◆◆

- FIGHT ◆◆◆
- LEADERSHIP ◆◆◆
- STUNT ◆◆◆

GUTS ◆◆◆

- COOL ◆◆◆
- DRIVE ◆◆◆
- SHOOT ◆◆◆

KNOWLEDGE ◆◆◆

- CULTURE ◆◆◆
- FIRST AID ◆◆◆
- TECH ◆◆◆

SOCIETY ◆◆◆

- CHARM ◆◆◆
- ELOQUENCE ◆◆◆
- OBSERVATION ◆◆◆

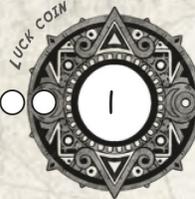
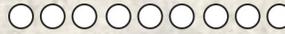
WILD ◆◆◆

- SCOUT ◆◆◆
- SURVIVAL ◆◆◆
- TOUGH ◆◆◆

CRIME ◆◆◆

- ALERT ◆◆◆
- DEXTERITY ◆◆◆
- STEALTH ◆◆◆

LUCK



BROKEN COMPASS
GOLDEN AGE

I FEEL

- | | | |
|----------------|-----------|----------------|
| POWERFUL *◆ | ACTION | BLEEDING -◆ |
| DARING *◆ | GUTS | SHOCKED -◆ |
| FOCUSED *◆ | KNOWLEDGE | DIZZY -◆ |
| CONFIDENT *◆ | SOCIETY | EMBARRASSED -◆ |
| FIERCE *◆ | WILD | BROKEN -◆ |
| UNTOUCHABLE *◆ | CRIME | SCARED -◆ |
| *◆ | | -◆ |
| *◆ | | -◆ |

- Tradition
- History
- Players Choice!
-
-
-

EXPERTISE

WEAPONS & GEAR

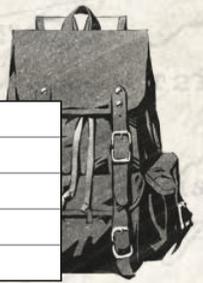
- Umbrella
-
-
-
-

POCKETS

- Cheap flashlight torch
-
-
- Textbook on medieval castles
-
-

BACKPACK

- Canteen
-
-
-



Pockets	Bag	Backpack
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

-
-
-
-
-
-

SCARS AND EXPERIENCES

BAG

MAGS

/2 /2 /3

I AM Jonny Talon

CALL ME IF YOU NEED A Pilot and Explorerer

PLACES I CALL HOME American Raleigh Cropduster
Heritage Homeland Workplace

"I'm not a pilot - I'm an artist in love with planes."
WORDS TO LIVE BY



ACTION

- FIGHT
- LEADERSHIP
- STUNT

GUTS

- COOL
- DRIVE
- SHOOT

KNOWLEDGE

- CULTURE
- FIRST AID
- TECH

SOCIETY

- CHARM
- ELOQUENCE
- OBSERVATION

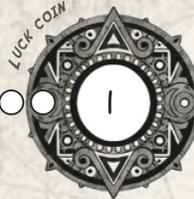
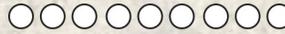
WILD

- SCOUT
- SURVIVAL
- TOUGH

CRIME

- ALERT
- DEXTERITY
- STEALTH

LUCK



BROKEN COMPASS GOLDEN AGE

I FEEL

- | | | | | |
|-------------|---|-----------|-------------|---|
| POWERFUL | + | ACTION | BLEEDING | - |
| DARING | + | GUTS | SHOCKED | - |
| FOCUSED | + | KNOWLEDGE | DIZZY | - |
| CONFIDENT | + | SOCIETY | EMBARRASSED | - |
| FIERCE | + | WILD | BROKEN | - |
| UNTOUCHABLE | + | CRIME | SCARED | - |
| | + | | | - |
| | + | | | - |

- Airplanes
- Orienteering
- Players Choice!
-
-
-

EXPERTISE

WEAPONS & GEAR

- .44 revolver Allows you to shoot
- Pilot's jacket and goggles
- Banana yellow Piper J-3 Cub plane Sadly at home in Raleigh
-
-

POCKETS

-
-
-
-
-
-

SCARS AND EXPERIENCES

BACKPACK

- Binoculars
-
-
-



	Pockets	Bag	Backpack
Revolver		2	

MAGS

/2 /2 /3

BAG

-
-
-
-
-
-

I AM Duke Duckworth

CALL ME IF YOU NEED A troubled Detective and Action Hero

PLACES I CALL HOME American Detroit Private Detective
Heritage Homeland Workplace

"I'm not going to stop until I find the guy
who killed Lauren St. James"

WORDS TO LIVE BY



ACTION ◆◆◆

- FIGHT ◆◆◆
- LEADERSHIP ◆◆◆
- STUNT ◆◆◆

GUTS ◆◆◆

- COOL ◆◆◆
- DRIVE ◆◆◆
- SHOOT ◆◆◆

KNOWLEDGE ◆◆◆

- CULTURE ◆◆◆
- FIRST AID ◆◆◆
- TECH ◆◆◆

SOCIETY ◆◆◆

- CHARM ◆◆◆
- ELOQUENCE ◆◆◆
- OBSERVATION ◆◆◆

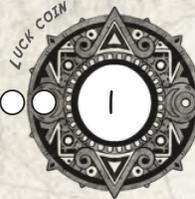
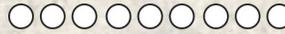
WILD ◆◆◆

- SCOUT ◆◆◆
- SURVIVAL ◆◆◆
- TOUGH ◆◆◆

CRIME ◆◆◆

- ALERT ◆◆◆
- DEXTERITY ◆◆◆
- STEALTH ◆◆◆

LUCK



BROKEN COMPASS
GOLDEN AGE

I FEEL

- | | | |
|----------------------|-----------|----------------------|
| POWERFUL _____ *◆ | ACTION | BLEEDING _____ -◆ |
| DARING _____ *◆ | GUTS | SHOCKED _____ -◆ |
| FOCUSED _____ *◆ | KNOWLEDGE | DIZZY _____ -◆ |
| CONFIDENT _____ *◆ | SOCIETY | EMBARRASSED _____ -◆ |
| FIERCE _____ *◆ | WILD | BROKEN _____ -◆ |
| UNTOUCHABLE _____ *◆ | CRIME | SCARED _____ -◆ |
| _____ *◆ | | _____ -◆ |
| _____ *◆ | | _____ -◆ |

- Investigation
- Heroism
- Players Choice!
-
-
-

EXPERTISE

WEAPONS & GEAR

Colt .38 Revolver	Allows you to shoot

POCKETS

- Lockpicks
-
-
- Journal and pencil
-
-

BACKPACK

Pistol		2	



-
-
-
-
-
-

SCARS AND EXPERIENCES

BAG

MAGS

/12 /12 /19

I AM Solange "Patience" Paquet

CALL ME IF YOU NEED A eloquent Official and Spy

PLACES I CALL HOME French Paris Deuxième Bureau
Heritage Homeland Workplace

"There are some things that just aren't done..."
WORDS TO LIVE BY



ACTION ◆◆◆

- FIGHT ◆◆◆
- LEADERSHIP ◆◆◆
- STUNT ◆◆◆

GUTS ◆◆◆

- COOL ◆◆◆
- DRIVE ◆◆◆
- SHOOT ◆◆◆

KNOWLEDGE ◆◆◆

- CULTURE ◆◆◆
- FIRST AID ◆◆◆
- TECH ◆◆◆

SOCIETY ◆◆◆

- CHARM ◆◆◆
- ELOQUENCE ◆◆◆
- OBSERVATION ◆◆◆

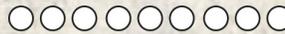
WILD ◆◆◆

- SCOUT ◆◆◆
- SURVIVAL ◆◆◆
- TOUGH ◆◆◆

CRIME ◆◆◆

- ALERT ◆◆◆
- DEXTERITY ◆◆◆
- STEALTH ◆◆◆

LUCK



BROKEN COMPASS
GOLDEN AGE

I FEEL

POWERFUL _____ *◆	ACTION	BLEEDING _____ -◆
DARING _____ *◆	GUTS	SHOCKED _____ -◆
FOCUSED _____ *◆	KNOWLEDGE	DIZZY _____ -◆
CONFIDENT _____ *◆	SOCIETY	EMBARRASSED _____ -◆
FIERCE _____ *◆	WILD	BROKEN _____ -◆
UNTOUCHABLE _____ *◆	CRIME	SCARED _____ -◆
_____ *◆		_____ -◆
_____ *◆		_____ -◆

Espionage
Heroism
Players Choice!

EXPERTISE

WEAPONS & GEAR

Mauser pistol	Allows you to shoot
Fine dagger	

POCKETS

SCARS AND EXPERIENCES

BACKPACK

BAG

Clothes for all occasions
(advantage to Charm)

Pistol	Pockets	Bag	Backpack
		2	

MAGS

/12 /12 /19



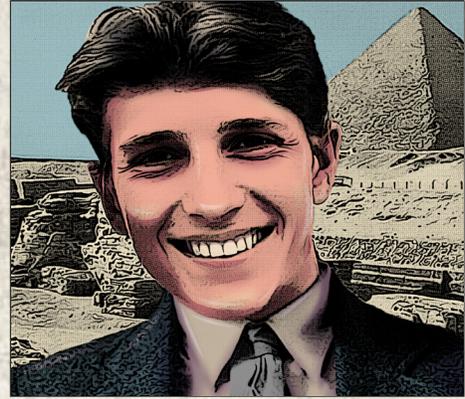
I AM Willy Van der Woodson

CALL ME IF YOU NEED A Rich Gentleman Explorer

PLACES I CALL HOME American New Haven Wealthy Socialite
Heritage Homeland Workplace

"There are only the pursued, the pursuing,
the busy and the tired."

WORDS TO LIVE BY



ACTION ◆◆◆

- FIGHT ◆◆◆
- LEADERSHIP ◆◆◆
- STUNT ◆◆◆

GUTS ◆◆◆

- COOL ◆◆◆
- DRIVE ◆◆◆
- SHOOT ◆◆◆

KNOWLEDGE ◆◆◆

- CULTURE ◆◆◆
- FIRST AID ◆◆◆
- TECH ◆◆◆

SOCIETY ◆◆◆

- CHARM ◆◆◆
- ELOQUENCE ◆◆◆
- OBSERVATION ◆◆◆

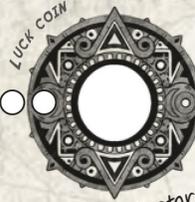
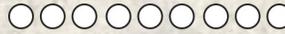
WILD ◆◆◆

- SCOUT ◆◆◆
- SURVIVAL ◆◆◆
- TOUGH ◆◆◆

CRIME ◆◆◆

- ALERT ◆◆◆
- DEXTERITY ◆◆◆
- STEALTH ◆◆◆

LUCK



No starting luck coin!

BROKEN COMPASS

GOLDEN AGE

I FEEL

POWERFUL _____ *◆	ACTION	BLEEDING _____ -◆
DARING _____ *◆	GUTS	SHOCKED _____ -◆
FOCUSED _____ *◆	KNOWLEDGE	DIZZY _____ -◆
CONFIDENT _____ *◆	SOCIETY	EMBARRASSED _____ -◆
FIERCE _____ *◆	WILD	BROKEN _____ -◆
UNTOUCHABLE _____ *◆	CRIME	SCARED _____ -◆
_____ *◆		_____ -◆
_____ *◆		_____ -◆

Etiquette
Orienteering
Players Choice!

EXPERTISE

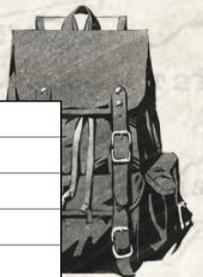
WEAPONS & GEAR

S&W Revolver	Allows you to shoot
Rolex "Oyster" watch	
Oscar Wastyn racing bicycle	Back at the hotel

POCKETS

BACKPACK

PERTRIX flashlight torch



Revolver	Pockets	Bag	Backpack
		2	

SCARS AND EXPERIENCES

BAG

MAGS

/12 /12 /19

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 Shang-hai, and then another one in Yugoslavia.*

Jonny Talon

BARNSTORMER



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 Holly-wood 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.

Duke Duckworth

BAD NEWS DETECTIVE



Your history professor, TANJA BOHDANA, asked you to meet up with these Ameri- cans 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 man- script, 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.

Aleksandra Pavlovic

HIGH-ENERGY TOUR GUIDE



OK, so Shanghai was a complete bust. You should have known better when RICH-ARD 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 leg- endary Sword of Erazem, you knew you had to take a quick stop past Predjama Castle.

Willy Van der Woodson

RICH, VERY RICH



Deuxième Bureau, French intelligence, suspects that the gangster, AMADEU 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.

Patience Paquet

FRENCH INTELLIGENCE



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 felt something 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...

Tang Yingxia

SPIRITED BARTENDER

