

AUSTRIAN HOLIDAY

A DAY IN THE COUNTRY WITH SUPER SOLDIERS

A SHADES OF EARTH DEMO ADVENTURE

Player's Section

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Expedition To The Jungle

In the summer of 1932 a team of hunters journeyed up the Rio Xingu into the Mato Grosso. This was an untamed land that few white men had seen and no one had conquered. The leader of these men, Sturmbannführer Heller Jäger, lead a team of SS and local hunters into the jungle in search of a beast so terrifying that the locals did not name it. It was called simply the Beast, and the Germans had heard of it from the local government. It was purported to be an immortal boar of giant proportions. Jäger roamed for six months on the hunt, setting his team and pursuing the trail. The months took their toll on the team as one after another fell prey to what seemed to be supernatural causes. In the end there was only Jäger and his personal aide, Mallory.

In those final weeks, deep in the bush, Mallory proved himself faithful and skilled as a tracker.

They discovered the Beast's lair and tracked it to a ravine overgrown by the jungle. The are was thick with

humidity and the scent of death, and there seemed to be a timeless feel that hung in the air. As they entered the ravine, out of the darkness came the Beast. It hit Mallory in the chest and drove his broken body into the wall. Jäger fired into the creature emptying his gun.

The Beast was not slowed one bit even though Mallory gripped it with all his fading strength. Jäger pulled his machete and began hacking at the beast, trying desperately to save his friend. Jäger finally made it through the impossibly tough hide and severed the Beast's spine. Sadly, it was too late for Mallory.

As Jäger buried his friend and aide he realized that the massive Beast was healing. Jäger drove his machete deep into the heart of the beast. His long journey back to civilization was fraught with danger at every turn. When he made it to Bélem the SS were waiting to take the Beast away. He let them but instead of returning to his life he faded into the jungle and has not been heard of since. The SS transported the Beast to MittelWald Station for study.

The SS spent the next five years until the summer of 1938 studying the Beast and trying to replicate its healing capabilities. Herman Goering himself was head of the project and the scientists involved reported directly to him. In 1935 the Gestapo took command of the operations and drove the research harder, using prisoners as test subjects.



MittelWald Station

MittelWald Station is located in a difficult to get to, rural location in the Austrian Alps in Tirol, a western state of Austria. The German Reich claims it is a simple weather station but Department 12 has evidence otherwise. The villagers of Mittelwald, located 20 km away from the station, are afraid. Since the station began operating people and livestock have gone missing. They fear the woods which once were their homes. No one now travels by night unless they wish to disappear.

The station is currently overdue for their weekly check in. Communications between top Gestapo officials have been intercepted by Department 12 agents that indicate concern. This project was not favored by some of the more conservative members of the Reich and if something has gone wrong they want it covered up quickly. They have also indicated that the initial trials have been quite favorable.

MittelWald also has a heavily camouflaged munitions factory. It is disguised so that if it is recognized as a building it will look like an old lumber mill. Operations are limited at this time mainly to supplying a potential army of super soldiers with light weaponry.

Approach to the facilities is well guarded and there is only one serviceable road that approaches the base. Located on this is a fortified guard station which typically houses 20-25 guards and a Panther tank.

The main buildings are a mix of old construction from a catholic monastery and new construction by the Germans. The main compound is made up of the laboratory, barracks, motor pool and a large fountain in the center.

Group Ideas

Gestapo

A group of Gestapo is sent to investigate the silence of MittelWald. They will possibly hire free-lancers but it is unlikely since this is a top secret installation. Their primary goal will be to recover the serum and any research related to it. All base personnel will be considered expendable. If it suits their purposes, they will recruit villagers to meet the Reich's needs. They may be under orders to liquidate anyone they find and most definitely destroy any and all evidence they find.

Department 12

Department 12 has a strong interest in the Reich's supernatural research programs. They had picked up the trail of the SS in Brazil but had lost them when they made it to Europe. Only recently have they been able to find the Beast and the research going on around it. They have successfully planted a spy in the MittelWald Station before it went silent.

Dept. 12 often hires rogues with specialties required for the success of a mission. The core of the team will be Dept. 12 agents but specialists may be available for in-field analysis. These outsiders will not be privy to Dept. 12 information or equipment.

This group will have less information than a Gestapo team and be limited to the intel that the U.S. and U.K. have been able to gather. Their primary mission will be to rescue any scientists, capture any information or samples pertaining to the research, and kill the Beast. Killing the Beast is a target of opportunity but would help to ensure that the Nazis cannot rebuild their research.

Hired Investigators

Lorelei Holdst is worried about her father and does not believe the SS when they tell her that he is well but cannot be bothered at this point. Her father has always sent her daily letters and even if they were heavily censored, they told her he was still alive. She has not received a letter from him in over a week.

She is determined to find her father and to that end will hire people willing to believe her when she tells them of his research. She does not fear the Gestapo and only knows that she must save her father. She will not entertain the idea that he is dead.

The group she will assemble will be made up of several disciplines coming from all parts of the world. She is looking for a group able to defend themselves but also with the skills to

infiltrate a top secret military base. German language skills will be a great benefit.

She knows more about the base than the Gestapo realize. She has visited twice and knows the general layout well enough to reproduce maps for the party. She knows the lab quite well even though parts were off limits when she was there. She will share all this information with the group but will also insist on accompanying them. She will pay each person \$500 U.S. dollars on safe retrieval of her father and \$250 U.S. regardless of the outcome.

Setting Characters

Dr. Warner Holdst



Dr. Holdst is a leading bio-physicist for the Germans and a native Austrian. Five years ago he was recruited into the special projects division by the SS and

some would say he joined eagerly. He is not a hard line Nazi follower but does enjoy the funding for his research. Up until then he had been working on enhancing the immune systems of primates with substantial success. It was this work that initially attracted the attention of the Reich.

Dr. Holdst is fifty-three years old, stands five feet eleven inches tall, has greying black hair and grey eyes. He has a very sharp mind and is very direct, although he prefers to think before taking action. He has a deep love for his

family, especially Lorelei, but often cautions his daughter to think more thoroughly before acting. He fears her impulsive actions will be her undoing at some point.

Dr. Holdst has a wife and two daughters living in Salzburg. His wife, Isolde, is worried about him because he works so hard. Lorelei, his eldest, is attending university for teaching. His younger daughter has no ambitions for university but has been making the tour of the social circles. Lorelei Holdst is concerned recently since she has not received a letter from her father in over a week. He normally writes daily. She will look into her fathers absence if no one else will.

Lorelei Holdst

Lorelei Holdst is a rare individual for her time in that she is motivated to do what she wants and will not entertain the idea that she cannot do something. A woman of 22 years, she is attending university at Salzburg and



studying to become a teacher of medicine. She is athletic, to an indecent level for 1938, and is involved in the fencing team. She is five feet ten inches tall with chestnut brown hair and grey eyes. She looks more like her father's side of the family than her mother's and has his same fiery determination.

Lorelei has petitioned the Reich and the Austrian government for information of her father but has been refused. She feels she has exhausted all her options and is resorting to building a team for what she believes is a rescue mission. If she cannot find a group to

help her, then she will go it alone. The Gestapo or the Dept. 12 teams may find her searching the base for her father. She will try very hard to convince them to save her father but if they refuse she will attempt to leave them and continue the search herself.

Sturmbannführer Manfred Gruentz



Commander of the MittelWald Station, Sturmbannführer Gruentz is a very responsible officer in the SS. He is in charge of the station's security and soldiers as well as general administration.

He is noted as being driven by his career. As a young man he denounced his father to the Nazi Party. It is also believed, but cannot be proven, that when his brother confided in him that he was leaving Germany in order to marry a Jewish girl he had him killed rather than risk damage to his standing with Hitler and Goering. He is a responsible officer of the most dangerous type, the kind that truly believes all the propaganda of the Reich.

Lorelei has met the Sturmbannführer several times and will relate his insistence that she be accommodating. She has refused him and at times incited anger but never a response that would be fatal.

Dr. Dietrich Faber



Dr. Faber is a well travelled doctor of chemistry and pharmaceuticals. He has a very professional relationship with Dr. Holdst and outright enmity with Dr. Herald. He is seldom seen

socializing and prefers to be all business in the lab.

He stands six feet tall and has brown hair with a touch of grey at the temples. He sports a neatly trimmed goatee and wears round spectacles.

Dr. Faber's nationality is somewhat of a mystery. Although he has a German name he speaks with an English accent which he blames on his extensive travels. When asked he will usually evade the question and state that he is from many locations around the world.

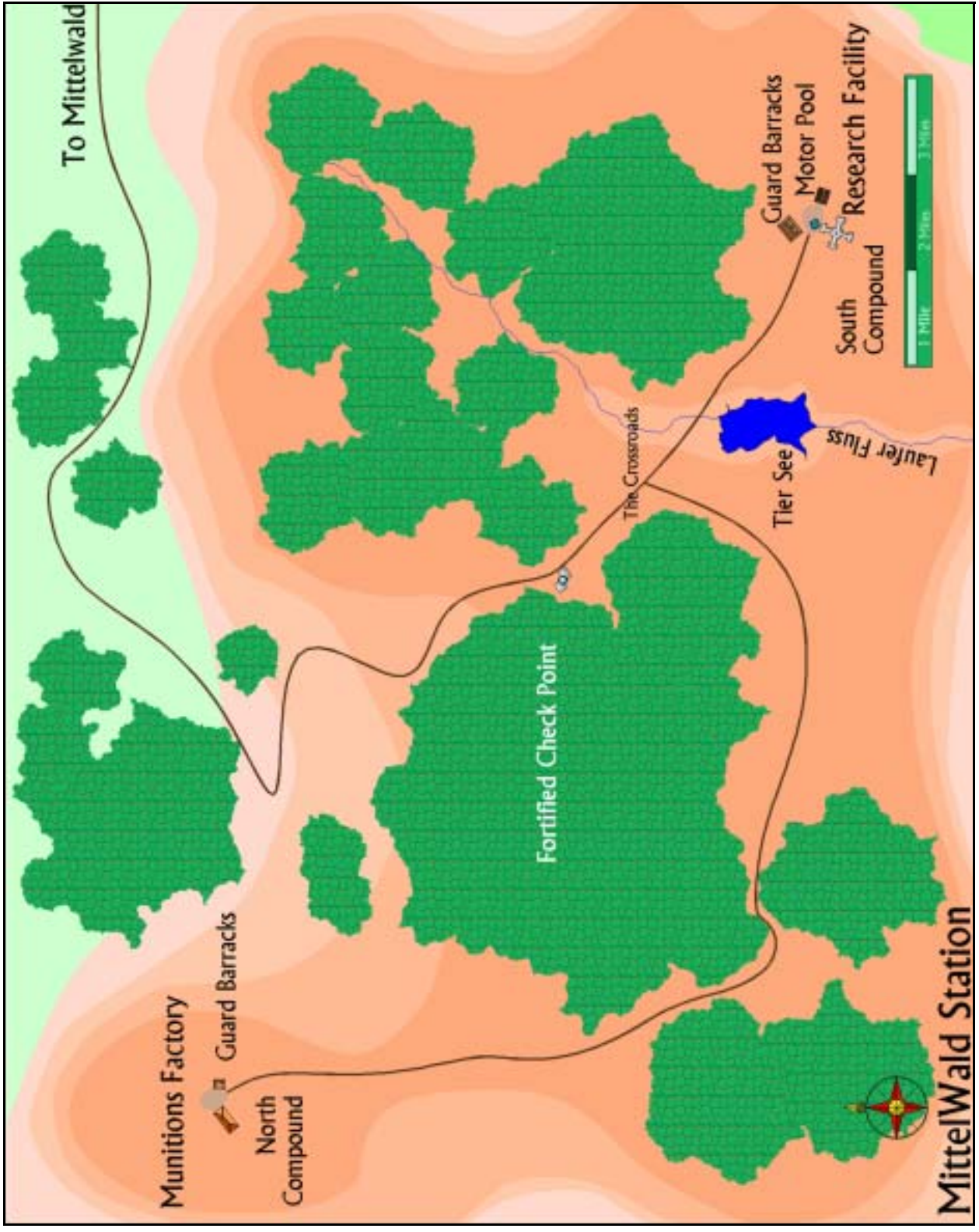
Dr. Jonathan Herald

Dr. Herald is an English doctor of anatomy and was hired only one year ago. He has become a good friend of the Holdst family and not having any family in England has spent most of the holidays with them.



His spare time has been spent in courting Lorelei and they have grown fond of each other. His favorite pass time is to play chess with either Lorelei or her father.

Dr. Herald is in his early thirties, has blond hair and brown eyes. He stands five feet ten inches and dresses conservatively. He received his degrees from a small private college outside of Edinburgh, Scotland.



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GM's Section



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Overall Plot

The Nazis, in search of more and more supernatural power, heard of a Beast that could not be killed. It was living in the jungles of the Amazon. They sent Sturmbannführer Jäger, a skilled hunter, to acquire the beast. He did so but at the cost of the lives of his team. He retreated into the jungle after delivering the Beast, vowing to find a means to kill it.

Six years of research have yielded three serums for battlefield regeneration and physical enhancement. The first serum (trial P-111) only provided minor enhancement and minimal healing, in addition the effects only lasted a few days. The second serum (trial P-112) had horrible side effects, deforming the subjects and driving them uncontrollably insane. The third serum (P-113), only tested a little over a week ago, seemed promising in animal trials but had adverse effects on the human subjects. They were prone to fits of rage, although not as bad as the P-112 subjects, and suffered from a form of leprosy where their flesh rots on the bone. A horrible fate, but they have formidable regeneration powers and almost no sense of touch, making them invulnerable to many attacks.

When the base commander took the P-113 serum he thought he would be advancing his career in the army by being part of the next generation of soldiers. He took a larger dose than the other soldiers and it seems to have given him command over the other P-113 subjects. His goal is to find a cure since he realizes that now his career is the least of his worries, since he would not be able to rejoin society.

The base has been torn apart by attacks of the Beast, the P-112 subjects it freed and the resistance of the base personnel to being forced to take the P-113 trial. The commander and the original P-113 subjects have captured many of the base's contingent of soldiers and forced them through the P-113 trials. The base

had 45 Wehrmacht, 20 SS and 30 civilian personnel. Most of the civilians have not been harmed since they are related to research and Commander Gruentz needs them to find a cure.

Dr. Holdst and the rest of the scientists are held in the secret lab under the main building in the Southern Compound. He is the key to the research and although a sample of the serums and documentation is good, nothing can replace having the main scientist.

Depending on the length that you wish to have the game run (we have been able to run it in as little as 5 hours) you may wish to destroy the Northern Compound. Since it is a munitions factory it would be easy enough to say that the product and black powder stored there ignited. Alternatively, it could be explained by adding survivors, P-112s, or an underground complex. In any case, intel for any of the groups will indicate the Southern Compound as holding the information, scientists and samples that are of interest.

Expedition To The Jungle

This story could be used to extend the adventure into an ongoing campaign. The Beast needs to be killed and documents could be found that point to Jäger claiming he would go back into the jungle to find just that, a way to kill the Beast. The party could then be on a trip to the jungles of the Amazon to find Jäger, his remains, or the source of the Beast's power. Even with Lorelei's group of hired investigators the fight could become personal or Dr. Holdst could hire the team to further his research by finding the source that his research indicated must be in the jungle.

The Second Station

Another way to extend the adventure into a campaign would be to indicate (either by a prisoner or documents at MittelWald) a second

station set up in the jungles of the Mato Grosso (the south western part of the Amazon). It was to research the source of the Beast's power. A number of possibilities present themselves here.

- An ancient Incan city has been found at the end of the ravine. As the party arrives at the Mato Grosso base (either with orders or with forged orders from the MittelWald base) they can be the first to investigate in search of the source. It could turn out to be a golden idol, a spring like the fountain of youth, or a plant that they only learn the secret of by translating an ancient codex. Threats could be the offspring of the Beast (a weaker version of the Beast) or natives who have maintained the city through the ages.
- The base could be deserted. Natives or wild beasts may have overrun it but they have determined that the beast's power lies with an ancient tribe of jungle indians that maintained the beast with secret spells and herbs. The herbs may come from several places in the jungle and beyond. The tribe may have maintained a supply until Jäger discovered them and destroyed it. Now the party must press on to find the herbs and possibly Jäger, who has gone mad with his quest.
- Mallory, Jäger's aide, is not dead but has risen somehow by the power of the Beast. He now hunts the land protecting it as the Beast did. The party must capture him and find out how he has been maintaining himself and what he is protecting. Perhaps it is a gem that once soaked in water will create a potion to regenerate the dead. The problem is that it has been lost in a pool which has concentrated its powers intensely, causing insanity in those who drink along with the benefits.

Any of the above ideas could be fleshed out to create a longer running campaign from this adventure.

Group Ideas

Gestapo

The Gestapo group should have the most information of all the groups. The main motivations and fear of this group is failure. If they go in with guns blazing and grenades blasting then they run the risk of destroying research materials. This may literally spell the end for them, not just their careers but also their lives. They should always be aware that any tactic they use on prisoners can be used on them, including summary execution. At least two setting characters, SS soldiers, should be with the group as an element that the party does not control. This will mean that they may not be able to act with impunity since someone may survive to report.

Department 12

The possibility of infiltration by enemy powers into the Department 12 group is high. Consider a German or Russian spy or even a Dragon Clan agent in the midst of this group. They may not ever show themselves or they might strike at the most opportune moment.

The primary motivation here is to avoid detection or leaving any traces that Department 12 was there. If they are caught on the base the Gestapo will thoroughly question all survivors.

Hired Investigators

This is probably the most difficult group to motivate since they, ostensibly, are motivated by money. During character generation, or if the pregenerated characters are used, the players should be asked to make characters sympathetic to Lorelei's cause. If the only motivation is the money then they will not stay longer than the first sign of danger. On the other hand, if motivated by the cause to crush evil, a hatred of Nazis, or the goal to get the serum for themselves, then the picture changes and they will stay in for the long haul.

Setting Characters

Dr. Warner Holdst

Dr. Warner has been taken captive and is being forced to work in the secret area under the laboratory. The super soldiers believe there is a cure for the formula as they were promised but there is not. The effects are irreversible and if the party does not find and rescue him by the second day, the super soldiers will kill him.

Dr. Warner is a natural leader and is doing his best to stall for time while engineering an escape. He does not hold much hope of rescue but has not despaired yet.

He had learned to cast Wolvesbane from his grandmother and when Lorelei showed promise he taught her. He has kept this a very tight secret.

Warner's stats are as follows:

Statistics - Dr. Warner Holdst

Strength	11
Max Wt Lift	105 lbs
Damage Mod	0
Armor Mod	0
Agility	17
Unarmed Com. Mod	+ 0
Initiative Mod	+ 1
Movement Rate	12
Constitution	20
Wt Encumbrance	89 lbs
Dexterity	20
Bonus To Hit	+ 3
Intelligence	18
Use Magic	78%
Bonus To Intel. Skill	+ 6
Wisdom	17
Directed Spell Bonus	+ 1
Craft Skill Bonus	+ 10
Appearance	15
Reaction Adj.	+ 15
Charisma	19

Social Skill Bonus	+ 15
Luck	10
Piety	14
Will	16
Defense	16
Level	8
Spirit Points	22
Class	Scientist

Armor - Dr. Warner Holdst

Location	Armor	FP
1 - Head	0	13
2 - Right Arm	0	52
3 - Right Shoulder	0	52
4 - Chest	0	13
5 - Left Shoulder	0	52
6 - Left Arm	0	52
7 - Stomach	0	26
8 - Groin	0	26
9 - Right Leg	0	52
10 - Left Leg	0	52

Dr. Holdst does not wear armor.

Weapons - Dr. Warner Holdst

Weapon	DAM	ATT	+ TH	+ TD
Knife	1d6	4	+ 3	+ 0
Usually uses a scalpel.				
9 mm Pistol	4d10	2	+ 3	+ 0
Luger semi-auto, Capacity of 7 bullets.				

Skills - Dr. Warner Holdst

Skill	Final	Level
Investigation	90%	2
Surgery	110%	5
Bone Setting	70%	1
Arcane Lore	105%	4
First Aid	70%	1
Targeting (9 mm Luger)	56%	1
Science (Bio-Physics)	105%	4
Engineering (Mechanical)	90%	2

Skill	Final	Level
Oratory	70%	1
Language (English)	105%	4

Spells - Dr. Warner Holdst

Spell	Cost	Lvl
Wolvesbane Spells		
Wolf Form	4 points	1
Tongues	2 points	1
Chameleon	1 pt/turn	1
Heal I	1 point/ 3 FP	1
Mend I	2 points	1
Heal II	1 point/ 5 FP	2
Mend II	4 points	2
Bat Form	5pts	2
Heal III	1 point/ 7 FP	3
Hawk Form	5 points	3
Suspension	4 points	3
Restoration	4 pts/Day gone/limb	4
Intangible Passage	2 points/10'	5
Heal IV	1 point/ 10 FP	5

Lorelei Holdst

Lorelei should show up no matter what group is run. She will help the Nazis if it means getting her father back safely but will look for every opportunity to betray them. The Department 12 or Hired Investigators she will help as much as possible as long as they make a real effort to find her father. Her primary motivation is her father and then her own safety.

The following are the stats for Lorelei.

Statistics - Lorelei Holdst

Strength	13
Max Wt Lift	125 lbs
Damage Mod	0
Armor Mod	0
Agility	19
Unarmed Com. Mod	+ 2
Initiative Mod	+ 2

Movement Rate	13
Constitution	15
Wt Encumbrance	54 lbs
Dexterity	18
Bonus To Hit	+2
Intelligence	20
Use Magic	86%
Bonus To Intel. Skill	+ 12
Wisdom	12
Directed Spell Bonus	+ 0
Craft Skill Bonus	+ 0
Appearance	18
Reaction Adj.	+ 35
Charisma	15
Social Skill Bonus	+0
Luck	10
Piety	10
Will	20
Defense	16
Level	4
Spirit Points	14
Class	Scientist

Armor - Lorelei Holdst

Location	Armor	FP
1 - Head	15	12
2 - Right Arm	15	48
3 - Right Shoulder	15	48
4 - Chest	30	12
5 - Left Shoulder	15	48
6 - Left Arm	15	48
7 - Stomach	30	24
8 - Groin	30	24
9 - Right Leg	0	48
10 - Left Leg	0	48

Lorelei wears a long leather jacket and a plastron of padded leather.

Weapons - Lorelei Holdst

Weapon	DAM	ATT	+ TH	+ TD
Short Sword	2d10	3	+ 2	+ 0

Weapon	DAM	ATT	+ TH	+ TD
Concealed in her backpack.				
9 mm Pistol	4d10	2	+ 2	+ 0
Luger semi-auto, Capacity of 7 bullets.				

Skills - Lorelei Holdst

Skill	Final	Level
Investigation	84%	2
Surgery	64%	1
Bone Setting	64%	1
Arcane Lore	84%	2
Parrying (Sword) 1 parry	48%	1
Targeting (Short Sword)	68%	2
Disarming (Short Sword)	68%	1
First Aid	52%	1
Dodge	48%	1
Targeting (9 mm Luger)	68%	2
Science (Medicine)	99%	4
Engineering (Chemical)	80%	2
Oratory	60%	1
Language (English)	64%	1
Armor Use (Leather)	48%	1

Spells - Lorelei Holdst

Spell	Cost	Lvl
Wolvesbane Spells		
Wolf Form	4 points	1
Tongues	2 points	1
Chameleon	1 pt/turn	1
Heal I	1 point/ 3 FP	1
Mend I	2 points	1
Heal II	1 point/ 5 FP	2
Mend II	4 points	2
Bat Form	5pts	2
Heal III	1 point/ 7 FP	3

Sturmbannführer Manfred Gruentz

The Sturmbannführer has gone quite mad. He has taken the super soldier formula in the hopes of gaining favor with Hermann Goering. It had the same effect on him as it did on the

others. He believes it is a plot by the scientists and insists that they reverse the effects. He has been pushed over the edge, or possibly leapt of his own accord, but either way he holds the fate of the scientists in his hands. He took a larger dose than the other trial subjects and this has given him a power to command them. This ability only works in his presence but subjects not under his power will be drawn to him and innately be able to locate him.

He has holed up in the secret underground laboratory and sent his soldiers to the surface to capture any wehrmacht who have not been exposed to the serum so that they can be forced to join his private army. They also guard the approach to the underground laboratory. If all his guards are destroyed he will flee to fight another day.

Gruentz learned about magic on an expedition to Egypt where he was interrogating a local shaman. The old man suddenly disappeared and all Gruentz heard was echoing laughter. He searched the ancient temple where he had found the shaman and discovered several scrolls. When he had them translated they turned out to be instructions on how to cast magic. As a joke he tried one and it worked. He has since cultivated his abilities in magic.

Manfred Gruentz has the following statistics:

Statistics - Manfred Gruentz

Strength	22
Max Wt Lift	2500 lbs
Damage Mod	+ 11
Armor Mod	+ 4
Agility	13
Unarmed Com. Mod	+ 0
Initiative Mod	+ 0
Movement Rate	12
Constitution	24
Wt Encumbrance	159 lbs
Dexterity	18
Bonus To Hit	+ 2

Intelligence	18
Use Magic	40%
Bonus To Intel. Skill	+ 6
Wisdom	14
Directed Spell Bonus	+ 0
Craft Skill Bonus	+ 0
Appearance	5
Reaction Adj.	- 15
Charisma	20
Social Skill Bonus	+ 20
Luck	5
Piety	10
Will	21
Defense	20
Level	8
Spirit Points	50
Class	Soldier

Armor - Manfred Gruentz

Location	Armor	FP
1 - Head	50	13
2 - Right Arm	50	52
3 - Right Shoulder	50	52
4 - Chest	50	13
5 - Left Shoulder	50	52
6 - Left Arm	50	52
7 - Stomach	50	26
8 - Groin	50	26
9 - Right Leg	50	52
10 - Left Leg	50	52

Sturmbannführer Manfred Gruentz wears a magically reinforced uniform and cap.

Weapons - Manfred Gruentz

Weapon	DAM	ATT	+ TH	+ TD
Unarmed Combat	d12/ 3d6	5/2	+ 3	+ 17
Punch/Kick; Also receives 2 maneuvers				
9 mm Pistol	4d10	2	+ 2	+ 0
Luger semi-auto, Capacity of 7 bullets.				
MP-40 SMG	3d12	3	+ 2	+ 0

Weapon	DAM	ATT	+ TH	+ TD
Full auto consumes x2 ammo but gives +4 to hit, Capacity of 32 bullets per mag.				

Skills - Manfred Gruentz

Skill	Final	Level
Targeting (Unarmed Combat)	64%	1
Targeting (MP-40)	84%	2
Targeting (Luger Pistol)	84%	2
Armor Use (Leather)	64%	1
Unarmed Combat	110%	8
Coded Messages	56%	1
Arcane Lore	76%	2
Language (Ancient Egyptian)	96%	5
Oratory	96%	2
Intimidation	76%	2
Interrogation	76%	2
Explosives	96%	5
Poison	76%	2

Spells - Manfred Gruentz

Spell	Cost	Lvl
Underworlder Spells		
Burrow	3 points/ turn	1
Invisibility I	1 point/ 4 rounds	1
Illusion I	3 points + 1 pt/rd.	1
Stun	3 points	1
Cast Darkness	1 point/ turn	1
Invisibility II	1 point/3 rds	2
Dark Stealth	1 point/ round	2
Invulnerability I	4 points/ turn	2
Shadow Form	7 points	3
Create Zombie	6 points	3
Illusion II	4 points + 2 pts/rd.	4
Confusion	3 points	4
Invulnerability II	6 points/turn	4
Summon & Control Shadow	8 points	4
Invulnerability III	9 points/ turn	5
Invisibility III	1 point / 2 rounds	5
Panic	3 points	5

Dr. Dietrich Faber

Dietrich Faber is actually a deep level Gestapo agent who has been tapped to keep track of the Super Soldier program, Dr. Holdst and Sturbannführer Gruentz. He has been so thoroughly trained and been on so many missions that he no longer remembers his own past, only the one the Gestapo gives him. He has completely supplanted his own personality in favor of the ones he takes up for a mission.

At one time he was an English spy who had been captured infiltrating the SS. Since then he has been chemically and psychologically altered to the point where he obeys his new masters without question.

He has made an attempt to escape but has become trapped in the fortified checkpoint with two Wehrmacht soldiers. He is waiting for an opportunity to leave and if the party stops by he will be the first to jump on board with them even if they insist on returning to the base. He will bide his time and try to sabotage them in ways to force them to leave empty handed.

Statistics - Dr. Dietrich Faber

Strength	13
Max Wt Lift	125 lbs
Damage Mod	+ 0
Armor Mod	+ 0
Agility	20
Unarmed Com. Mod	+ 3
Initiative Mod	+ 3
Movement Rate	14
Constitution	14
Wt Encumbrance	47 lbs
Dexterity	18
Bonus To Hit	+ 2
Intelligence	20
Use Magic	58%
Bonus To Intel. Skill	+ 12
Wisdom	15
Directed Spell Bonus	+ 0

Craft Skill Bonus	+ 0
Appearance	12
Reaction Adj.	+ 0
Charisma	20
Social Skill Bonus	+ 20
Luck	12
Piety	11
Will	16
Defense	16
Level	5
Spirit Points	21
Class	Spy

Armor - Dr. Dietrich Faber

Location	Armor	FP
1 - Head	30	11
2 - Right Arm	30	42
3 - Right Shoulder	30	42
4 - Chest	30	11
5 - Left Shoulder	30	42
6 - Left Arm	30	42
7 - Stomach	30	21
8 - Groin	30	21
9 - Right Leg	30	42
10 - Left Leg	30	42

Dietrich Faber wears hardened cotton clothing.

Weapons - Dr. Dietrich Faber

Weapon	DAM	ATT	+ TH	+ TD
Unarmed Combat	d12/ 3d6	5/2	+ 6	+ 6
Punch/Kick; Also receives 2 maneuvers				
9 mm Pistol	4d10	2	+ 2	+ 0
Luger semi-auto, Capacity of 7 bullets.				
Combat Knife	1d8	4	+ 3	+ 0
Hidden in his waist band.				

Skills - Dr. Dietrich Faber

Skill	Final	Level
Targeting (Unarmed Combat)	50%	1
Targeting (Combat Knife)	50%	1

Skill	Final	Level
Targeting (Luger Pistol)	50%	1
Armor Use (Leather)	64%	1
Unarmed Combat	96%	8
Pistol Use	50%	1
Knife Use	50%	1
Coded Messages	70%	2
Deception	95%	2
Disguise	75%	2
Move Silently	90%	2
Move in Shadows	90%	2
Open Locks	90%	2
Locate Traps	80%	2
Disarm Traps	80%	2
Dodge	70%	2
Poison	75%	2
Acrobatics	90%	2
Tapping	75%	2

Spells - Dr. Dietrich Faber

Spell	Cost	Lvl
Underworlder Spells		
Burrow	3 points/ turn	1
Invisibility I	1 point/ 4 rounds	1
Illusion I	3 points + 1 pt/rd.	1
Stun	3 points	1
Cast Darkness	1 point/ turn	1

Dr. Jonathan Herald

Dr. Jonathan Herald is really Richard Gwynead, a Department 12 operative. If the party is sent from Dept. 12 they will know of his presence and what he looks like. He has made a number of friends at the base and he will not abandon them. Although he could probably escape on his own he will not leave Dr. Holdst to Gruentz's mercy.

Gwynead is a seasoned field operative who learned his Vampiric realm spells from his aunt who lives in Wales. She raised him since the death of his parents. They died at sea when their liner sunk. He has hated the sea since that day.

Richards feelings for Lorelei are also quite real and if he can he will try to convince her to leave Austria with him and return to England. Richard will do everything in his power to conceal his connection with, or the very existence of, Dept. 12.

Statistics - Dr. Jonathan Herald

Strength	20
Max Wt Lift	500 lbs
Damage Mod	+ 5
Armor Mod	+ 2
Agility	18
Unarmed Com. Mod	+ 1
Initiative Mod	+ 2
Movement Rate	13
Constitution	18
Wt Encumbrance	75 lbs
Dexterity	20
Bonus To Hit	+ 3
Intelligence	10
Use Magic	18%
Bonus To Intel. Skill	+ 6
Wisdom	15
Directed Spell Bonus	+ 0
Craft Skill Bonus	+ 0
Appearance	15
Reaction Adj.	+ 15
Charisma	18
Social Skill Bonus	+ 15
Luck	13
Piety	16
Will	17
Defense	19
Level	5
Spirit Points	23
Class	Spy

Armor - Dr. Jonathan Herald

Location	Armor	FP
1 - Head	45	14
2 - Right Arm	45	54

3 - Right Shoulder	45	54
4 - Chest	45	14
5 - Left Shoulder	45	54
6 - Left Arm	45	54
7 - Stomach	45	27
8 - Groin	45	27
9 - Right Leg	45	54
10 - Left Leg	45	54

Jonathan wears hardened cotton clothing specially tailored for him.

Weapons - Dr. Jonathan Herald

Weapon	DAM	ATT	+ TH	+ TD
Unarmed Combat	d12/ 3d6	5/2	+ 4	+ 11
Punch/Kick; Also receives 2 maneuvers				
.45 cal Pistol	5d12	2	+ 3	+ 3
Magical Quick Shot Revolver, double attacks (2 instead of 1) and +3 to hit and damage. It will also reload once during combat magically. Ammo must be available on the person using the weapon.				
Grenades	6d10	1	+ 3	+ 0
Fragmentation Grenades, Blast radius of 25 yds, three are hidden in his satchel.				

Skills - Manfred Gruentz

Skill	Final	Level
Targeting (Unarmed Combat)	50%	1
Targeting (Luger Pistol)	50%	1
Armor Use (Leather)	64%	1
Unarmed Combat	96%	8
Pistol Use	50%	1
Grenade Use	50%	1
Coded Messages	70%	2
Deception	95%	2
Disguise	75%	2
Move Silently	85%	2
Move in Shadows	85%	2
Open Locks	95%	2
Locate Traps	85%	2
Disarm Traps	85%	2
Dodge	70%	2

Skill	Final	Level
First Aid	70%	2
Acrobatics	85%	2
Tapping	75%	2

Spells - Dr. Jonathan Herald

Spell	Cost	Lvl
Vampiric Spells		
Haste I	1 points/ 2 rounds	1
Invisibility I	1 point/ 5 rounds	1
Listening	1 point/round	1
Telepathy	1 point/10 minutes	1
Hypnosis	1 point/ 2 pts victim's INT	1
Invisibility II	1 point/3 rds	2
Cat Climb	1 point/ 4 rounds	2
Heal I	1 point/ 2 FP	2
Wolf Form	8 points	2
Fly	4 points/ turn	3

Foes

Super Soldier P-112

The second trial of the serum enhanced the abilities of the soldiers but had horrible side effects. First, a number of tumorous growths appeared all over their bodies, providing an armor coating but limiting mobility and making it impossible to wear clothing. On top of this they look almost inhuman due to the slabs of flesh. Secondly, the serum drove them utterly insane. Not only are they delusional but they also have become psychotic and incredibly violent. This, above all, resulted in them being locked in the makeshift asylum in the motor pool.

When the beast broke loose it seemed to sense a kindred spirit in the P-112s and freed them. The resulting chaos provided cover as the P-113's began to revive. The P-112s killed a large number of soldiers initially but then fled into the woods. They possess no planning or collective sense, preferring to rampage along

the country side or rip through buildings looking for any living creature that they can take their agony out on.

These poor souls do not have long for this world, since they do not eat or drink but live only to kill. If they had not been cared for up until this point they would have died long ago.

Statistics - P-112

Strength	24
Max Wt Lift	5000 lbs
Damage Mod	+ 17
Armor Mod	+ 6
Agility	10
Unarmed Com. Mod	+ 0
Initiative Mod	+ 0
Movement Rate	10
Constitution	22
Wt Encumbrance	119 lbs
Dexterity	12
Bonus To Hit	+ 0
Intelligence	4
Use Magic	0%
Bonus To Intel. Skill	- 15
Wisdom	4
Directed Spell Bonus	- 1
Craft Skill Bonus	- 35
Appearance	0
Reaction Adj.	- 40
Charisma	3
Social Skill Bonus	- 40
Luck	5
Piety	10
Will	21
Defense	19
Level	4
Spirit Points	40
Class	Soldier

Armor - P-112

Location	Armor	FP
1 - Head	150	22
2 - Right Arm	150	82
3 - Right Shoulder	150	82
4 - Chest	150	22
5 - Left Shoulder	150	82
6 - Left Arm	150	82
7 - Stomach	150	41
8 - Groin	150	41
9 - Right Leg	150	82
10 - Left Leg	150	82

The P-112s have a natural armor that heals at a rate of 5 FP per round when resting (outside of combat).

Weapons - P-112

Weapon	DAM	ATT	+TH	+TD
Unarmed Combat	d12/3d6	5/2	+ 3	+ 23
Punch/Kick; Also receives 2 maneuvers				
Throw Object	4d12	1	+ 0	+ 17
Will combine throw Object with Unarmed Combat maneuver in order to throw people into buildings, out of buildings, or far away if annoyed.				

Skills - P-112

Skill	Final	Level
Targeting (Unarmed Combat)	87%	4
Tracking	52%	1
Unarmed Combat	98%	8

Abilities - P-112

Ability	Description
Regeneration	The P-112 can regenerate even from death. If killed it will require one full hour to revive. At that point it will be at zero FP in any damaged areas but will regenerate at a rate of 5 FP per minute. This regeneration starts with the internal FP then heals the Armor FP. The only way to stop this is incineration in a blast furnace. If any cells are left intact it will regrow itself. Only one P-112 will regrow from the remains of a single P-112. The reason is as yet unknown.
Sense of Smell	The P-112 has a keen sense of smell. It has a base 70% chance to track a target.

Super Soldier P-113

An advancement in the serum, the P-113 trial was believed to have solved the problems of the P-112 trial. At first it seemed to, but after



only four hours of enhanced regeneration, the subjects collapse and rapidly die. They lie dormant for an hour then come back to life. They rapidly appear to rot and their sanity has come into question. They deny reality and speak of an emptiness that they cannot endure. This leads to fits of rage and mutilation of friends and enemies alike.

Taking these factors into account they retain much of their former training and discipline. They have an almost telepathic bond with each other and the Beast, although they are not

allies of the Beast. They wish to capture it so the scientists can produce a cure from its blood. The less stable of the P-113s believe that slaying it will set them free. The scientists are smart enough not to voice their belief that there is no cure and that the transformation is permanent.

The P-113s hope to control the P-112s and make them serve their purpose. They occasionally will be able to get the P-112s to obey them, but not for long.

Statistics - P-113

Strength	22
Max Wt Lift	2500 lbs
Damage Mod	+ 11
Armor Mod	+ 4
Agility	13
Unarmed Com. Mod	+ 0
Initiative Mod	+ 0
Movement Rate	12
Constitution	24
Wt Encumbrance	159 lbs
Dexterity	18
Bonus To Hit	+ 2
Intelligence	10
Use Magic	0%
Bonus To Intel. Skill	+ 0
Wisdom	10
Directed Spell Bonus	+ 0
Craft Skill Bonus	- 5
Appearance	5
Reaction Adj.	- 15
Charisma	10
Social Skill Bonus	- 10
Luck	5
Piety	10
Will	21
Defense	20
Level	4
Spirit Points	50
Class	Soldier

Armor - P-113

Location	Armor	FP
1 - Head	60	25
2 - Right Arm	15	100
3 - Right Shoulder	15	100
4 - Chest	15	25
5 - Left Shoulder	15	100
6 - Left Arm	15	100
7 - Stomach	15	50
8 - Groin	15	50
9 - Right Leg	15	100
10 - Left Leg	15	100

The P-113s wear padded uniforms to afford limited protection from attacks and a steel helmet.

Weapons - P-113

Weapon	DAM	ATT	+TH	+TD
Unarmed Combat	d12/3d6	5/2	+ 3	+ 17
Punch/Kick; Also receives 2 maneuvers				
9 mm Pistol	4d10	2	+ 2	+ 0
Luger semi-auto, Capacity of 7 bullets.				
MP-40 SMG	3d12	3	+ 2	+ 0
Full auto consumes x2 ammo but gives +4 to hit, Capacity of 32 bullets per mag.				

Skills - P-113

Skill	Final	Level
Targeting (Unarmed Combat)	52%	1
Targeting (MP-40)	72%	2
Targeting (Luger Pistol)	72%	2
Armor Use (Leather)	52%	1
Unarmed Combat	98%	8
Coded Messages	48%	1

Abilities - P-113

Ability	Description
Regeneration	The P-113 can regenerate even from death. If killed it will require one full hour to revive. At that point it will be at zero FP in any damaged areas but will regenerate at a rate of 1 FP per minute. This regeneration applies to all areas. The only way to stop this is incineration in a blast furnace. If any cells are left intact it will regrow itself. Only one P-113 will regrow from the remains of a single P-113. The reason is as yet unknown.
Bullet Proof	The P-113 is immune to bullets and piercing damage. Bullets will destroy armor but will not harm the P-113 due to its ability to regenerate and incredible stamina.
Infectious Bite	If a P-113 effectively bites/bleeds on a person's skin the person must make a save vs. CON -4 or be infected with the serum. It will convert them in four hours to a P-113, render them insane and give them all the abilities outlined above. They may resist Commander Gruentz's commands if they make a save vs. WIL - 4. The bite must break the skin or the blood of the P-113 must enter an open wound of the target.

The Beast



The beast is a boar about the size of a small horse. It has coarse black fur and beady black eyes. How this creature attained its massive size, strength, and ability to regenerate is still a mystery. It was contained in the laboratory when the machete that was stuck through its heart was removed, based on the belief it was permanently dead. This was not unreasonable since it had been dissected hundreds of times (each time its organs grew back) and had been “dead” for six years. Even after so long it only took minutes to rise up and kill several scientists.

It broke free of the compound and quickly freed the P-112s from the motor pool. It has been as far out as the village but always seems to return to the MittelWald Station. It seems to be looking for something. It could just be confused or it may want all the organs, blood and meat harvested from it. Whatever the reason, it will attack any living creature that crosses its path. It will only retreat if it is severely wounded, but only half the time. The other half it will fight on with almost a berserker like rage.

It will attack P-113 in preference to any other creature. It seems to hate them with a passion and none more so than Gruentz. Although Gruentz will try to command it, the Beast will ignore him.

Statistics - The Beast

Strength	25
Max Wt Lift	8000 lbs
Damage Mod	+ 20
Armor Mod	+ 7
Agility	19
Unarmed Com. Mod	+ 2
Initiative Mod	+ 2
Movement Rate	35
Constitution	25
Wt Encumbrance	179 lbs
Dexterity	8
Bonus To Hit	+ 0
Intelligence	3
Use Magic	0%
Bonus To Intel. Skill	- 18
Wisdom	12
Directed Spell Bonus	+ 0
Craft Skill Bonus	+ 0
Appearance	1
Reaction Adj.	- 35
Charisma	1
Social Skill Bonus	- 50
Luck	9
Piety	1
Will	22
Defense	23
Level	5
Spirit Points	250
Class	Soldier

Armor - The Beast

Location	Armor	FP
1 - Head	100	29
2 - Right Arm	100	114
3 - Right Shoulder	100	114
4 - Chest	100	29
5 - Left Shoulder	100	114
6 - Left Arm	100	114
7 - Stomach	100	57
8 - Groin	100	57

9 - Right Leg	100	114
10 - Left Leg	100	114

The Beast has a thick hide that helps protect it against attacks. The hide will regenerate only after the FP in that area regenerates.

Weapons - The Beast

Weapon	DAM	ATT	+TH	+TD
Bite	3d12	1	+ 2	+ 26
May bite and stomp in the same round. Natural Attacks cannot fumble. Criticals on a natural 19 or 20.				
Stomp	2d10	2	+ 2	+ 26
May bite and stomp in the same round. Natural Attacks cannot fumble. Criticals on a natural 19 or 20.				
Ram	5d12	1	+ 2	+ 26
May only perform a Ram attack and no other attacks in a round. Natural Attacks cannot fumble. Criticals on a natural 19 or 20.				

Skills - The Beast

Skill	Final	Level
Targeting (Bite, Stomp, Ram)	55%	1
Tracking	75%	2
Camouflage	55%	1



Abilities - The Beast

Ability	Description
Regeneration	The Beast can regenerate even from death, like the super soldiers. If killed it will require only 5 +3d4 minutes to revive. At that point it will be at zero FP in any damaged areas but will regenerate at a rate of 10 FP per minute. This regeneration applies to all areas (10 FP per area per minute) but will regenerate the Beast's internal FP then its natural armor. There is no known way to stop the regeneration. If a cause of death (i.e. a stake through the heart) is not left in place the Beast will return from death as described above. Unlike the super soldiers the Beast appears as a giant boar in the prime of life.
Bullet Proof	The Beast is immune to bullets and piercing damage. Bullets will destroy armor but will not harm the Beast due to its ability to regenerate and incredible stamina.
Sense of Smell	The Beast can scent others of its kind across improbably large distances. Up to 30 KM distances are no problem for it. With other creatures it will be able to sense them 80% of the time at distances up to 1 km.

Blood Pool

Algae in an ancient pool left over from the monastery has been polluted with the blood of a super soldier. The blood has mixed with the algae and water, enhancing the algae and giving it a rudimentary consciousness. By the time the party arrives bloodlets will have broken off from the main mass to hunt for more blood. The Blood Pool feeds on the blood of mammals and will have cleared the immediate area of any living creature. The undead and the dead will not interest it. It also cannot leave its source of water in the pool. It

will be able to strike out at anyone that comes within 20'.

It is located in the pool outside the laboratory in the Southern Compound. Its motivations are the simplest, it wishes to feed. If it can wrap its tendrils around a target it will drag it into the pool and drain it of blood within one round. The Blood Pool has no vital areas and must be reduced to 0 in all areas in order to destroy it.

The Pool is immune to firearms or piercing weapons, but may be frozen, exploded, boiled, damaged with blunt or edged weapons or disintegrated.

The Blood Pool's position means that the party must pass by it to enter the front door. If they run past it, the Pool will only receive one round of attacks on the party.

Statistics - The Blood Pool

Strength	18
Max Wt Lift	200 lbs
Damage Mod	+ 3
Armor Mod	+ 1
Agility	22
Unarmed Com. Mod	+ 5
Initiative Mod	+ 5
Movement Rate	0
Constitution	25
Wt Encumbrance	179 lbs
Dexterity	8
Bonus To Hit	+ 0
Intelligence	1
Use Magic	0%
Bonus To Intel. Skill	- 24
Wisdom	1
Directed Spell Bonus	- 3
Craft Skill Bonus	- 50
Appearance	10
Reaction Adj.	+ 0
Charisma	0
Social Skill Bonus	- 55
Luck	9

Piety	0
Will	14
Defense	10
Level	8
Spirit Points	300
Class	Soldier

Armor - The Blood Pool

Location	Armor	FP
1 - Head	0	300
2 - Right Arm	0	300
3 - Right Shoulder	0	300
4 - Chest	0	300
5 - Left Shoulder	0	300
6 - Left Arm	0	300
7 - Stomach	0	300
8 - Groin	0	300
9 - Right Leg	0	300
10 - Left Leg	0	300

Although the Blood Pool has no armor its FP is based on its material strength and not its statistics, making it very tough.

Weapons - The Blood Pool

Weapon	DAM	ATT	+TH	+TD
Tentacle	4d8	5	+ 5	+ 3
Tentacles may grab a target. The Pool must hit then make a successful skill check vs. its Unarmed Combat. Then the target makes a contested roll vs. STR with the Blood Pool. If the target makes their roll by more than the Blood Pool they break free, otherwise they are pulled in. Once in the Pool, they may attempt another contested roll vs. STR, if they fail then the Pool will drain them of all blood. If the Pool hits but does not make its Unarmed Combat check then it will drain 1d10 of spirit points from the target. If this reduces them to zero then the target must make a save vs. WIL in order to stay conscious.				

Skills - The Blood Pool

Skill	Final	Level
Unarmed Combat	64%	1

Abilities - The Blood Pool

Ability	Description
Healing	For every 10 Spirit Points it absorbs the Blood Pool will be able to heal itself of 100 FP of damage.
Immunities	The Blood Pool is immune to firearms and piercing weapons.
Sense Life	The Blood Pool can detect life at a distance of up to 300 feet. It can also distinguish between types of life like a bird vs. a human.

Bloodlets

Bloodlets are small (2.5 feet tall) pieces of the Blood Pool. The Pool has broken them off in order to use them as gatherers since it has exhausted the supply of animals in the area. They are not very intelligent but will work with a limited pack mentality when hunting.

The Bloodlets will swarm an opponent attempting to absorb blood to bring it back to the pool. Both the pool and the Bloodlets draw blood from their prey through the target's skin, causing significant damage and blood loss. The Bloodlets are immune to firearms or piercing weapons, but may be frozen, exploded, boiled, damaged with blunt or edged weapons or disintegrated.

Statistics - Bloodlet

Strength	10
Max Wt Lift	95 lbs
Damage Mod	+ 0
Armor Mod	+ 0
Agility	22
Unarmed Com. Mod	+ 5
Initiative Mod	+ 5
Movement Rate	10

Constitution	15
Wt Encumbrance	54 lbs
Dexterity	8
Bonus To Hit	+ 0
Intelligence	1
Use Magic	0%
Bonus To Intel. Skill	- 24
Wisdom	1
Directed Spell Bonus	- 3
Craft Skill Bonus	- 50
Appearance	10
Reaction Adj.	+ 0
Charisma	0
Social Skill Bonus	- 55
Luck	9
Piety	0
Will	10
Defense	16
Level	1
Spirit Points	30
Class	Hunter

Armor - Bloodlet

Location	Armor	FP
1 - Head	0	20
2 - Right Arm	0	20
3 - Right Shoulder	0	20
4 - Chest	0	20
5 - Left Shoulder	0	20
6 - Left Arm	0	20
7 - Stomach	0	20
8 - Groin	0	20
9 - Right Leg	0	20
10 - Left Leg	0	20

Bloodlets have no armor. Fifty percent of the creature's areas must be destroyed in order to disable it.

Weapons - Bloodlet

Weapon	DAM	ATT	+TH	+TD
Tentacle	2d8 + 1d10 Spirit Points	4	+ 8	+ 6

Bloodlets can attack from up to 15' away by elongating their tentacles. They may grapple if within 5' of target by hitting and making an Unarmed Combat skill check. If it is grappled for one full round then it may drain 10 Spirit Points and do 16 FP of damage. A victim may remove a bloodlet by making a save vs. STR - 4. Only one Bloodlet may be removed in this way per round by the victim. It may only drain spirit points if it hits an unarmored area.

Skills - Bloodlet

Skill	Final	Level
Unarmed Combat	86%	8

Abilities - Bloodlet

Ability	Description
Healing	For every 1 Spirit Point it absorbs the Bloodlet will be able to heal itself of 10 FP of damage.
Immunities	The Bloodlet is immune to fire-arms and piercing weapons.
Sense Life	The Bloodlet can detect life at a distance of up to 30 feet. It can also distinguish between types of life like a bird vs. a human.

Wehrmacht



The base is manned by nearly 45 regular German army soldiers. At the point that the party shows up they will be happy just to leave. They have seen their

friends taken away by what look like undead and they do not want to be next. Some of them can be convinced to accompany the party farther into the base but it will require some fast talking.

A typical Wehrmacht soldier has the following statistics:

Statistics - Wehrmacht

Strength	14
Max Wt Lift	135 lbs
Damage Mod	+ 0
Armor Mod	+ 0
Agility	15
Unarmed Com. Mod	+ 0
Initiative Mod	+ 0
Movement Rate	12
Constitution	17
Wt Encumbrance	68 lbs
Dexterity	16
Bonus To Hit	+ 1
Intelligence	13
Use Magic	15%
Bonus To Intel. Skill	+ 0
Wisdom	11
Directed Spell Bonus	+ 0
Craft Skill Bonus	+ 0
Appearance	10
Reaction Adj.	+ 0
Charisma	11
Social Skill Bonus	+ 0
Luck	12
Piety	16
Will	14
Defense	15
Level	1
Spirit Points	10
Class	Soldier

Armor - Wehrmacht

Location	Armor	FP
1 - Head	60	12
2 - Right Arm	0	48
3 - Right Shoulder	0	48
4 - Chest	0	12
5 - Left Shoulder	0	48
6 - Left Arm	0	48
7 - Stomach	0	24
8 - Groin	0	24
9 - Right Leg	0	48
10 - Left Leg	0	48

The Wehrmacht wear steel helmets.

Weapons - Wehrmacht

Weapon	DAM	ATT	+TH	+TD
Unarmed Combat	d6/ d10	3/1	+ 1	+ 2
Punch/Kick				
9 mm Pistol	4d10	2	+ 1	+ 0
Luger semi-auto, Capacity of 7 bullets.				
Karabiner 98k	4d10	1	+ 1	+ 0
Capacity of 5 bullets per mag, range 800 yds.				

Skills - Wehrmacht

Skill	Final	Level
Unarmed Combat	60%	2
Targeting (Unarmed Combat)	40%	1
Targeting (Luger)	40%	1
Targeting (Karabiner)	40%	1
Rifle Use	40%	1
Pistol Use	40%	1
Wilderness Survival (Forest)	40%	1
Dodge	40%	1
First Aid	40%	1
Vehicular Repair (Auto)	40%	1
Camouflage	40%	1

Equipment

Explodierender Stift



These small pins adorned with the Nazi Swastika look to all appearances to be perfectly mundane. However, when the wearer breaks off the lapel pin, a timer is activated and the pin will explode doing 3d10 to everything within 10'. It will knock down anyone within 20' causing them to take a round to regain their feet. These may be worn safely, thrown and even melted down without exploding. They are 1/2 inch in diameter.

Maschinengewehr 34 (MG 34)



The MG 34 came into commission in 1934 and is considered one of the finest machine guns of the time. It has issues with jamming and is expensive to produce but its rate of fire (800-900 rounds per minute) is quite formidable on the battle field. The gun weighs close to 30 lbs which is less than other guns of the era. The MG34 was quite popular with the German soldiers from its introduction despite the drawbacks.

Weapon	Dam	Att	Cap	Range	Type
Maschinengewehr 34 (MG 34)	6d10	2	50	2000 yd.	LMG
Light Machine Gun used by the Germans until replaced by the more reliable MG 42 in 1942. Three man crew required for proper operation. May be fired by one operator at a -2 to hit.					
Require 1 round to reload the belt.					
Operator receives a +5 to hit on full auto but uses twice the ammo, in short bursts receives a +2 to hit. One attack uses 5 rounds.					
If a natural 1,2,3 is rolled to hit the operator must roll under their level or the gun will jam requiring three rounds to clear. If the jam is averted then the operator loses the attack but may continue to fire with the next attack.					

Main Map

The main map is of the plateau that the MittelWald Station is located on.

Fortified Checkpoint

The fortified checkpoint will be surrounded by dead bodies of Wehrmacht. There will be nine bodies spread out on the ground and one still in a covered jeep. The jeep will have gas but a truck which is also there will be empty.



There will also be 2-8 bloodlets hiding in the area waiting to ambush anyone who comes out of the bunker or along the road. They will attack anyone who tries to pass but will flee if they are in danger of being destroyed.

The bunker contains Dr. Dietrich Faber and two Wehrmacht soldiers. They will be out of water and food and will welcome any assistance. They will share what they know which they will profess to being little. It will not matter that the party is not German at this point although they will be asked many questions. Dr. Faber will tell how the serum had adverse effects and that the super soldiers broke free. He will dominate any discussion keeping the soldiers from talking much. The soldiers are Grenadier (private) Hans Einze and Unteroffizier (corporal) Fritz Krause (see “Wehrmacht” on page 24). They will be pleased just to have water and food.

Everybody will be in favor of leaving but if the party insists on pressing on then the rest will go along. Dr. Faber will describe the P-113s and express his opinion that everyone at the compounds are dead. He will accompany the party for humanitarian reasons. The Wehrmacht soldiers will come along reluctantly and only trust the party if they are Germans.

The dead body in the covered jeep is a P-113 pretending to be a dead body. He will attack anyone who gets in to the vehicle. If the party leaves the jeep behind then the P-113 will slip out and track them, waiting for an opportune time to attack.

The Crossroads

The Crossroads look to be the spot where the last stand took place. Two destroyed Panther III tanks are here, along with about 20 Wehrmacht soldiers. The total will be hard to determine since many of the bodies appear to have been torn to pieces or have missing parts. There will be 10 Karabiner 98 rifles with ten rounds each, 2 MP-40s with three clips each and a flame thrower with a half tank of fuel.

Northern Compound

The northern compound may or may not be used depending on the length of the adventure you wish to have. If you wish to take this out of the adventure you need only say that the soldiers blew up the factory rather than have it fall into the hands of the P-113s.

Assuming you want a longer adventure the compound will have three dead bodies in the courtyard and a jeep with a full tank of gas.

Barracks

In the barracks there will be another three dead soldiers. Much of what had been in here has been stripped out. The building itself has three basic rooms. The first from the front door is a mess hall and recreation room. It looks like it could have contained 20 people at one time. Stairs leading from this room go to the second floor where approximately 10 soldiers were housed. There is capacity for up to fifty but the foot lockers of the soldiers indicate no more than ten. There does appear to be evidence that at least 30 workers for the munitions factory were also housed here but their area looks to have been separated by a makeshift curtain. The workers look to have been mostly women. The entire second floor has been left untouched.

The mess hall on the first floor has access to the kitchen. In here the party will find the civilian cook and his assistant, dead from gunshots. There is a root cellar that has been barred and has had a butcher's block wedged in front of it. The sounds of someone scratching on the other side will be obvious.

If the door is opened then a P-113 will rush out with his luger and try to kill as many of the party as possible.

Out the back door is a shack which was used as an armory and additional storage for the munitions factory. It has been blown up. Someone with an Explosives Skill will be able to determine that it was done deliberately.

Munitions Factory

The munitions factory is filled with machinery, crates and work places. It is essentially one large room which looks like it was converted to munitions after being a lumber mill for many years. The room is eerily quiet and a mist seems to hang over the machinery as though waiting to create its deadly products.

As the party investigates they find several hundred rounds of Luger, Karabiner and MP-

40 ammunition. They also find a complete flame thrower although the fuel is stored in a lock box requiring a Open Locks skill check at -20.

As they search the factory they are stalked by a P-112 (see "Super Soldier P-112" on page 16). It attacks before they are able to fuel the flame thrower and flees if they are able to get it fueled. It will take 5 rounds to fuel. It knows of the power of the device.

There is a small locked office that holds a locked file cabinet (skill check Open Locks). This cabinet contains the shipping destinations for the munitions. The most interesting of these items is that one destination is in Venice, Italy where it is scheduled to meet a ship. The keys to the jeep are also in the office. If a Tapping skill check is made at -10 a small cash box containing the payroll of 4000 Austrian Schillings (1000 U.S. Dollars).

In the back of the munitions factory is the main storage for its black powder. If an Explosives skill check is made then it will be determined that the storage building supply of black powder was detonated on purpose.

Southern Compound

The southern compound is the location of the main research for the base. As the party approaches it will be obvious that the damage is extensive. The barracks has been burned down and the motor pool has suffered from extensive explosions. The area is littered with dead, approximately 10 individuals from all occupations on the base. One SS soldier lies over the edge of the ornate fountain in front of the laboratory.

The laboratory itself seems unharmed. It is an ancient monastery that has been updated to house the scientific research of the scientists. The windows have ornate bars and the only obvious entry from the road is the front door.

Several jeeps and a truck are parked in the courtyard but have suffered severe damage.

The fountain contains the Blood Pool (see “Blood Pool” on page 21) which will attack any who attempt to enter the front door or inspect the vehicles. If pressed, it will feign death and retreat into the drain of the fountain.

The motor pool and the barracks have little that has survived the destruction. A successful Investigation skill check will reveal that the motor pool had been converted to hold prisoners. The barracks will have been burned with three individuals inside but they are not identifiable.

All the doors and windows are locked on the Laboratory. If they are checked by walking around the building a swarm of 3-12 Bloodlets will be encountered. They are hiding in the long grass and unless an Investigation or Wilderness Survival skill check is made they will surprise the investigator and gain a free round of attacks and a +4 to hit.

The doors on the laboratory are locked from the inside. The front door is the only way in short of chopping down the other doors. A Locate Traps skill check at -30 will reveal a security system in place which will sound an alarm. To disarm the security system will require a Disarm Traps skill check at -30. If successful then the door may be chopped down. If the alarm is set off then three P-113s (see “Super Soldier P-113” on page 18) will come out and attack the group. The windows are similarly protected.

Laboratory

1 - Foyer

The foyer has debris of broken furniture and the obvious remains of a fight. The walls are made of stone and have a number of very impressive murals and christian bas relief.

Hiding in the debris ready to ambush anyone who makes it through the Blood Pool outside are four Bloodlets. They will attack and try to drive any who make it inside back out into the Pool’s grasp.

Nothing of value is left in here.

2 - Atrium

The atrium has a large glass skylight that has been shattered. The remains of it have fallen into the large pool that dominates the room. Slightly off center in the pool is a fountain that no longer seems to work. The lights are not working and all the halls are cloaked in darkness.

If a Tapping skill check is made at -20 a lever will be discovered that will cause the fountain to roll back. A small retaining wall keeps the water from flowing down the stairs that are revealed. If the party has not already neutralized them, three P-113s (see “Super Soldier P-113” on page 18) hiding in Hall-6 location on the map will open fire from the darkness if they discover the secret passage. They will fight until they are destroyed. They receive an additional + 2 to their Defense since they are hiding behind sandbags.

3 - Vault

The door to the vault is formidably defended by a steel door. Only the use of explosives will be able to force the door open. It is also protected by a security system. A Locate Traps skill check at -25 will detect this. A Disarm Traps skill check at -25 will disarm the security for this door. To open it, three Open Locks checks must be made reflecting the three tumblers used for the combination lock.

Once inside the vault there is a refrigerator door and a number of crates. In the crates are rare and dangerous chemicals but little that will be of use to the party. A small chest will contain what appear to be Nazi Party Buttons.

These are actually Explodierender Stift (see “Explodierender Stift” on page 25) but can only be identified as such by an Arcane Lore skill check.

Also contained in the chest are two coats of Hardened Leather Coats (See Shades of Earth Core Rules page 165). These may be identified either with Arcane Lore or Armor Lore. The coat will offer protection to all areas on the body.

The refrigerated section contains the full trials of the Super Soldier Serum. There are hundreds of doses, far more than even the Gestapo would have approved. This seems much like the plan of someone else, possibly Gruentz. If Dr. Faber is here he will act to stop the group, destroy the samples or possibly kill everyone. Destroying the samples will be his primary goal, followed by escape.

4 - Guard Room

The guard room has also been used as a storage room and that is very evident by the crates containing blankets, bedding, bandages, food, chemicals and all sorts of materials for running the base. There is a table, some cards and a small stove in one corner where the guards seem to have been in the middle of a game when called away. There are 100 Austrian Schillings on the table (about \$100 U.S.).

Also in the room is a fully charged flame thrower with the orders to distribute them to all sensitive areas signed by the base Oberfeldwebel (Master Sergeant).

5 - Lab

The lab is a shambles. It looks as though some of the scientists rigged Molotov cocktails to fight off the P-113s but never got a chance to use them. Many of the experiments seem to have been left as the scientists were led away.

Hiding in this room are four Bloodlets. They have been searching the dead (two scientists

in the corner) and have drained them thoroughly. They will attack the party but if they begin to lose will try to escape back to the Blood Pool.

Hidden in a corner is a Lagerungskugel (see page 165 of the Shades of Earth Core Rules). It will currently contain 30 Spirit Points.

6 - Hall

As described in the Atrium, this hall contains a sandbag fortification with three P-113s (see “Super Soldier P-113” on page 18). These will receive a +2 to Defense if they stay behind the sandbags. They are under orders to defend the hallway and the entrance to the underground lab and will not leave their post unless the party starts blowing things up.

The doors behind them are locked and will require an Open Locks skill check to open. They may be forced if a combined STR of 40 can be brought to bear.

7 - Commandant's Office

The door to the commandant's office is locked and requires an Open Locks at -20 or a combined STR of 50 to force it open. The door is also attached to the base security and an alarm will sound if a successful Locate and Disarm Traps at -20 is not made.

Once inside they will see a dead officer in the commandant's chair that looks like a Hauptmann (Captain). If a Medicine or Poison skill check is made then it will be apparent that he was poisoned via a glass of wine sitting in front of him.

The office will contain Gruentz's lifelong collections of awards and a number of luxury items. The furnishings all are of top European manufacture and the party will feel like they are in a lawyer's office rather than a military commandant's.

If a skill check vs. Tapping is made then a floor safe will be found. A successful Locate Traps

will uncover a alarm attached to the base security. A second Locate Traps check will reveal an electric current attached to the base power. If it is set off it will deliver 8d10 points of damage to the 2, 3, and 4. This will be halved if the victim is wearing leather. Two Disarm Traps must be made to remove both of these devices. To open the safe, a Open Locks must be made at -20.

Inside the party will find \$1000 U.S, a set of fine leather gloves and 10 doses of a potion that heals 3d12 FP per dose. The gloves, if a successful Arcane Lore skill check is made, will give a +20 bonus to anyone attempting to Disarm Traps, Open Locks or Pock Pockets.

8 - Comm Shack/Security

The comm shack's door is open but the radio has been destroyed. In addition to the radio there is the primary control board for base security. From this board all the alarms on the base can be turned off. To turn the security off a successful skill check vs. Electronics Repair, Disarm Traps, or Engineering (electronics) must be made.

Also contained in here are the files on everyone on the base. They are in a locked cabinet and an Open Locks at -10 must be made. The files will contain the suspicion by the base security that Dr. Herald is British intelligence. Also contained in the files is a detailed profile of Dr. Faber and his connection to the Gestapo. If he is still with the party he will try to lift the file before anyone sees it. There will also be files mentioning the second base in the Amazon and how it was set up to find the source of the Beast's regenerative powers.

9 - Garage

The garage is converted from the monastery's old stables. The commandant's Rolls Royce is parked in here along with the back up generator for the base. Tools for repairing cars

and a supply of fuel and oils will also be available in the garage.

10 - Lounge

The lounge contains what appears to be the dead body of a villager from MittelWald. He looks to have died from someone strangling him and then disembowelling his corpse. It is a gruesome scene of carnage. In his hand is a list of medicines that he needed from the Germans. He obviously showed up at the wrong time.

11 - Office

This is a doctors office. It has been barricaded by Dr. Jonathan Herald who will be quite pleased to see anyone not infected with the serum. If the group is Gestapo then he will try to escape or kill them but if Lorelei is with them then he will cooperate.

He has escaped his captors for the moment and was trying to come up with a plan to stop Gruentz and the P-113 but had no ideas. He can show the party how to enter the secret underground lab and he will be able to warn them of the killing fields. If his rescuers are Gestapo he will leave out the last part allowing their own men to kill them.

In the office are eight medical kits that will heal an extra d10 of damage when used with First Aid.

12 - Surgery

The surgery theater has a still squirming P-112 strapped to the examination table. His insides have been removed but appear to have regenerated. It is still strapped quite firmly to the table and cannot escape.

This room has fared pretty well and is not damaged much. The P-112 will actually be lucent and will warn the party of Gruentz and the Beast. He will tell them of the battle that is to come between these two gods. The will

destroy any who interfere. He will continue to ramble on in this manner.

13 - Chapel

The chapel has had its door to the atrium blocked with pews. It is strange to see this on a Nazi base but it was a monastery at one point. A combined STR of 60 will be required to force the door. Once inside the remains of three Wehrmacht will be found in the center of the floor. The bodies will have a total of 12 fragmentation grenades on them, 3 MP-40s and three clips each.

In a simple altar at the front of the chapel are about \$300 U.S. worth of gold altar-ware (crosses, plates, etc).

14 - Ward

The ward is full of dead but what is most striking about the room are the two nurses shambling around injecting medicine and pouring water into corpses. The nurses are true undead (actual Zombies, see page 214 in the Shades of Earth Core Rules) who have been so horrified by the manner of death that they have not been able to rest.

As long as they are not disturbed they will not attack. The dead have 4 fragmentation grenades, 6 Karabiners (20 rounds each) and 3 Luger Pistols (3 clips each). If a successful Move Silently skill check is made then they will be able to be recovered without disturbing the nurses.

Secret Underground Laboratory

There is a secret lab that has been built from the wine cellar of the old monastery. Much of the construction is unrecognizable from its original function as it has been covered over with concrete. Some of the areas are used for storage while others are used for research. All the walls are reinforced concrete.

1 - Killing Room

This room is bare. The walls are pocked with what looks like the results of gun fire. The walls, ceiling and floor are all concrete and in the middle of the floor is a large drain. The floors are stained a darker color in places. The far wall opposite the stairway has a steel door and two narrow horizontal slits about five inches in height. The room is lit by one bare bulb above the steel door casting everything else in to shadow.

The slits on the other side of the room are gun ports that will open fire on anyone who enters the room. If a person can make it to directly in front of the ports the guns will be unable to swivel to fire on them. The ports are big enough for an Explodierender Stift or a grenade to be shoved through. If a grenade is used then the P-113s on the other side will attempt to shove it back out. They must make an AGL-4 to do so. If the Explodierender Stift are used then it will be undetected.

The guard room is filled with munitions taken from the munitions factory at the northern compound. An explosion will ignite the weapons destroying everything in the guard room and all the P-113s. The resulting explosion will blow the door of its hinges and knock everyone on the stairs and in the killing room from their feet.

The door to the guard room is locked and cannot be picked from this side. If someone tries to rend it they will find the door has been laced with silver making it immune to Wolvesbane spells. If they use a battering ram then the people using the ram will be far enough from the door to come under the fire of the gun ports. If they open the door somehow, they will need to defeat the P-113s in the guard room.

2 - Guard Room

The guard room is meant to house the soldiers checking people passing through the killing room on to the lab. They are also meant to provide defense against assaults. There are two MG 34 (see “Maschinengewehr 34 (MG 34)” on page 25) machine guns pointing out gun ports into the Killing Room. The guard room serves as a barracks for the scientists and soldiers but has also been turned into a storage area for munitions taken from the Northern Compound. Any gunfire or explosions in this room, other than directed out the gun ports, will set them off destroying everything and killing anyone in the room.

There are eight P-113s in the guard room and they will be on alert if they have heard any explosions, any guards from upstairs have escaped or any alarms have been set off.

If the room is taken without exploding the munitions, there will be:

- 40 MP-40s
- 100 Karabiners
- 200 Luger Pistols
- 50 Fragmentation Grenades
- 100 Artillery shells
- 200 fragmentation mines
- 1000 rounds for each firearm
- Three flame throwers (fully fueled)
- 300 dried field rations
- 30 blankets
- 300 feet of rope
- 40 German uniforms

3 - Storage Room

This room has been converted from the main wine cellar. It still has much of the original wood work sticking through the concrete that has replaced the earthen walls. The room is filled with boxes of chemicals, scientific equipment, glassware, food and paper. All of these supplies are used for the research in the lab. A section of the store room has been

partitioned off as a latrine. The room is lit by several lights suspended from the ceiling.

The entrance to the secret passage is hidden in this room. A successful Tapping skill check at -30 must be made to find it.

Yells for help can be heard coming from behind the door to the right. The door has Laboratory written in German (Labor) on it.

4 - Laboratory

The scene in the laboratory will have three P-113s fighting scientists. The scientists will be yelling for help and fighting the soldiers off with chairs and lab equipment. A pair of scientists lie dead on the floor but Dr. Holdst is leading the other scientists in keeping the soldiers at bay.

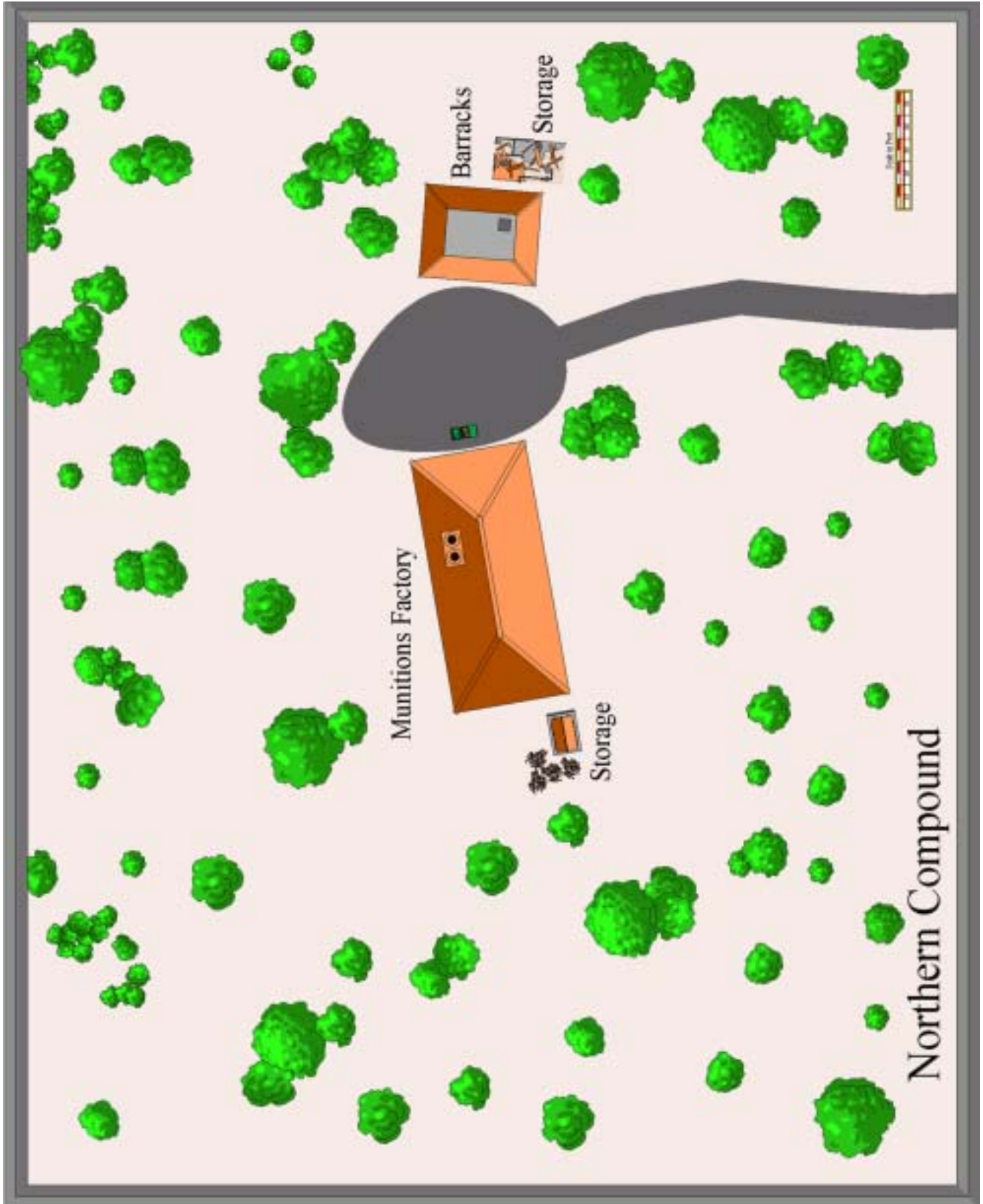
The lab itself is well lit by several overhead lights. All around the lab will be experiments in process. On one table a P-113 has been vivisected and a P-112 has also been treated likewise. There are also several filing cabinets containing the research of the scientists.

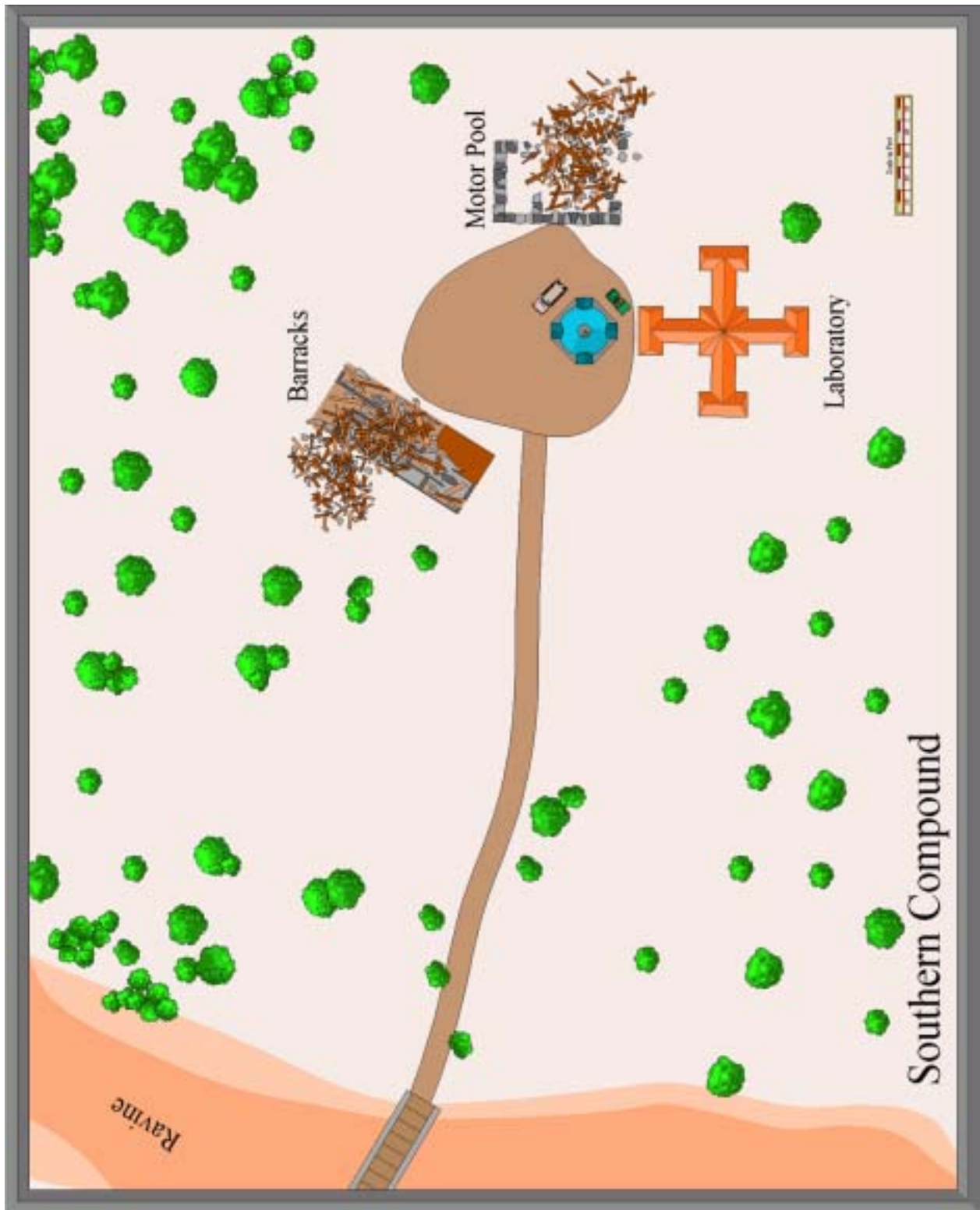
5 - Secret Escape Passage

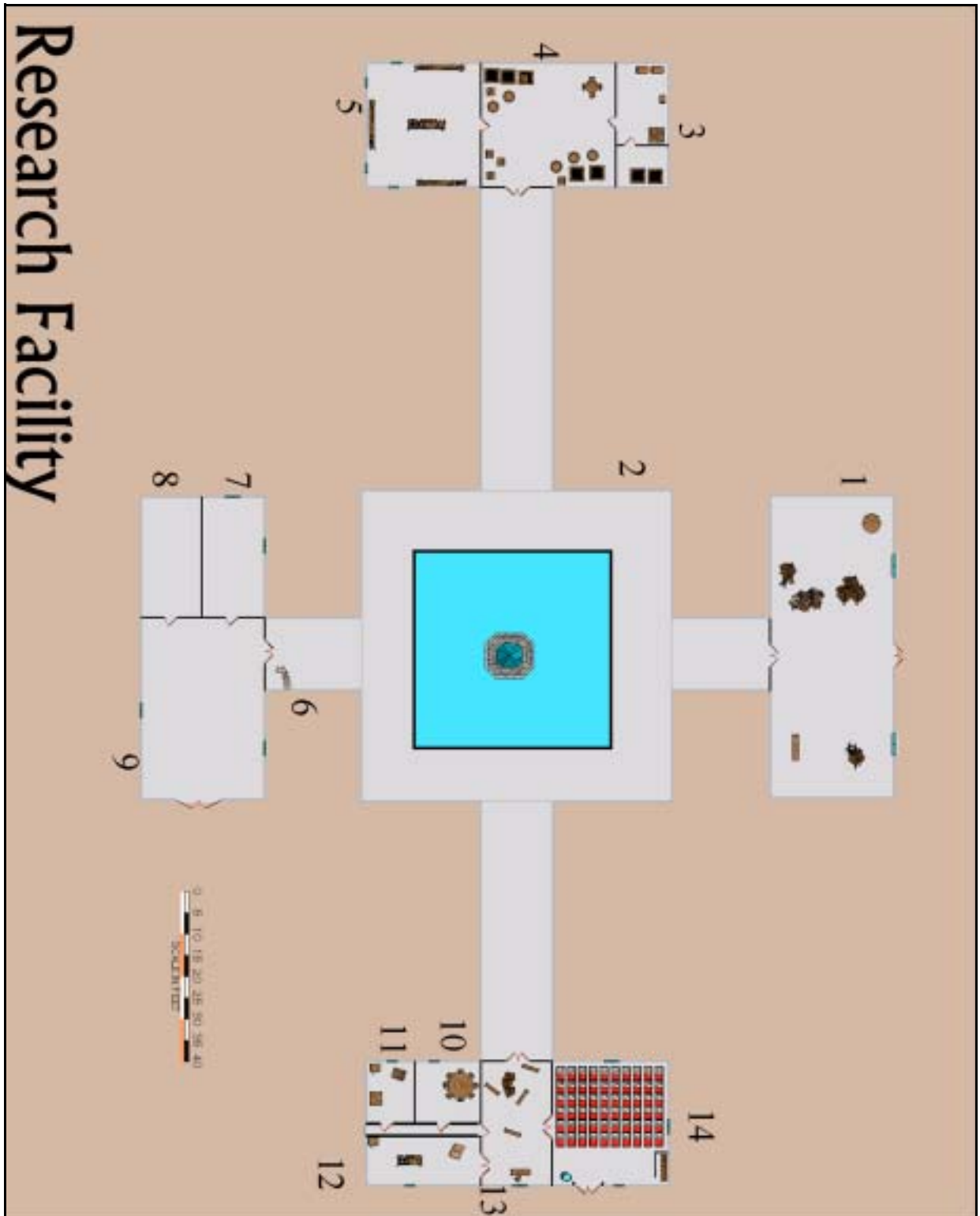
There is a secret escape tunnel leading from the storage room that Gruentz will use if there has been an explosion. He may believe a much larger task force is coming to eliminate everyone. He will have taken a supply of the P-113 trial with him in order to create more followers. This would be a good way to extend the adventure into a campaign. The passage leads to a garage well outside the Southern Compound with a fully fueled jeep.

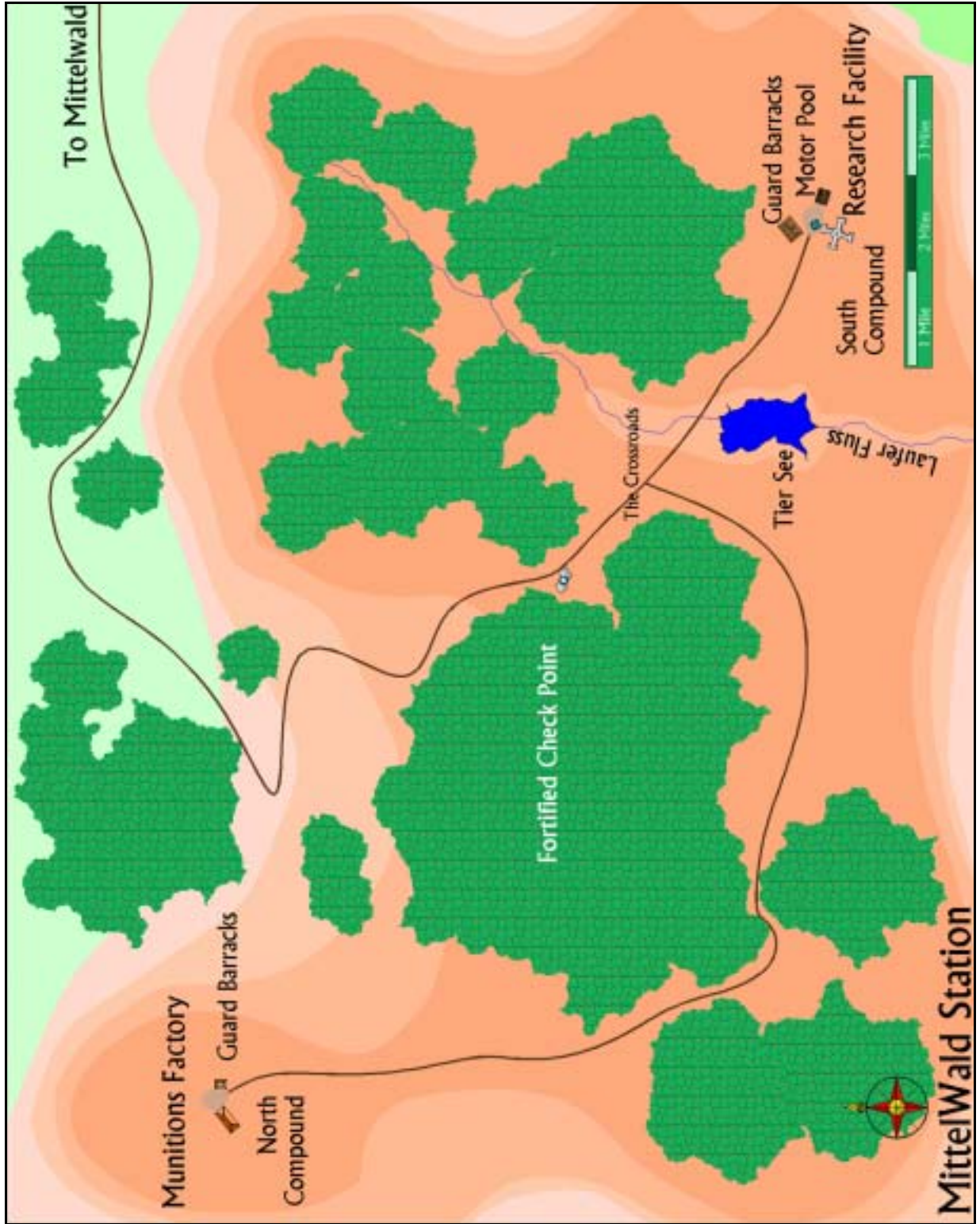
A successful Tapping skill check at a -30 will detect the secret passage. It is locked with a complex mechanism requiring an Open Locks skill check at -30 to open.

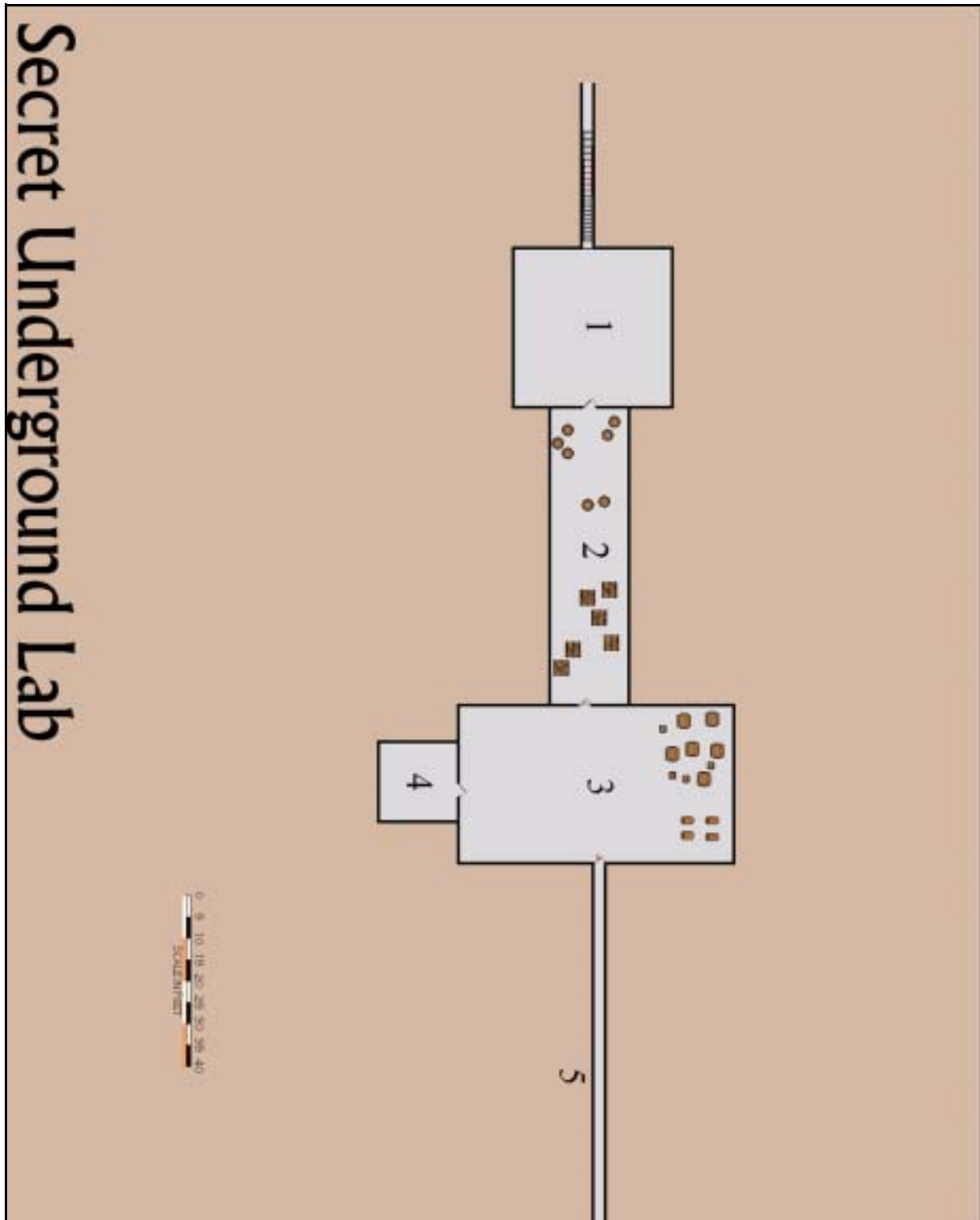
GM Reference Maps

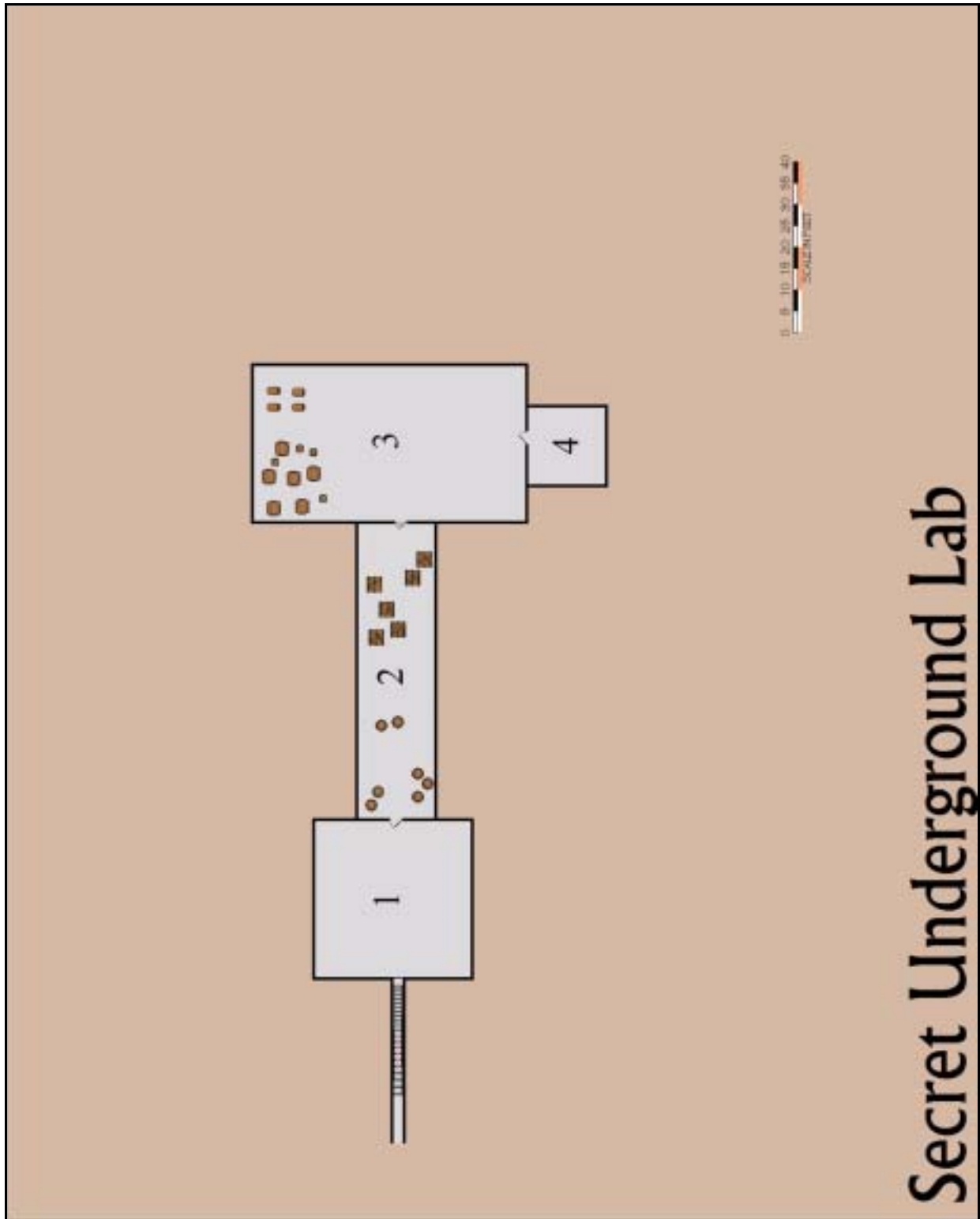












Secret Underground Lab