



# NEVER GOING HOME

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BONES IN  
THE DUST

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## BONES IN THE DUST CAMPAIGN DOSSIER

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Never Going Home: Bones in the Dust Campaign Dossier  
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## Table of Contents

Introduction .....	pg. 1
Soldier's Dossier .....	pg. 6
Weapon Innovations .....	pg. 6
His Majesty's Paranormal Intelligence Task Force.....	pg. 7
Narrator's Dossier .....	pg. 10
The People of the Mountains .....	pg. 10
Whisper Path: The Master's Favors .....	pg. 12
Exploring Tombs.....	pg. 15
Campaign Dossier .....	pg. 18
Mission 1: A Cold, Scaly Welcome .....	pg. 20
Mission 2: To the Master's Honor.....	pg. 29
Mission 3: The Past Comes Back to Hunt Us .....	pg. 37
Mission 4: The Storms of Zeus .....	pg. 43
Mission 5: The Last Battle of Hill 60 .....	pg. 49
Mission 6: The Seven .....	pg. 52

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I have never heard any one say, though one would think it the more natural thing, "There *must* have been *some* appearance, which I should have seen if I had but looked; let me try and remember what there was, that I may observe another time." No, this is not what people say. They boldly assert that there was nothing to observe, not that their observation was at fault. Let people who have to observe sickness and death look back and try to register in their observation the appearances which have preceded relapse, attack, or death, and not assert that there were none, or that there were not the *right* ones.

- Florence Nightingale, **Notes on Nursing**

To Etienne Kult, Editor-in-Chief, Zücher Post

Zurich, Switzerland

5 April 1915

Etienne—

The news here in Constantinople is that the war in the Dardanelles is not going well for the Allies. The Ottomans, who count several German officers among them, have managed to hold their position against the Allied naval powers. Huge casualties have been reported from both sides of the conflict, and it appears that the British sea campaign to take the Dardanelles will fail.

There are other happenings afoot here though, that seem to have nothing to do with the war—more proof that the world has indeed gone mad—if we needed any more than we already have seen. Rumors of a reclusive sect of mystics has been spreading through the city. The Germans appear to be highly interested in them, for reasons which have not been made clear. From what the soldiers say in between their mugs of ale I can gather that they are wanted to help discover a new type of weapon. Haven't we had enough new weapons already? This will be the way of it though, I fear, until we are either all mad or dead.

I may end up investigating something else of interest, though it would probably require me to hire someone to get me the news from the south. I can't leave the city easily myself, and I don't think it would be worth the risk I might take to make the journey to the coast. The stories are not exactly related to the war, but they would be of interest to the public, I'm sure. There are some sunken ruins off the southern coast, in a place called Kekova. The British treasure hunters had their eyes on the place before the war, but there is more than treasure to be had. The rumors moving across the empire are that a group of mystics are hiding there, though no one seems to know why. I also hear that they are holed up in caves throughout the Taurus Mountains. The talk among the sea merchants—sailors always have the best gossip and stories—is that the mystics have been moving in from Russia, seeking something in an ancient book they possess. I have written a letter to Raul in St. Petersburg. Perhaps he can confirm the suspicions of their origins.

I will send more reports of the war in Gallipoli as soon as I have it.

Zeki Aslan, Turkish War Correspondent, Zücher Post

## War in the East

On April 25, 1915, a combined force of about 25,000 Australian and New Zealand troops landed on the Ottoman peninsula of Gallipoli, hoping to cut Ottoman communication lines, help secure the Dardanelles Strait for their Russian allies, clear the Strait of mines, and, eventually, push to Constantinople. After eight months of fighting, the invasion failed, and the Entente Powers were handed one of their biggest defeats.

The seeds of the invasion were planted the year before, with the German bombardment of Odessa, a Russian port. Just days later, on October 31, the Ottoman Empire entered the war. This endangered Russia's ability to receive support from its allies, as the Ottomans controlled the Strait of Dardanelles, which was the only way to move ships between the Aegean Sea and the Black Sea. This would leave Russia vulnerable to isolation. Confirming this fear, the Ottomans closed off the Strait and seeded it with mines.

The Alliance, poorly underestimating Ottoman strength, and having no idea of the mystical, cosmic horrors waiting on the other side of the thinning Veil between this world and the next, rushed to crush the Ottoman Empire, clear the Strait and potentially knock the "Sick Man of Europe" out of the war before it was fully committed. They committed obsolete ships to the naval bombardment. They relied on scant and untrustworthy intelligence, and untested—albeit courageous and valiant—troops. And it took them far too long to adapt to the new horrors appearing on the battlefield. Though, one could barely blame them.

To understand that arrogance is to understand how the Ottoman Empire was viewed by the rest of Europe. Ever since the fall of Napoleon a century earlier, the European powers had propped up the aging empire to maintain the balance of power in Europe. Now they expected it to collapse. The empire most obviously lacked the industrialization of other European powers and was viewed as a far more agrarian society. Many believed it lacked the infrastructure and resources to conduct the type of modern warfare being fought at the beginning of the 20th century. It was spread over a massive geographical area. It was bleeding former territories, like Greece and Bulgaria; and it appeared likely to have to rely on Germany heavily for support, which would—the Allies thought—in turn drain German resources, helping their cause.

But others looked upon the Ottoman Empire's desperation and vulnerability and saw opportunity. Mysterious figures, presenting themselves as mystics and seers, caught the ears of Ottoman leadership, tantalizing them with powers unheard of, and previously imagined only in myth and legend. They walked among their troops, seeking those with the power and fortitude to learn the bare beginnings of their craft. It would be wrong to say the Ottomans never questioned these dark gifts, mystical powers, and the very perverse nature of what they were shown. Many did. Some accepted the power as a military necessity. Others either suddenly and mysteriously changed their objections or disappeared entirely.

There was little chance of the Entente Powers discovering these odd goings-on. Their intelligence into the inner workings of the Empire was weak, not due to any lack of their intelligence services' abilities, but because, until the Ottoman Empire was just about ready to enter the war, they hadn't cared. Besides, even if reports had reached the Allies of strange mystics promising to raise the dead and unleash supernatural forces on the Empire's enemies, they would have dismissed those rumors as utter lunacy.

That is likely what the Others wanted. Watching and ready, already speaking through the thin places in the Veil. It is also likely that the Others wanted the invasion. Wanted the bloodshed to weaken the Veil further.

Tiny Gallipoli was a microcosm of the war. It was a petri dish, an open, nearly uncontrolled laboratory experiment for dark powers, Corruption, and how the soldiers of Earth would respond when faced with the impossible. It may even be that their followers were in place in Britain and France, and almost certainly in place in Russia, goading the conflict forward on all sides.

Perhaps, they arranged for the invasion of Gallipoli to occur in the first place. If they did, win or lose, for the Others, it was an unparalleled success.

The Battle of Gallipoli demonstrated not only the ability of their powers to affect the battlefield, but it also showed them exactly how far they could push before humanity would respond, and showed them how easily corruptible humans could be, regardless of what uniform they wore. So, with a little goading, the invasion of Gallipoli began. In the end, the invasion would fail, but the ramifications would go far beyond a loss for the Alliance.

The failed invasion, like a stone thrown into a pond, created many ripples. Some were historic: Australians and New Zealanders would discover a new national identity in the conflict. Eventually, it would lead to the rise of an independent Turkey. But other ripples were more profound, though few knew it at the time. Not until the Somme.

The fog of war can conceal many things. It led the forces to land at the wrong site at the beginning, led them to underestimate Turkish resistance, and even the difficulty of the terrain. But that is nothing compared to the fog of the human mind, which refuses to accept things that cannot be. The mind is trained to discard the nightmares of childhood, dismiss the moving shadows from the closet, erase the memories of raspy breaths under the bed in the dark of night. On Gallipoli, the fog of the mind, for many, concealed much darker, more tangible threats.

Bodies twisted into unnatural shapes were dismissed as odd aberrations, or misconstrued sightings. Beasts with no connection to anything that should exist on God's earth were explained away as normal animals, misidentified in the confusing hell of war. And the growing whispers of power, inexplicable phenomenon, freakish incidents that could not be explained, and people who had abilities that no one should ever wield were dismissed entirely.

**Shell shock, they said.**

**The stress of war.**

**Lies.**

In truth, the first cracks in the Veil were beginning to form.

During the Gallipoli campaign, each side suffered about 250,000 casualties over just an eight-month timespan in an area not much larger than the state of Rhode Island. What damage wasn't done by the death and violence was contributed to by a cabal of mystics who seemed, at first, to be assisting the Ottomans, but in truth may have had their own, nefarious, agenda. While the Ottomans used these mystics and their arcane, forbidden knowledge to even the disparity of technology between their own forces and the western invaders, the Alliance commanders were just as much to blame for what was to come.

Some higher-ups, with full access to all the information, were mentally agile enough to accept the Big Picture. They acknowledged, quietly, among themselves that something profound was occurring. A new form of power was rising, and they needed to obtain it for themselves. Resources that

could have helped their troops take the deadly hills of Gallipoli were instead shunted to chasing rumors of tomes and items of arcane power. Intelligence resources which could have better determined enemy positions and fortifications, were instead shifted toward finding dusty tombs, confirming ancient legends, and chasing rumors of abnormal occurrences.

Some say the commanders knew the battle was lost months before withdrawing, but they wanted to test what these new phenomenon meant on the battlefield far away from their homelands. They may have hoped these incidents would stay restricted to the battlefields of Gallipoli. But they had already determined that if they could obtain such power, they would use that power elsewhere in the war. Without casting a single Whisper or calling on even the weakest of Dark Powers, the Corruption had already set in among them.

### **New Battlefields, New Horrors**

*"You can't claim that one, mate. He's been dead for weeks," Corporal Daniels grinned through a mask of mud and caked dirt.*

*The Maori soldier frowned, staring at the desiccated corpse riddled with bullet holes...holes he was certain he had inflicted.*

*"Dead or not, he was the one sniping at us from that ridge. What the bloody hell is going on here?"*

The soldiers thrown into this morass have even less preparation than those who faced the full tearing of the Veil which would occur in 1916 after the Somme. By this point, the Great War has been utterly mundane, as wars go. No myths. No magic. No monsters. Just the young enlisted dying in forsaken fields and trenches on the orders of old officers, with the innocent caught in the middle. Awful, to be sure, but nothing like what was to come. Every paranormal incident, every horror, comes as an utter surprise. To some, the shock will be too much to bear.

One important thing to remember is that these questions exist on *both* sides of the battlefield. Most Ottoman Empire troops will be just as afraid and confused about what is occurring. No one has told them what to expect. No one warns them that the comrade who went down beside them in a hail of bullets or who were blown apart by an artillery shell will get back up and keep fighting. They have no idea where these strange mystics and their cultish followers stand in the chain of command, and some of the things they are doing and saying go against the very core of their beliefs.

Throughout the war, desertions, low morale and defections will plague the Ottoman Empire. Not every soldier who fought against the forces invading Gallipoli in defense of the homeland will desert, but many, many survivors will understand why those who drop their rifles and run do so.

It is, perhaps, even worse for those who hear the first of the Whispers. They will barely, if at all, understand what is happening to them. They will not know when to hide it, how dangerous the Whispers can be, will have no inkling of the risks of Corruption, and what the true consequences of their powers may be. Most will be viewed with suspicion by their fellow soldiers. Though, when lives are on the line and their Whispers save the day, they may be heralded as heroes...until people begin to look too closely at what occurred and ask that most unanswerable of questions: How? Their comrades will fear them and may even react violently. But they will also likely fear themselves. They have no idea what's happening to them or why. They do not know if they were chosen by some higher power or cursed by some infernal force. They will question whether to embrace their abilities or shun them.



Their commanders will be in the exact same quandary. Do they use these new abilities to fight the enemy? Or are these soldiers' new abilities to be feared, and are those soldiers to be eliminated? Much will depend on the tide of battle, how those who hear the Whispers respond to their abilities, and what, exactly, they show or keep hidden. Ultimately, one thing is for certain; astute, and sometimes unscrupulous, commanders will see them as things to be used. Tools. New, potent weapons of war. But they will never use them openly, or even with tacit public approval. For if these new weapons backfire, plausible deniability allows those commanders to shirk responsibility, and abandon these confused, powerful, and potentially dangerous living weapons on the battlefield.

These actions will turn some into heroes, and others into monsters more terrifying than the things beginning to creep through the blood-soaked hills of Gallipoli. For the rest, there will be little help in coping with this new war against the unnatural. All they will have is their own senses, their own judgment, and their faith in their comrades-in-arms beside them, if they ever want to leave the scarred hills and bloodied waters of Gallipoli alive.

**Otherwise, they are never going home...**

Letter from Ozan Kaplan, 5th Turkish Army, Gallipoli Peninsula,

To Sefika Kaplan, Arikaya, Turkey  
26 April 1915

Mama-

We have succeeded in holding back the enemy's advance through the Dardanelles. They underestimate our abilities, and this is their downfall. No one believes they won't try to take Constantinople by another route though. I will be here for some time, securing the area from further attack. It's not too bad though. There is little rain now that spring has come, and the weather is warm though not overly hot. There is a nice breeze that blows in off the sea over the hills in the evening. If not for the machinery and supplies of war all around me, it would almost seem peaceful. This place has a magical quality to it that I can't seem to explain. Some of the other soldiers here express the same sort of sentiment, and there are always those who would make the feelings out to be something more than they actually are. Yes, even here, the superstitious spread their fear through the ranks. There is even one man, Selim, who says he's met one of the mystics who can do miraculous things, like controlling the weather. It amuses me to think they might be conjuring this perfect spring for our benefit. What would be the point of using their magic for such a purpose? Perhaps it is a precursor to something else they are planning. Listen to me! I must have talked too long with Selim about such things. He has me imagining too much.

Love,

Ozan

## Soldier's Dossier

### Weapon Innovations

#### Trench Guns

Introduced by American soldiers, the trench gun, or combat shotgun was a popular and effective weapon in the close confines of the trenchworks along the front lines. The weapon fired buckshot cartridges, bringing a large amount of firepower to trench clearing operations. It could also be equipped with a bayonet for melee combat. Each trench gun was issued with 100 paper cartridges, which often got wet and swollen in the damp trenches, requiring clearing of the chamber before firing. Despite this limitation, its combat effectiveness kept the weapon in circulation.

#### **Trench Gun**

**Damage:** 2 damage

**Ability:** Critical (2), Spray (2), Wreck (2), Unreliable

**Weapon Ability: Unreliable**

**Description:** After declaring an attack, roll 1D6. On a 1, the attack fails.

#### Gaff Hook

The gaff hook is tool that has been used by fishermen for centuries. A sharp hook, usually attached to a pole or handheld crossbar was used to pick up large fish to haul them aboard a fishing vessel, usually by hooking the backbone of the fish. It is no surprise these tools have been adapted for combat.

#### **Gaff Hook**

**Damage:** 1 damage

**Ability:** +1 Damage (1), Hold (2)

**Weapon Ability: Hold**

**Description:** After a successful attack, the target can no longer move away from the attacker. To break away, the target must make a contested Athletics roll against the attacker. If successful, the target takes 1 damage, but is free of the hold.

#### Flame Thrower

A dangerous weapon which hurls burning fuel to turn enemies and obstacles to ash. Intended primarily as an anti-personnel weapon, ideal for destroying soldiers hiding in dugouts and foxholes. Flame throwers have also proven useful at clearing obstacles such as brush and civilian buildings.

#### **Flame Thrower**

**Damage:** 1

**Ability:** +1 Damage (1), Spray (1), Fragmentation (3), Flammable

**Weapon Ability: Flammable**

**Description:** Opponents can target the weapon's fuel tank directly; use the same defense as the soldier who carries the Flame Thrower. Dealing 2 damage to the tank with fire or a gun will destroy the weapon and set the soldier on fire; take 2 Brawn damage per round until extinguished.

# His Majesty's Paranormal Intelligence Task Force

## History

In 1888, the intellectual and political societies of Great Britain were shaken to their core by events in the Whitechapel region of London. What history would call "The Whitechapel Murders" led the London Metropolitan Police Service to enlist the aid of Scotland Yard, and eventually even the British Military, on a wild chase that revealed an occult world behind what most people knew. The extraordinary events of that period and the resulting public hysteria, revealed the need for a group that had the expertise, mandate, and authority for investigating and eliminating preternatural threats to the Empire, so His Majesty's Preternatural Intelligence Task Force was born.

It didn't take long for the new division to fall out of favor, however. Investigations resulting in mundane explanations, and the high cost of the division, had people in positions of authority questioning whether the need for the division had passed. The events of 1888 were still relatively fresh in peoples' minds, however, so nobody had the political courage to do away with the division entirely just yet. The PIT was gutted, however, down to only a few technical experts and military officers who had been exiled to the division to end their careers. One of them was a young officer named Donovan Bell, a bookish Captain in the British Empire's newly instituted Secret Service Bureau, when it rolled the PIT into its portfolio in 1909. Captain Bell was given the onerous task of cataloging everything in preparation for the division to be decommissioned. During his initial cataloging of documents, Captain Bell found himself fascinated by the events of the Whitechapel Murders, and dug deep into all the occult texts, folklore, and mission reports that the PIT had compiled since its inception. His enthusiasm for the material was infectious, and even the most jaded castaway employed by the PIT was caught up in it. They began looking at old and new cases with fresh eyes, a new sense of curiosity and fun...and a newfound sense of pride.

Unfortunately for the PIT, this was not what Captain Bell was sent to the division to do. He found that his team's requests for support in any way, shape, and form were being denied. He was reminded time and again that his assignment was to decommission the division, not become embroiled in its "flights of fancy." He had his team continue their work, however, making a show of the "decommissioning," while continuing to catalog and investigate everything that came their way. Bell may not have had adequate money, equipment, or official human resources, but his security clearance, special designation, and the network of allies and contacts he'd built throughout Europe, left him in a good position to take advantage of whispers that had begun in the halls of power. Apparently, other nations had begun taking an interest in something that the Admiralty were calling "the paranormal" (a term he'd coined in his first PIT investigation report), to solve the bloody stalemate of trench warfare.

On the morning of January 6th 1915, the PIT was visited by Colonel Sir Vernon Kell (head of the Secret Service Bureau's Home Division, and Captain Bell's direct superior), and Captain Sir Mansfield George Smith-Cumming (head of the Foreign Division). Bell was informed that "The PIT" would be task-posted to the foreign division for operations, would be given extensive support and resources, and their first assignment would be to investigate rumors of a medieval biological doomsday weapon somewhere within the borders of the Ottoman Empire. It was made clear that the crown's enemies were already searching for the weapon, and it was up to Bell and His Majesty's newly dubbed *Paranormal Intelligence Task Force*, to either beat them to it, or to neutralize the threat. To this end, they were to join the Admiralty's upcoming campaign...in the Dardanelles.

## Current Operations

The strengths of His Majesty's Paranormal Intelligence Task Force stems from more than a quarter century of intense research and investigation, impeccable documentation and attention to detail, and the nearly limitless physical, literary, monetary, and human resources of the largest empire on the planet. As such, they are better prepared to meet the challenges of any mission.

The PIT has a diverse range of capabilities and expertise, and are not only deployed in every theater of the war, but around the globe, racing against the agents of the world's other powers to obtain tools, knowledge, and weapons to turn the tide of the greatest conflict in human history. They can find themselves in uniform in the trenches and no-man's-land of the war, in fancy suits attending high society parties, poring through dusty texts in the forgotten libraries of ancient civilizations, and battling eldritch existential dangers deep inside the dark places of the world. They never work alone, and are always deployed in teams of at least two, though larger teams are preferred given the volatile nature of their work and the wide array of expertise that is generally required on every mission. All members of the PIT are like family; willing to sacrifice their lives in an instant for each other, bonded through the extremes of their training and the traumatic and terrifying scope of their work. Field operatives for PIT are authorized to take whomever they need for specific missions, and if those recruits show ability and promise, operatives have the prospects permanently transferred to their command administratively. Times being what they are, the PIT tends to make fast assessments to replace attrition.

## Fetishes of the PIT

Euphemistically referred to "Discretionary Equipment" or simply DE, the arcane investigation of the Task Force over the years has produced a harvest of terribly useful equipment which the PIT authorizes its agents to use. These magic items are often issued to soldiers and other operatives who prove their worth. The person does not need to understand the magic to enjoy the benefit.

Anyone with training in a Whisper Path can create a fetish. A caster needs to gather the materials needed to create the item, usually a matter of role-playing, and then discard the requirement cards for its creation. This generally takes place at the end of a Mission; the same time players spend cards to advance their characters. The benefit begins as soon as the fetish is created.

Once created, fetishes cannot be destroyed by any normal means.

**Bone Necklace:** A simple necklace adorned with finger and toe bones.

**Materials:** Dry bones of the ancient dead.

**Requirement:** Any number of cards which add up to 10 or more. Faces and Aces both count as 10 for this requirement.

**Benefit:** The bones jangle together softly when undead Antagonists such as Skeleton Raiders, Reanimated Corpses, Unfallen, and No-Men are nearby, providing a warning to the soldier.



**Dark Cloak:** A very dark oilcloth raincoat or poncho which casts unusual shadows.

**Materials:** Oil-infused cloth and the skin of a defeated Antagonist.

**Requirement:** Any black card and any Diamond.

**Benefit:** Grants +2 automatic successes to Stealth rolls, unless the soldier is in direct sunlight, which instead imposes a +2 TN penalty. Wearing the cloak makes the wearer feel deathly cold unless they have 3 or more Corruption.

**Shadow Tongue:** A strip of eerily moist leather dyed black, which the soldier ties around their chin and lets hang from their face.

**Materials:** Leather and the tongue of a defeated Antagonist.

**Requirement:** Any black card and any Spade.

**Benefit:** Grants +2 automatic successes to Communication rolls, unless the soldier is speaking their own language, which instead imposes a +2 TN penalty. While wearing the tongue, the soldier will sometimes begin cursing uncontrollably unless they have 3 or more Corruption.

**Ebony Eye:** A wooden amulet in the shape of a human eye, carved from a dark wood.

**Materials:** A piece of wood and the eye of a defeated Antagonist.

**Requirement:** Any black card and any Heart.

**Benefit:** Grants +2 automatic successes to Investigation rolls, unless the soldier is looking for evidence of the arcane, which instead imposes a +2 TN penalty. Using the amulet makes the soldier more inclined to keep secrets unless they have 3 or more Corruption.

**Silver Reliquary:** For the intellectual sort of soldier, who knows the power of tradition and appreciates the finer things in life... and death.

**Materials:** A small, ornate, silver reliquary containing part of a saint's remains.

**Requirement:** 3 odd-numbered cards.

**Benefit:** Mob type undead Antagonists will not target anyone with the reliquary. When the soldier opens the reliquary and takes 1 Smarts damage as an action in combat, 1 Mob type undead Antagonist they can see is automatically defeated and turns to ash. The reliquary can only be used this way once per round of combat. The damage can be prevented or healed by normal means.

**Hoplite Shield:** A round metal shield in style of an ancient Greek warrior. It gleams brightly in the sun and emits a faint light even in the dark.

**Materials:** Any shield at least five-hundred-years-old will do, but one pulled from a grave is ideal.

**Requirement:** 3 even-numbered cards.

**Benefit:** The shield grants the soldier 3 Armor. If the soldier takes 1 Brawn damage as an action in combat, all other members of the Unit heal 1 rank of Brawn. The shield can only be used this way once per round of combat. The damage can be prevented or healed by normal means.

**Varangian Spear:** Seemingly designed after legendary the Spear of The Master. Accepting it provokes a Corruption check. The weapon is similar to a standard Staff, except the base damage is 2.

**Materials:** Any spearhead can carry the power, but the older the better. A human sacrifice must be made to link the weapon to the power of the Others.

**Requirement:** A Face card, a red card, and any Club.

**Benefit:** If the soldier takes 1 Guts damage as an action in combat, they may cast Animate Corpse, Extinguish Memory, or Power Drain from The Master's Favors Whisper Path as if they had 2 skill training. Other requirements of the Whisper must still be paid. The spear can only be used this way once per round of combat. The damage can be prevented or healed by normal means

## Letter from Sefika Kaplan, Arikaya, Turkey

To Ozan Kaplan, 5th Turkish Army, Gallipoli Peninsula  
12 May 1915

Ozan—

Are they talking of the mystics as far away as the coast, then? Your father went to Çavdır with the other merchants as soon as he could this spring. They took refuge in a cave on their way there. He found these words inscribed on the wall:

Locked in the book of secrets; we bear witness;  
nature leads us into the eternal tree

Do you know what it means? Ask Selim if he's ever heard of such a thing from the mystic he knows.

Love,

Mama

## Narrator's Dossier

### The People of the Mountain

The People of the Mountain are a secretive cult-like tribe of savage mountain-dwellers who have called eastern Anatolia home since the early days of the Byzantine Empire. Before the storm clouds of worldwide war gathered, few encountered the tribe in the present day, likely because of their skill with magic and penchant to move camp at irregular intervals. Still, the tribe's activities have inspired and perpetuated countless legends among the more civilized occupants of the Ottoman Empire about degenerate mountain dwellers who creep into the lowlands and snatch babies from their mothers' arms or kidnap unaccompanied young women to sacrifice to unknown causes.

Members of the tribe are single-minded in their devotion to The Master, an ancient fish-like monstrosity who pierced the Veil and slithered forth into our realm. The Master arrived in our world during the middle of the Third Century, and for a brief time, hid itself away inside the twisting mountainous caverns of the Gallipoli peninsula. The Master attracted many disciples and eventually established an informal cult that worshiped the abomination as a god. This cult erected a temple in The Master's honor near the coast of the peninsula and worked tirelessly to recruit new followers eager to sacrifice everything for a taste of power. In the year 482, after many years of plotting, The Master and his disciples launched an attack on the people of the Byzantine Empire. Using dark magic, they raised an army of the undead from the remains of those foolish enough to defy them and wrought nothing but murder and ruin wherever they journeyed.

For a short time, it seemed as if nothing could stop The Master and his worshipers from overwhelming humanity; that all changed when a veteran soldier named Maximinus Gregoras struck a deal with other forces from

beyond the Veil. In exchange for Gregoras' soul, The Master's was trapped inside the walls and statues of the grand temple built in its honor, and a great earthquake was summoned to plunge the temple beneath the blue waves of the Aegean Sea.

In the days after The Master's imprisonment, the few surviving cult members retreated into the mountains near ANZAC Cove and began communing with their deity in secret, carrying out black rights beneath full moons, and snatching babies from nearby towns to swell their ranks or sacrifice to their lord. They erected no permanent houses, and instead lived out their lives in tents and dark caverns.

Over several generations, followers of The Master developed their own language and their depravity increased tenfold. Cult members take no names and have no concept of personal identity. If they refer to themselves at all, they use *murmelission*, derived from the ancient Greek words for "place of countless bees." They think of themselves as being workers in The Master's proverbial hive. They have no respect for human life, including their own, and will willingly sacrifice themselves for the good of the tribe.

The People have felt The Master stirring and the Veil weakening. They have offered their ancient knowledge to the leaders of the Ottoman war effort. They feel a new age of dark glory rising and they want to hasten the renewal of their god. For the first time in centuries the People of the Mountain have been seen in public, they have frequented the halls of power, and they have found sympathetic ears for their cursed mutterings.

## Antagonists

### Follower of The Master

Similar to a Cultist, this savage mountain-dweller serves The Master.

Type: Mob

Initiative Value: 6

Armor: None

Brawn: 3

Smarts: 3

Guts: 4

Weapons: Roll 1D6: 1-3 Sacrificial Dagger fetish (see below), 4-6 club, or another makeshift weapon

Skills/Abilities:

- Athletics
  - Melee
  - Stealth
  - Ranged
  - The Master's Favors
- Animate Corpse, Shadow Walk

Weakness: Followers of The Master are vicious and frequently overlook overt threats to deface the remains of those they have already slaughtered.

Reward: Draw 1 card for the Unit per group of Followers defeated.



## Wizard of The Master

Similar to Veil Priest, this savage mountain-dweller has served The Master well and has been granted additional power. They serve as the leaders of the community and the tribe's main connection to the outside world.

Type: Solo    Initiative Value: 10    Armor: None

Brawn: 5    Smarts: 4    Guts: 6

Weapons: Sacrificial Dagger fetish (see below), club, or another makeshift weapon.

### Abilities:

- Athletics
- Melee
- Ranged
- The Master's Favors       
Animate Corpse, Extinguish  
Memory, Shadow Walk, Power Drain
- Old Ways (when in possession of  
the Spear of the Master)       
Sickness

Weakness: None

Reward: Everyone involved in the combat draws 2 cards and discards one.

## Whisper Path

### The Master's Favors (Guts)

Although The Master lies trapped beneath the Aegean Sea, it can still affect the surface world by whispering powerful words of magic to devotees, allowing them to raise the dead, influence the perceptions of others, and skulk through the shadows without being seen. This process demands considerable effort from The Master, depleting it of power, and making each successive whisper more difficult to hear. The People of the Mountain believe that The Master's voice will eventually shrivel away to nothing unless they free it from its prison.

To benefit from a Favor, the caster must open themselves up to the Master and let its power flow through them. No sacrifice is required, only a successful Whisper skill roll against the TN given in each Whisper. There is also no penalty for failing the skill roll. The required contact with an Other actually incarnate on this side of the Veil is even more corrupting than most Whisper Paths. Instead of the normal Corruption chance, those who study The Master's Favors automatically take one Corruption for each point of training in this Path beyond the first.

Usually, only People of the Mountain have the opportunity to learn Favors, but The Master does not care who calls upon its power; anyone could learn this path from exposure to The Master, its ritual objects, or to its servants.

**Animate Corpse:** The caster targets a single human corpse that has been dead for no more than 24 hours and whispers eldritch words imbued with power by The Master. The TN is 4, and the caster takes 1 point of Brawn damage equal to the number imbued to the Reanimated Corpse's Brawn Attribute. Within seconds, the targeted corpse is reanimated and bound to the caster, following all orders without delay. In the absence of concrete

orders, or if the caster dies or otherwise releases the corpse from their command, it indiscriminately charges others and attempts to devour their organs. The caster can only have one reanimated corpse bound to service at a time.

**Extinguish Memory:** The caster strokes the target's cheek, takes 1 point of Guts damage, and chants a string of words in an alien language. The TN is the target's Guts but can be decreased on a 1-1 basis by taking additional points of Guts damage. If the caster is successful, the memories of events that occurred up to one year in the past can be abolished from the target's memory. Memories older than one year can also be abolished but require the caster to take 1 Smarts damage as well. For every 5 years in the past the memory formed, the caster must take 1 additional Smarts damage.

**Shadow Walk:** The caster calms their mind, steps into the shadows, and disappears. The TN for casting this spell is 3. This spell requires extreme concentration, and additional actions other than movement require the caster to roll Whisper: TN 4 to remain concealed. The TN of this roll increases by 1 for each successive action. The caster can become visible again at any time by dropping the spell, otherwise they become visible after ten minutes or upon being illuminated by a light source.

**Power Drain:** One or several casters spend an hour performing a dark ritual before sacrificing another human to The Master. No roll is required; instead, the caster automatically gains 1 point of Corruption. After completion of the ritual sacrifice, all previously taken damage is healed and the caster gains a temporary +1 bonus to any Attribute of their choosing. This bonus is lost after 24 hours and the caster can only benefit from one Attribute bonus. Additional sacrifices do not stack.

**Defixiones (Curse Tablets):** Blasphemous words and a portrait of the target are engraved into a stone tablet beneath the light of a full moon and buried deep underground. During the next full moon, the tablet is unearthed, and a sinister ritual is performed whereupon the carver spills the blood of a virtuous person (only a bit is needed). This action results in a curse being placed on the target, allowing the carver to penetrate and manipulate their dreams. Simply observing the victim's dreams requires no other action. To take control of the dreams, the caster rolls Master's Favors against the victim's Smarts. The length of the curse is indefinite, ending only if the stone tablet with the victim's image is defaced beyond recognition.

**Summon Cackling Horror (requires the Spear of The Master):** The caster uses the Spear of the Master to slice a hole in the Veil and summon forth a **Cackling Horror** (*Never Going Home*, page 74). This requires a Whisper: TN 4 roll. Once the Cackling Horror arrives, it attacks everyone in sight, including the caster.

### Reanimated Corpse

The corpse of a human that has been reanimated by dark magic.

Type: Mob Initiative Value: 6

Armor: None

Brawn: Determined by the amount of Brawn sacrificed during the reanimation process.

Smarts: 1 Guts: 2

Abilities:

- Athletics
- Melee

Weakness: None.

Reward: Draw 1 card for the Unit per group of reanimated corpses defeated.

## Fetishes of the Mountain

**Sacrificial Dagger:** The ritual dagger used by the People of the Mountain in their ancient rites and bloodletting. The handle is usually made of crudely worked wood or stone, while the 6 inch (15 cm) curved blade appears to be a fine, very dark steel. Strange figures are etched on the blade and it always seems to be in shadow no matter the light conditions.

**Materials:** A knife the caster has personally made or marked in some way.

**Requirement:** Any Club and any Diamond.

**Benefit:** Has the same properties as a standard knife, plus deals +1 damage automatically to targets with 2 or less Corruption, and no damage to targets with 5 or more (consider all Antagonists with supernatural qualities to have more than 5 Corruption). The first time a wielder kills with a Sacrificial Dagger, they draw for Corruption.

**The Spear of the Master:** The Spear of the Master is imbued with dark magic and fused with a fragment of The Master's essence. The black statue in the center of the Master's temple once held the spear, but an ancient Byzantine soldier removed it from the temple before it sank into the Aegean Sea. Over fifteen centuries, powerful sorcerers and mystics carried the weapon and used it to perform great and terrible deeds alike, but its power was eventually forgotten, and the spear was lost to time. The fragment of The Master inside the spear slept for many years, but recent events have roused it from its slumber. Now, the Spear calls out to others, infecting their dreams like a cancerous wart, begging to be found, and promising power to anyone brave enough to seek it out.

**Materials:** A spear, preferably an ancient one, and a fragment of an Other's essence.

**Requirement:** The creation of such a powerful arcane item was probably a terrible accident in the first place and the processes certainly cannot be recreated now.

**Benefit:** The wielder of the spear gains access to The Master's Favors Whisper Path with 4 skill training and can cast all Whispers from the Path. It can also be used as a normal weapon with the same stats as a Staff, except the base damage is 2.

### **Telegram from Brigadier Vehip Pasha, 5th Turkish Army, Helles Sector**

To Enver Pasha, War Minister, Constantinople  
20 May 1915

Attempt to remove ANZAC fails \*STOP\* Truce to bury the dead \*STOP\* We intend to use the German knowledge in our defenses and our next attacks \*STOP\* Von Sanders in agreement for once \*STOP\* We assume your approval

## Exploring Tombs

### Advice from an Expert Traveler

Every Ancient Tomb worth venturing into is going to have different levels of awful the further down you go. There is no set number of floors or levels in an Ancient Tomb, but the best variation of challenges and mood is around four. If more levels are added, choose as many from the templates below as is needed.

#### First Level

The first level is the one closest to the open air. This is ground level, the front door. Depending on the state of the place and what's around the Ancient Tomb, the first level could be one of three things. In any case, the first floor is an introduction to the Ancient Tomb, showing guests examples of architecture, decoration, and lore. Explorers can investigate somewhat freely and find clues and bits of the story of why this place was built and why it has sat here for so long. Of course, if the first level has been transformed to fit the needs of squatters, there may be precious little to discover or learn.

**Completely Empty:** The tomb has either been sealed tight enough that nothing has changed since its builders first left it, or it is open to the elements and has been cleaned out for ages. If it was sealed, the first floor was used by its builders for their own matters and is not any more dangerous than most other abandoned structures. If a 5 or 6 is rolled on the Random Table, re-roll.

**Occupied by the Locals:** Someone has moved in to the pre-existing infrastructure and is using it for their own benefit. If the Ancient Tomb is in a city, chances are the government is running the place or at least has granted its use to a group in good standing. If the Tomb is in a rural area, or is hidden from view, chances are less-than-legal operations are running out of it. Bandits, mercenaries, primitive tribes, cults, mutants, monsters; all are good options depending on who is around. +1 to roll on the Random Table. If the result is 6+, re-roll.

**Just a Taste:** The Tomb was built and then quickly left to the ages, and the first floor is designed to keep out intruders. Traps and creatures are likely, though basic. Everything that can be locked or sealed will be, as no one affiliated with the construction or use of the Tomb is around to make use of the place. Anyone who is in here is someone who isn't supposed to be. +1 to roll on the Random Table.

#### First Level Random Table (roll 1D6)

- 1-2:** Nothing at all but a slight cold breeze leading further into the tomb.
- 3:** The player characters find something useful, either a bit of supplies or lore.
- 4:** A weak spot in the floor or ceiling crumbles, requiring evasive actions to not take injury.
- 5:** Someone turns a corner and spots the player characters. Could be a conflict or nothing at all.
- 6+:** A hidden trap activates which could prove disastrous to one of the player characters.

## Second Level

The second level is not too different from the one above it in design or ecology. Naturally, it is further underground and thus more secure from the pressures of the outside world. More important matters can be discussed, and more elaborate plots can be worked out here. There are likely to be closely guarded secrets behind locks and hidden rooms.

**Legitimate Basement:** There will be workers or guards down here.

Assuming the characters can wander the basement, they will be available for questioning and will help defend the basement from danger. These kinds of basements are used for mass storage and cataloging. There are also likely to be barracks, offices, and other kinds of permanent residences. If 5 or 6 are rolled on the Random Table, they are not necessarily life-threatening events.

**Hidden Base:** Whoever they are, they're not supposed to be here. This floor has probably been abandoned for some time, and some well-armed group has entrenched themselves. They intend this to be a permanent camp from which they can plan out operations in the outside world. They don't appreciate outsiders trying to ruin the good things they've got going on. +1 to Random Table rolls.

**Intrusion from Outside:** The construction has given way to nature. If a Tomb is truly Ancient, it has weathered tectonic shifting and erosion, but there are still cracks in the walls. When this happens, something inevitably slips inside. Could be overgrown plant life (root systems and fungus are most likely), creatures and animals typically found in caves, or bizarre underground dwellers who are taking advantage of the pre-existing structure. There is likely to be water leaking in from the ground above, pooling where it can and taking the low road down where it must. Over time nature is likely to wreck this floor and collapse those above it. If a 6 is rolled, roll again with a +1, both happen.

### Second Level Random Table (roll 1D6)

- 1: A secret area with some treasures.
- 2: A stash of valuable supplies.
- 3-4: Things are quiet here.
- 5: Hostile residents.
- 6+: Dangerous structural hazard.

## Third Level

The third level of the Ancient Tomb is where the world above has disappeared, and things are done down here largely in a vacuum. This is alien turf for anyone trying to get inside. The third floor usually holds the focal point of the Ancient Tomb; the reason the place was built. Visitors should exercise the greatest caution. There are things down this far that have never seen the sun, and the bones of those who will never see it again.

**Deep Freaks:** Some real creatures reside down here with their own rules. They are simple in mentality. They feed on whatever they can catch, including each other. Unless they are some unnatural things that need no food to live, in which case they lie in wait for untold eons until something awakens them. They respond to intrusions into their slumber with violence and murder. If a 2 is rolled on the Random Table, re-roll.

**Deadly Labyrinth:** A deathtrap designed and constructed by the Tomb's ancient masters. If it wasn't so terrifying, it would be a marvel of engineering. This maze is meant to trap and confound those who wander into it, usually leading them into a horrifying mechanical end. Spinning blades, pressure plates, false floors, sliding walls, crushing ceilings; all are hallmarks of the

labyrinth. All must be surpassed if one wishes to descend further. If a 5 is rolled on the Random Table, re-roll.

**Crypt of Prominence:** Every Ancient Tomb is going to have bodies of important people moldering to dust in its chambers. A Crypt of Prominence is reserved for figures of legendary status. Intricate stonework, statues, and frescoes depict these figures as they were known in life. Kings, priests, and warriors are the most likely to be found here. Their remains are decorated in valuable glittering artifacts and sealed behind massive sarcophagi. Their most prized treasures are likely to be found here with them, as well as prized servants, family, and concubines. If a 6 is rolled, roll again and add 3 to it. Both happen.

#### Third Level Random Table (roll 1D6)

- 1: A brief moment of calm.
- 2: An archive of lore and treasure.
- 3-4: You're lost.
- 5: Imminent danger.
- 6+: Guardian creatures.

#### Fourth Level

The bottom level of the Ancient Tomb is something extra. A font of mysteries and forgotten lore. A place at the foundation, not physically, because the Ancient Tomb can support itself, but metaphorically. The fourth level shows you why the Tomb exists as it does. These are the darkest secrets and the unbearable truths. These places rarely resemble the floors above. There is also rarely anything valuable to learn or take. It's usually better not to dig too deep into places and things like this, or else there wouldn't be an Ancient Tomb capping its influence on the outside world.

**Nightmare zone:** An unnatural landscape that opens to a world that could not exist on the surface. Volcanic lakes and creatures of torment. Endless tunnels of meat and bone and bile. A void of illusion and temporary physics. A complex society of under-people who regard surface-dwellers as slaves or food. Roll 1D6 times on the Random Table. Each of these events happen, one after another.

**Otherworldly Horror:** A massive open chamber where sits another temple, built by even older and more obscure beings. It has visages of faces and forms and text unknown to anyone outside. At the center of it on an elevated platform made of bone is a being of titanic size and awareness. It has no discernible shape other than a pile of worms, writhing in its own foul mucus. The scope of such a being drives the weak insane. Roll 1D6 on the Random Table. When the characters are convinced of what they see, roll again with +2.

**Vault of Secrets:** The builders had things they needed to keep hidden. Chances are it has to do with the origins of their order and the ideas on which it was built. Here you find tangible evidence of their mythologies, even if it proves they were founded on falsehoods. Roll 1D6 for each individual character.

#### Fourth Level Random Table (roll 1D6)

- 1: Something harmless but disgusting or horrifying.
- 2: Trade pain for valuables.
- 3: Something living that should not be.
- 4: Quickly disappearing safe ground.
- 5: A treasure to beat all treasures.
- 6+: Something that will surely destroy or corrupt you.

## Bones in the Dust Campaign Dossier

The six missions of *Bones in the Dust* form a single story centered on an infantry unit involved in the Allied invasion of the Ottoman Empire near Gallipoli in 1915. As the missions progress, the characters learn more than the average soldier about what is happening during the invasion. Some of the missions could be dropped, or skipped, or replaced with others, but they should be played in the order presented, as they progressively reveal more of the story.

The whole of this campaign takes place before the Veil between worlds is torn open during the Battle of the Somme in summer 1916. The Whispers which grant magic powers are rarely heard and characters in this campaign are discouraged from beginning play knowing any Whispers. The events of the missions are likely to be the characters' first encounter with the supernatural. Any of the first three missions could be used as their first contact with supernatural threats. After their first encounter, they will be known to the Paranormal Intelligence Task Force, a covert group within the British military responsible for dealing with "such things." After 'The Past Comes Back to Haunt Us' the characters are assumed to have already met with magic and monsters.

Throughout the campaign, the players are tasked with gathering artifacts for the PIT to secure. Failure to acquire the arcane items simply leads to the next mission. Successful recovery efforts lead to promotions and rewards. The characters receive the following Promotions in the following order. It is up to the Unit to decide who claims the special equipment. The fetishes are described on page 14. If running fewer missions, you can offer multiple rewards for completing a single mission:

1. The Unit has been noticed by the PIT and one soldier receives a Bone Necklace fetish.
2. The Unit is officially inducted into the PIT and each soldier receives a metal badge to wear depicting the All-Seeing Eye. This represents the PIT's superior ability to prepare for missions. From now on, after the Journey is complete (whether successful or not), but before the Journey cards are discarded, the Unit decides who should receive one of the cards. The cards are shuffled, and one is dealt face down to the selected soldier.
3. One soldier in the Unit receives a Silver Reliquary fetish.
4. One soldier in the Unit receives a Hoplite Shield fetish.
5. One soldier in the Unit receives a Dark Cloak fetish.
6. One soldier in the Unit receives a Varangian Spear fetish.

### **Letter from Bernard Hood, ANZAC 13th Battalion, Gallipoli Peninsula**

To Annie Hood, Perth, Australia

28 May 1915

Annie,

Not even a week after a truce was called to bury the dead, the Germans sank another of our ships! War is cruel, surely, but I had thought that the stalemate would have provided us some relief from the killing. Without new orders, I suppose it's safe to assume we'll continue to rot on the beach. It's madness here, just like it's madness in France—hundreds of thousands wounded to gain a bit of ground. And it's worse here, I'm sure, than in France, because we still have a long way to go to capture Constantinople if we can ever get off this beach. I'm sorry, Annie, for writing to you like this, but I am sour over all this and I don't know who else to tell. We all understand the sentiment here, but it does no good to talk about it. At least the weather is nice; yes, at least there is no rain and no heat. It seems unnatural, in a way, but I won't think too much of it. I love you, darling.

Love,

Bernard



### Where is That on the Map?

This dossier uses the names of towns and other locations as they appeared on Allied maps at the time of the Gallipoli invasion. This reflects the perspective of the Allied soldiers the players portray. Population movements and political changes in the years since mean modern maps have sometimes very different names for these places.



## Mission 1: A Cold, Scaly Welcome

Taylor White



### Mission Briefing

Late March 1915. In preparation for the Gallipoli Campaign, scouting planes have been sent out to collect intel on the Dardanelles Strait. One of the planes reported a small localized seismic event in the hills to the east of the town of Cojadere.

During debrief, the pilot described witnessing a collapse of the hills and a massive plume of smoke and ash. The pilot flew closer to get a better look, and caught a glimpse of “a building, maybe a temple, made of pure white stone at the bottom of a pit of rubble. It was as if the earth opened up and revealed a gleaming pearl.”

This report seemed significant enough to send a second plane equipped with a camera to the same area. Spotters watched the plane make a circuit over the area. Moments after, they witnessed the pilot attacked by an unidentified plane. They confirm the attacking plane burst into flames, but also watched the Allied plane go down. The scout pilot has not reported in since and is considered MIA in enemy territory.

Command needs the wreckage of the scout plane and the photographic plates belonging to the pilot. This supposed “temple” is too close to the planned ANZAC (Australian and New Zealand Army Corps) landing to be ignored. The Gallipoli Campaign is too important to the war to allow for any unforeseen complications.

### Mission Objective

Your Unit will take a small boat to the future ANZAC Cove site where you will be greeted by Renad, an Armenian fisherman who hates the Ottomans and is working as a spy. Renad will transport you in his fish cart to his home in the town of Cojadere. There, you should be able to investigate the area, find the plane wreck, and recover the photographic plates. If the scout pilot is still alive, rescue them as well.

Cojadere is in enemy territory, and although military presence is not expected, the locals will not take kindly to our soldiers in their town. Lay low, disguise yourselves, don't make trouble.

### The Journey

Your boat lands at ANZAC Cove under the cover of darkness. After covering it with a burlap tarp for the return trip, you find the fisherman's trail where Renad is waiting. He is young, heavy, and friendly. He is visibly amused as you climb into the back of his fish cart. He says, “Better you than me back there I think, yes?” then laughs as he covers you with a blanket of slimy wet fish. He takes his seat, snaps the reins and calls out to his mule “*Yalla Himar*” (**Communication or Knowledge: TN 2 reveals he says, “Go, Stupid!”**)

The ride to Cojadere is long, cold, cramped, and bumpy. Renad is purposefully staying off the main roads and taking goat herding trails to avoid any prying eyes. You stay quiet and still, pretending to be dead fish. The smell is overpowering and their dead, alien eyes stare back at you with a primal, ferocious simplicity. While you wait to be delivered to town, your thoughts can only go to fish.

**Requirements:** One card for every character. **Special Journey Resolution:** Players do not hand their cards to the Narrator but play them directly to the table face up. They may only play a card of a suit not already played, or a Joker. They may play more than one card if both cards are new suits. If they cannot play a unique suit, they pass. Once all players have played or passed, or when all suits are on the table, the Journey ends.

**Narrative: What's Your Best Fish Story?** A memory plays back in your head, long thought forgotten, about fish. The nature of the memory is represented by the suit you played. If you played no cards, this trip becomes your best fish story and you take 1 Guts damage until you can get yourself cleaned. If you played more than one card, then they both apply to your story.

**Club:** A fish that was either the victim or perpetrator of wanton violence.

**Diamond:** A fish that made you money or took it away.

**Heart:** A fish that inspired love or hate.

**Spade:** A fish surrounded by death.

**Joker:** One of the fish tells you its story instead.

**Success:** The character with the best fish story draws a new card. This card can be played as normal or used to retell their fish story later in the mission to someone who might find it interesting, which will turn a roll against that NPC from a failure to a success.

## Incidents

**Dinner with Renad:** Renad treats the characters to dinner. It's his way of making up for the unpleasant ride, and anyone who is looking to strike against the Ottomans is a friend to him. Renad lives alone in a small, modest house on the western edge of Cojadere. He grew up an Armenian Orthodox Christian but prefers the beach to the church these days. Still, he keeps religious objects around his home to placate his mother when she comes to visit. He can lay out blankets, but only has one bed. His fireplace and his wine keep everyone warm, and dinner is lamb chops and pita bread (he's sick to death of eating fish).

The characters are welcome to ask Renad any questions during dinner, which he will try to answer to the best of his ability:

- He has heard of the pilot being shot down and can point the way to Mal Tépé.
- He felt the earthquake when it happened; it broke one of his favorite clay pots and knocked all his books off the shelf.
- He doesn't know much about Mal Tépé itself, except that it's an Ancient Greek ruin and he thinks they used to inter bodies there.
- He didn't hear about the pilot surviving the crash, but he doesn't know if anyone from the local Muhtar's office has been out there to look at it.
- He doesn't know anything about a supposed "flaming enemy plane" but suggests that volcanic fumes can drive anyone to hallucinations.
- He knows some good places to drink around here and suggests that the townies might love to meet foreign troops on a secret mission.

Rolling Investigation: TN 5 reveals that Renad knows more than he is letting on and his friendliness is meant to put the characters at ease but also seems strangely disingenuous. If confronted about it, his smile disappears and he says "For your sake, I hope you find what you are looking for and leave soon. There are worse things in the world than the Ottomans, if you can believe that."

Anyone leaving Renad's house during the night must roll Stealth: TN 5 or one of the following happens to them (roll 1D6):

- 1- The Night Watch (guards with lanterns, dogs, and trench guns) finds the character. A roll of Communications: TN 4 gets the character off the hook, if they go straight home, otherwise they lock the character up for the night.
- 2- The character finds a heap of blood-splattered goat corpses. These goats were not butchered for food, they were cut open for the simple act of killing. If the character returns to this spot later, the goats are gone and an old woman with no tongue is washing the blood away.
- 3- Above the far hills to the north, the character sees a small plane, glowing with flames, sail across the sky, leaving a trail of smoke behind. Moments later, the plane disappears behind the hills and the smoke blows away.
- 4- The lights come on in the building across the street, and a large man with a thick, black beard, holding a pickaxe, glares at the character until they leave.
- 5- Renad's mule "Himar" has broken free from his stall and is following the character. His hooves clomping on stone streets echo off the quiet buildings, which are sure to draw attention. If the character yells at or hurts Himar, he brays angrily until they go home.
- 6- The character unintentionally finds themselves in dark, tight alley. At either end, they hear a clattering on the stones, as if marionettes made of bones danced in and suddenly dropped. A successful roll of Athletics: TN 3 allows the character to climb up some crates and get onto the roof. Otherwise, one human skeleton wielding bloody swords comes around each side of the alley, trapping the character inside (use **Mal Tépé Skeleton Raider**, below). The skeletons are covered in tattered rags and caked-on layers of dust and are animated under their own power. They are fast, and the only sounds they make are the rattling of bones. The skeletons fight to the death.

**Blending In:** If and when the team goes out during the day, they are required to go under disguise. Renad gives them clothes that smell like fish and suggests they do not clean themselves to better sell the disguise.

If any character goes out into public wearing their uniform or in any other way gives away their identity as foreign soldiers, they see a change in the attitudes of the townspeople. They will be welcomed, given gifts of alcohol and food. If asked they explain they are eager to be freed of their oppressive rulers.

This is all a ruse. They are getting the character drunk and stupid so they can be "Locked Up" (see below). If the characters indulge in the pleasures of the townspeople, they must pass three consecutive skill rolls with TN 2. First any Brawn-linked skill, then any Smarts-linked skill, and finally any Guts-linked skill as they are gifted drinks, fawned over by the town's most attractive inhabitants, and challenged by its friendliest partiers. Failing even one roll means the character has gone over their limit and must be carried into a cell.

If a character doesn't partake of the local flavor, or if they roll successfully and outlast everybody else, they are free to do as they please until the skeletons attack later.

**The Crash Site:** The scout plane crashed a short distance away, in the hills north of Cojadere, but it is a steep climb to the site. Rolling Investigation: TN 1 reveals that the pilot has been buried nearby (recently) and the photographic plates are missing. The characters will then be ambushed by the Muhtar's forces and taken to the Incident "Locked Up." They threaten big with their dogs and guns, but they do not want to kill the characters. The Muhtar has ordered that they be brought back alive and unharmed.

**Locked Up:** Each character is in a separate cell. It is small and there are no other people here. They will be questioned to find out if they are alone and what their plans are. Escape is nigh-impossible as the jail is small and the one guard on duty can see the characters from his tiny desk in the corner. Any attempt to break the bars or pick the locks will earn the offender a rifle butt to the nose (1 Guts damage). There is only one mattress in the cell, and it smells like fish and urine. The characters are fed a dinner of fish and bread.

Eventually Muhtar Ibrahim visits the characters. He wants to know who they are, who they are working for, and what they are doing in his town. It is somewhat obvious the Muhtar is sizing them up, but a successful Investigation: TN 3 roll during the conversation will tell the character he's not doing it for the military or the government. Whatever he has in store for the prisoners terrorizes him more than any foreign enemy.

If the Muhtar doesn't get the answers he wants, or if they are clownish or obstinate, he simply leaves without saying another word to them. He does not give the option to help. If the characters are cooperative, he will tell them about the Skeleton Raiders and Mal Tépé.

**Muhtar Ibrahim:** Ibrahim is the Muhtar of Cojadere. That places him in charge of the town and its welfare. Right now, his biggest concern is the Skeleton Raiders who are threatening to take everyone in the town screaming back to Mal Tépé. He will tell them this, with a heavy heart:

*"For ten thousand years sacrifices have been made to Mal Tépé. It didn't care who or why, only that it got someone delivered once a year. Criminals, drifters, the terminally ill, and even volunteers have been taken all the same. Skeletal hands dragged them underground and never seen again. In all that time, Mal Tépé has been quietly accepting of its nameless sacrifices, but in the last five years that has started to change. Mal Tépé required more sacrifices; every month another person given over. And since the beginning of this year it has demanded a sacrifice every week.*

*"Last week they sent a man, an American gun merchant, who was here to sow discontent for money. He escaped. That's when the earthquake happened. Mal Tépé exploded from underneath, sending rocks and fire into the sky. After the blast, some goat herders went to inspect the site and they saw dead things and abominations against God crawl out of a white temple and scatter into the hills.*

*"They said the skeletal remains of ancient Greek warriors marched forth and put spears to them. They held down one of the goat herders and they carved two words in his chest, then they pointed up the road, sending the men here."*

The goat herder with the chest wounds is there and will reveal them when he is asked to. It says "Muhtar. Alma." in Greek lettering. Ibrahim explains that the message is meant for him personally. Alma is his sixteen-year-old daughter. Mal Tépé is no longer satisfied with anyone being sacrificed. It wants her by name.

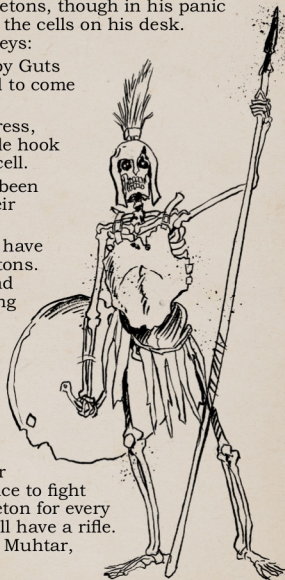
Muhtar Ibrahim is hoping to appease Mal Tépé by delivering the player characters instead. He is desperate. He will not let on that he has the photographic plates in a safe in his office. He offers them a deal, however, because they are soldiers and they need something from him. If they go to Mal Tépé willingly, and destroy the Skeletons, or re-bury the whole thing under a ton of dirt and rock, so that his daughter doesn't have to die and they can be free of Mal Tépé's evil, he will give them the photographic plates upon their return. Rolling Communication: TN 3 convinces the Muhtar to send the plates to their commander in the event the characters do not return. The Muhtar will do this, but only if they go willingly. Otherwise he would be glad to sacrifice a thousand foreign invaders to Mal Tépé to keep his town and daughter safe.

**Skeletons Raiders:** Before the characters are released, the Skeleton Raiders march into town. The townspeople hide in their homes. The Muhtar rushes to his office across the street and stands outside with the Night Watch. The Skeletons meet them there and wordlessly demand their sacrifice with rattling of teeth and the banging of spears on the stone walls of buildings. Even worse, some of these Skeletons are armed with British and American military rifles! They fire shots into the air, daring all to defy them. The Muhtar tries to fight them with a scimitar, but they simply shoot him down in the street. Alma runs out, screaming and crying over her dying father and they take her. The Night Watch fight back with their Trench guns and dogs, but there are too many Skeletons. Without the capacity to feel pain or fear, the Skeletons kill all the Night Watch, except for a scant few who scam when they can see the fight is lost.

The jail guard will rush off to fight the Skeletons, though in his panic to arm his Trench gun, he leaves the keys to the cells on his desk. There are multiple ways to get ahold of the keys:

1. A special Communications roll modified by Guts instead of Smarts (TN 4) convinces the guard to come back and let them out.
2. Using fish bones and thread from a mattress, they can roll Mechanics: TN 4 to create a little hook and drag the keys onto the floor next to the cell.
3. If there are team members who have not been Locked Up, they can simply come and let their comrades out.
4. If the characters cannot escape, they will have to watch the Muhtar get shot down by Skeletons. Moments later, Renad sneaks into the jail and unlocks the cells. Renad apologizes for leading the characters into a trap, but he is terrified of the Skeleton Raiders and what they might do to the town. He will not help in the fight, but he says he knows of a way to rescue the girl. He tells them to stay alive and he will be right back.

The characters find their weapons nearby. Also, there are Trench guns available in the jail. If the characters get out quickly (on their own without Renad's help), they have a chance to fight the Skeleton Raiders. There will be one Skeleton for every player character, and at least one of them will have a rifle. The Skeletons will focus their attacks on the Muhtar,



who is defenseless and on the verge of death. If the Unit doesn't intervene, they finish him off.

Meanwhile Alma is in the clutches of a phalanx of Skeletons, hoofing it back to Mal Tépé. Their pace is quick, as they weigh little and never tire. The characters cannot catch them, not on foot.

If the team keeps the Muhtar alive, he hands them a note and says, "Please, save my daughter. Save my town." and then dies. The note contains the combination to his safe and the phrase: "You need these more than I do." If they do not hurry, they miss his last words, but still find the note in the Muhtar's pocket.

**A Twentieth-Century Solution:** If the team retrieves the photographic plates after getting the combination from Muhtar Ibrahim, Renad will reappear in the center of town with his shiny new American Motorcar. If anyone asks why he has this, he shrugs and says, "It turns out to be very profitable to betray your own government."

There is space for five more riders in the car, not counting Renad, who insists on driving (only Communication: TN 6 changes his mind). If there are more than five player characters, they have to ride in the fish cart being pulled by the Motorcar. Once everybody is aboard, Renad peels off at 45 miles-per-hour.

Renad knows the way to Mal Tépé, and the Skeletons are not fast enough to outrun the Motorcar. It is no problem to catch them now. Renad will ask the Unit what the plan is. He is here to help, but he will not needlessly sacrifice his car or his life (in that order). Renad has the following stats: Brawn 4, Smarts 3, Guts 2, Mechanics 2, Transport 3. If attacked, he will hit his attacker with a gaffe hook. (2 damage)

There are three Skeleton Raiders for every player character. Ideally, the team will want to use the advantage of the Motorcar to battle the Skeletons and rescue Alma. They have a few options:

1. Drive alongside the phalanx and snatch Alma from their dusty fingers. Roll Transport: TN 2 to keep the car steady. Roll Athletics: TN 7 to grab the girl. Every Skeleton destroyed first reduces the Athletics TN by 1 (minimum 3). The Skeletons respond by turning around and following the car. They turn back to Cojadere if they must.
2. Plow into the phalanx and hope for the best. Obliterates the phalanx (only 1D6 Skeletons remain in fighting condition). Roll Transport: TN 6 to avoid killing Alma along with the Skeletons.
3. Match the phalanx in speed and fire at them from the cover of the Motorcar. Roll Transport: TN 1 to keep the car steady. The Skeletons fire back with their own rifles. The Unit has the advantage of cover to shoot from, giving everyone in the car an Armor score of 4 and allowing them to be more careful with their shots. When more than half the Skeletons have been killed, they will drop the girl in the middle of the road and rush the Motorcar in a desperate attempt to slay their attackers.
4. Block the road ahead of the phalanx with the Motorcar and make a stand against the Skeletons. The characters can fan out off the road and hit the Skeletons from multiple positions, giving them a +1 bonus to attacks against the Skeletons. The Skeletons respond by climbing over the Motorcar and killing anyone on the other side, then continuing to Mal Tépé.
5. Drive to Mal Tépé and set a trap. Transport: TN 1 to race ahead with enough time to make a difference. The characters can simply move ahead to where they know the Skeletons are headed: the Mal Tépé Necropolis. They

find a temple of ancient Greek design, half-buried where a hill collapsed. Rocks and chunks of earth lay all over the area. The characters have 3 turns to set something up before the Skeletons arrive. They do not stick around to fight; they take Alma directly into the temple and disappear down a dark and foreboding set of stairs.

### **Conclusion**

However the Unit chooses to face the Skeleton Raiders, after they are defeated or have returned to Mal Tépé, there is nothing left to do but return to headquarters. Whatever is going on in Cojadere is far more ancient and goes way beyond the scope of any mission parameters. Not to mention beyond a common soldier's experience. No matter the outcome of the mission or what the Unit says during debrief, the Paranormal Intelligence Task Force will hear something of the truth and take note of who was involved.

### **Decoration**

- If the Unit gets the Photographic Plates and returns to their boat, everyone draws 2 cards and the Unit receives the next Promotion.
- If the town of Cojadere is wiped out by Skeleton Raiders, everyone loses a card.
- Anyone who tries to save Muhtar Ibrahim and Alma draws a card.
- Anyone who agrees to go to Mal Tépé *before* the Skeleton Raiders attack draws a card.
- If the Locked Up characters get themselves out of their cell after the guard leaves, they each draw a card. If they were rescued by characters who avoided the Lock Up, everyone draws a card.
- Anyone who keeps their disguise intact the entire time draws a card.
- If Renad's car or donkey survive, everyone draws a card.
- Anyone who kills Renad, Mutar Ibrahim, Alma, or any of the Night Watchmen draws a card and takes a chance for Corruption.



## Antagonists

### Night Watchman

Cojadere's Night Watchmen include some of the best hunters and roughnecks around. They spend most nights looking out for Skeleton Raiders and other strange creatures that have been popping up recently. They also put drunks up for the night and scout out strangers for sacrifice to Mal Tépé. They report to Muhtar Ibrahim directly. They are armed with Trench guns, dogs, and chains.

Type: Solo      Initiative Value: 7      Armor: None  
Brawn: 4      Smarts: 2      Guts: 3

Weapons: Double-barreled hunting shotgun (use Trench gun, page 6)

#### Skills/Abilities:

- Athletics

- Investigation

- Ranged

- Command Hunting Dog: The Night Watchman uses their turn to make their Hunting Dog take an extra turn instead. The Hunting Dog can do anything it would normally be able to do, but outside effects on the dog that cause it to take damage every turn do not take effect on this bonus turn.

- Lantern: Within 30 feet (10 m) of the Night Watchmen, shadows are dispelled and darkness is held at bay. Any penalties based on darkness are negated for the Night Watchman and their allies. Anyone trying to hide from the Night Watchman rolls Stealth as if they had a Brawn of 1.

- Lock-Up: The Night Watchman places chains on a humanoid creature's wrists and ankles. Any character in chains makes Brawn rolls as if their Brawn was 1.

Weakness: Losing their Lantern or their Hunting Dog causes the Night Watchman to take 1 Guts Damage.

Reward: Draw 1 card if they were trying to kill you. Otherwise, there is no reward.

### Cojadere Hunting Dog

A well-trained dog useful for hunting small game, and people when the need arises.

Type: Solo      Initiative Value: 7      Armor: None  
Brawn: 3      Smarts: 2      Guts: 5

Weapons: Bite: 2 damage

#### Skills/Abilities:

- Track By Smell: The Hunting Dog cannot be evaded by Stealth rolls.

- Never Stop Barking: When its assigned prey is located, the Hunting Dog barks, growls, and snarls to attract the attention of Night Watchmen. They arrive from wherever they are in 1D3 turns.

- Sense Evil: The Hunting Dog sees through disguises and transformations used by evil, demonic, and other-worldly beings, recognizing them instantly for what they are. They always react in a hostile manner to these creatures.

Weakness: Dogs are popular targets for possession by demonic or other-worldly beings, turning on their masters and going on a blood-soaked rampage until they are put down.

Reward: Draw a card. You can put it on the bottom of the deck or take it into your hand. If you take it into your hand, there is a chance for Corruption. Unless the dog was possessed by an other-worldly force, in which case keep the card and there's no Corruption.

## Mal Tépé Skeleton Raider

These dusty collections of bones walk and move as bizarre mockeries of life: looking with no eyes, jaws moving with no sounds, momentarily reacting to injury as if they had blood to lose, before remembering that they are dead and have no limitations. They fight with rusty weapons of Ancient Greek warriors, bearing the rotted remains of armor and rags they were buried with.

Skeleton Raiders march and fight in formation, covering their flanks and focusing their attacks on the largest or most dangerous enemies first.

Type: Mob      Initiative Value: 3      Armor: 2  
Brawn: 2      Smarts: 2      Guts: 7

Weapons: Sword or Spear (use Staff, except base damage is 2)

### Skills/Abilities:

- Athletics

- Melee

- Shield Tactics: The Skeleton Raider fights on the defensive, giving itself +1 Armor until the end of its next turn. Anyone dealing melee damage to the Raider while this ability is active takes 1 damage in response.

- Immutable Construct: This Ability is always active. Skeleton Raiders suffer no damage to their Smarts or Guts. They have no need to eat, breathe, or sleep. They are immune to poisons, toxins, drugs, disease, and pain. They also cannot be controlled by any outside forces not greater than Mal Tépé itself.

- Advanced Technology: Roll 1D6. On a 5 or 6, the Skeleton Raider has a factory-fresh American or British military rifle and ammunition. It is roughly familiar with the weapon's use but has no skill.

Weakness: Being built of relatively fragile bones, Skeleton Raiders take +1 damage from sources that are blunted, crushing, or bashing in nature.

Reward: Draw 1 card.

## **Telegram to General Sir Ian Hamilton, Gallipoli Peninsula**

From Lord Kitchener, London, England

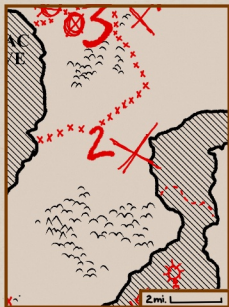
2 June 1915

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Continue to make your preparations STOP We have new information regarding German weapons STOP Report anything out of the ordinary STOP Be on the lookout for new technology STOP Report immediately if you encounter anything new STOP

## Mission 2: To the Master's Honor

Jonathan Meadows



*"To the Master's honor all must turn, each in its track, without a sound, forever tracing Newton's ground."* – Albert Einstein

### Mission Note:

This adventure uses two game clocks containing four wedges that govern the progress of the two antagonistic factions in play towards obtaining the Spear of The Master (see page 14). The first clock governs progress of The People of the Mountain while the second governs the Ottoman forces, who are searching for the Spear for reasons of their own. You will track the progress of each clock throughout this adventure and fill in wedges as appropriate. This adventure provides guidance for when to advance each clock, but other player actions not covered in this adventure could also advance a clock, based on your discretion. If one clock fills up, the other stops advancing and if both

clocks would fill up simultaneously, you can pick whichever outcome makes the most sense or you find most entertaining.

### Mission Briefing

Early April 1915. Awaiting final preparations for the invasion, you are under the command of General Ian Hamilton, currently aboard HMS *Queen Elizabeth*, a dreadnought-class battleship named for Elizabeth I of England. Two days ago, Galan Petro, a resident of the Greek-inhabited town of Maidos on the eastern bank of the Gallipoli Peninsula, approached the dreadnought in a rowboat and was granted an audience with General Hamilton. According to Petro, the town of Maidos is occupied by a force of Ottoman soldiers searching Kilid Bahr Castle for an ancient spear that once belonged to Suleiman the Magnificent. Blood has not been shed in the town, and while the Greeks would prefer the Ottomans leave, an agreement was made allowing the Ottomans to conduct their search in exchange for promises that the residents would come to no harm. Petro believes this allowed occupation is unwise, and that the spear possesses immense power. He is afraid that if the Ottomans retrieve it, they will expel the Greeks from the town by force and use the power of the spear against the Allied forces. With advice from the PIT, Hamilton has decided to recover the spear first.

### Mission Objective

General Hamilton meets with you directly. He seems giddy about the prospect of recovering the spear. There is an army Captain unknown to any of you in the room as well, but he doesn't speak. Hamilton seems aware of your encounter at Cojadere, though he doesn't mention it directly. He orders your Unit to travel to the coastal town of Maidos, infiltrate Kilid Bahr Castle, and recover the ancient spear which, according to Galan Petro, is hidden somewhere on the third floor of the castle.

### Ottomans



### People of the Mountain



## The Journey

Under cover of darkness, you disembark from the HMS *Queen Elizabeth* on a rickety rowboat and make your way to the coast of Cape Helles. The 15 mile (25 km) journey to Maidos would normally take less than four hours, but the Ottomans soldiers stationed along the coast force you to stick to the shadows and plan your landing and route carefully. As you drive farther inland, you can't help but marvel at the beauty of the Ottoman Empire. Tall trees and towering mountains surround you, and the sounds made by the indigenous birds ring out from every direction. You march through the bitter cold, stopping only as often as you must to plot a safe course. During your third hour of travel, you spot the entrance to a cave in the side of a nearby mountain, which is fortuitous for you because an enormous patrol of well-armed Ottoman soldiers is moving in your direction. To evade the patrol, you must be quick, you must be calm, and you must reach the cave, otherwise the patrol will spot you. If that happens, the only way you return home is in a pine box.

**Requirements:** Two black face cards and an ace or eight.

**Question:** Who was the last person you wrote a letter to? What did it say?

**Success:** When "The Cult's Lair" Incident begins, **the cave is deserted.**

**Failure:** The clocks belonging to the Ottoman forces and The People of the Mountain both advance by one wedge, and when "The Cult's Lair" Incident begins, **the cave is occupied.**

## Incidents

### The Cult's Lair:

If **the cave is deserted**, Read or paraphrase the following:

*"You storm into the dark cave and maneuver through a winding keyhole passage less than four feet (about a meter) across at its broadest point. After several long minutes, the passage opens into a vast cavern full of stalactites, chandeliers, and stone waterfalls. You take several deep breaths, but before you can collect yourself, a loud buzzing grabs your attention. You turn towards the sound, and as your eyes focus, you spot thousands of flies flitting about, feasting on human remains scattered haphazardly throughout the cavern."*

If **the cave is occupied**, Read or paraphrase the following:

*"You storm into the dark cave and maneuver through a winding keyhole passage less than four feet (about a meter) across at its broadest point. After several long minutes, the passage opens into a vast cavern full of stalactites, chandeliers, and stone waterfalls. As you survey the cavern, you notice human remains scattered everywhere. A fire blazes in the center of the chamber and dense, black smoke billows up, filling the space and lightly clouding your vision. Amid the disarray, you catch sight of a demented woman covered by filthy rags jabbing the carcass of an Ottoman soldier repeatedly with an intricate knife. Three hideous figures circle the flames, resembling wolves ready to pounce upon wounded prey."*

If **the cave is occupied**, **5 Followers of the Master** attack the Unit on sight, shrieking wildly and shouting obscenities for the duration of the fight. Anyone hearing the cultists speak can roll Knowledge: TN 6 to recognize their language bears similarities to ancient Greek.

If the Unit fires weapons in the cave, five Ottoman soldiers (4 **Common Soldiers**, 1 **Officer**) break away from the larger group outside and head towards the cave to investigate. Ottoman soldiers entering the cave attack any remaining cultists first, then turn their attention to player characters

and attempt to capture them if possible. This advances the Ottoman clock by 1 wedge, or 2 if the player characters are captured. Pick up anyone captured during the Incident “Captured/Jail Rescue.”

The oval clearing inside the cavern is wide enough to shelter 50 people comfortably. The remains of several tents are littered about, but it is obvious there were many others in the recent past. The smell of decaying human flesh is nearly unbearable, and life-like images of toads cover the walls. Flies buzz about, feasting on the corpses, and a limestone statue of a fat, wrinkled beast with striking black eyes squats on a plateau in the corner, surveying the campsite.

Unless characters wish to risk being discovered by the Ottomans, they are stuck in the cave for at least half an hour. Anyone determined to leave before the Ottomans pass must roll Stealth: TN 6 to avoid detection. Failure means the character is spotted and must choose whether to give up and be captured, stand their ground and fight, or roll consecutive Athletics: TN 5 and Stealth: TN 5 to run and hide. Failure on either roll results in Capture. Capture advances the Ottoman clock by 1 wedge, pick up captured soldiers in the Incident “Captured/Jail Rescue.”

**While the characters wait, the cave contains several points of interest:**

**The dead bodies:** Anyone investigating the corpses realizes most of the remains belong to Ottoman soldiers, however a few villagers—men, women, and children—are also among the dead. One child, a boy no older than 6, holds a stuffed bear in his arms. Some of the corpses have peculiar knives in them.

**Peculiar knives:** Several knives litter the cavern. Each blade has a slight curve and is roughly six inches in length. The handles are made of wood or stone, and strange figures like those on the cavern walls are carved into them. Whisper: TN 2, Investigation: TN 3, or Knowledge: TN 6 reveal these are Sacrificial Daggers (see page 14)

**The strange statue:** Investigation: TN 4 reveals the eyes of the statue are not carved out of limestone like the rest of it. Knowledge: TN 5 reveals the eyes are high quality Tahitian pearls worth a year’s pay. The eyes can be pulled from their sockets with Athletics: TN 3.

**The camp:** Investigation: TN 4 reveals the entire camp was packed up and abandoned within the last day. A set of tracks lead out of the cave and towards the city of Maidos. Anyone following the tracks notices some of the tracks occasionally split off and move in other directions, but most continue to the main road leading into Maidos.

**Wall art:** Anyone investigating the strange art on the walls encounters a series of seven deep slashes in the stone and a string of words carved into the wall behind the statue. Knowledge: TN 5 reveals most of the words are of Greek origin. Piecing the words together requires Knowledge: TN 7 and six hours of work. If anyone does this, they find that the words form a string of sentences which read:

*“The Master calls, and we must answer. The spear is in Maidos.”*

Taking the time to translate the writing advances the clock governing the People of the Mountain by 1 wedge.

### Travel to Maidos:

After the events in the cave, it takes at least two more hours for the Unit to reach Maidos. If either clock has advanced past the starting value, the Unit may be ambushed by Ottoman soldiers, cultists, or both. Roll 1D3 for each faction to determine if an attack occurs, with the chance being dependent upon the number of wedges filled in for each faction. For example, if a faction has 2 of 4 wedges filled in, a 1 or 2 on the die means that faction attacks the Unit. Should both factions attack, the players find themselves in a three-way fight to the death. Choose one faction to begin the encounter attacking the players and have the second faction attack the first on the second round. The factions aren't likely to team up unless the Unit does something extraordinary. Consult the chart below to determine the number of enemies present with each faction.



Faction	Wedges Filled In	# of Enemies
Ottomans (Common Soldiers)	1	1D3
	2	1D6+2
	3	2D3
	4	2D3+3
People of the Mountain (Followers of the Master)	1	1D6
	2	1D6+1
	3	2D3+2
	4	3D3+3

If the Unit is attacked during the journey to Maidos, the clock for the attacking faction increases by 1 wedge.

### **Arrival in Maidos:**

The town of Maidos lies on the eastern shore of the peninsula and Kilid Bahr Castle stands high above the other shops and houses in the town. The town is guarded by Ottoman soldiers making entry somewhat tricky. Each entrance is guarded by six soldiers (5 **Common Soldiers**, 1 **Officer**). Player characters must formulate a plan to evade or otherwise deal with the soldiers and enter the town. Sneaking past the Ottomans requires Stealth: TN 5. Anyone surveying the town spots a Greek civilian along the main road working on a broken-down Chevrolet Type C. Anyone approaching the man can roll Communications: TN 3 to convince him to drive them into town but someone must also roll Mechanics: TN 4 to repair the vehicle.

Crafty soldiers may attempt to find a corrupt Ottoman soldier and offer the Tahitian pearls from the statue in the cave as a bribe. This requires Communications: TN 3, but after the Unit enters town, the guards alert others to their presence, making it more difficult for them to move around undetected. The Unit could also decide to attack the guards, although that attracts unwanted attention, advances both clocks by 1, and leads to further conflict as the Unit heads towards Kilid Bahr Castle.

### **Exploring Maidos:**

Many of the townsfolk in Maidos oppose the occupation by the Ottoman forces. If the Unit invokes Galan Petro's name, some residents may take up arms and help them retake Kilid Bahr Castle. To find these allies, Challenge Communications: TN 5, gaining 1D6 allies if successful. Use a mob of **Average Humans** for the allies, giving each a knife or club. From these allies, the Unit also learns of other potential allies being held captive by the Ottomans inside a small jail near Kilid Bahr Castle

Anyone who describes what they saw in the cave (See "The Cult's Lair") to the people of Maidos easily learns of legends which say degenerate cultists live in the mountains and creep down into the lowlands, snatching babies from their mothers' arms and kidnapping unaccompanied young women to sacrifice to unknown causes.

### **Captured/Jail Rescue:**

The old jail near Kilid Bahr Castle is under the control of the Ottomans. Fifteen Ottoman soldiers cover three eight-hour shifts which change over at 0600, 1400, and 2200. There are four Greek prisoners who resisted the Ottoman's occupation of Kilid Bahr Castle in the jail who, if rescued, offer to help with an assault on the castle.

If any of the player characters are captured at any point, they end up in the Jail and must be rescued or otherwise plan a daring escape. If the situation seems hopeless for the characters, introduce an attack on the jail by followers of the Master at an inopportune time for the Ottomans, creating an opening for the characters to escape. This increases the People of the Mountain clock by 1 wedge.

### **Assault on Kilid Bahr Castle:**

Kilid Bahr Castle is more like a fortress than a castle. A dense wall of stone encircles a tower several stories high. A grand statue of a man in heavy armor wearing a crown and holding a walking stick stands in the courtyard outside, possibly providing cover if a gunfight breaks out. Several cannons sit in the tower's extra-wide windows, ready for service at a moment's notice.

How the assault on the castle plays out is dependent on the progress of each clock. See the chart below for details. Remember, if both clocks fill up simultaneously, the Narrator chooses whichever outcome makes the most sense or is most entertaining.

Clock Progress	Results
The clocks are even, but not yet full.	The factions battle with neither side able to gain the upper hand.
The clock for People of the Mountain is ahead.	The cultists have the upper hand in the fight.
The clock for the Ottomans is ahead.	The soldiers have the upper hand in the fight.
The clock for the People of the Mountain is full.	The cultists managed to retrieve the spear and all the Ottoman soldiers are dead.
The clock for the Ottomans is full.	The soldiers managed to retrieve the spear and all the cultists are dead.

**Entering the castle:** Unless the Ottoman clock is full, 4 guards wearing Ottoman soldier uniforms are posted outside the walls of the castle. Another guard rests on the top steps in front of the castle's door, manning a machine gun. All guards carry rifles, and one is holding a grenade. Anyone taking a close look at the guards can roll Investigation: TN 4 to realize the soldiers' uniforms are ill-fitting, stained with blood, and full of holes. PCs who have encountered the People of the Mountain realize the soldiers are members of their tribe.

If the Ottoman clock is full, the guards outside are Ottoman soldiers (1 **Commando**, 3 **Common Soldiers**).

**First Floor:** If neither side has the upper hand, the ground floor of the castle is littered with dead bodies. Large machines are scattered about the room, including two heavy drills used to bore into the walls. A spiral staircase in the corner leads up to the second floor.

If the People of the Mountain have the upper hand, or have obtained the spear, 2 **Followers of the Master** are hidden in the shadows, having cast the Shadow Walk Whisper prior to the PCs' entrance. They watch the Unit and follow them to the second floor, waiting for a better opportunity to attack.

**Second Floor:** Several open windows look out onto the town, and most of the interior walls have been drilled into or are otherwise busted open. If neither side has retrieved the spear, a battle between 8 Ottoman soldiers (**Common Soldiers**) and 6 **Followers of the Master** is ongoing. If one side has the advantage based on clock progress, add two additional combatants to that faction. During the fight, an explosion can be heard coming from the third floor.

If the People of the Mountain have obtained the spear, 6 **Followers of the Master** are mutilating the bodies of slain Ottoman soldiers.

If the Ottomans obtained the spear, 2 soldiers sit in an open window talking and cleaning their rifles. The Unit hear the soldiers prior to reaching the top of the second floor by rolling Investigation: TN 4. The soldiers are discussing what the captain might do with the spear, now that he has it. They believe it will be turned over to Colonel Halil Sami Bey at Ottoman headquarters in Krithia.

**Third Floor:** A thin and winding staircase leads up from the second floor of the castle into a circular room decorated with exquisite carpets, heavy mahogany shelves, and fine art. Canons sit in the windows looking out over the Dardanelles.

**If the Ottoman soldiers retrieved the spear:** An Ottoman **Officer** stands in the center of the room, inspecting the Spear of the Master. A **Nightingale** and three **Common Soldiers** surround him. The officer does not immediately attack the PCs, instead warning them to leave and forget everything they have seen. He claims the Spear is far bigger than the war, and that after months of hearing it call out to him, he has finally found it. If the characters refuse to leave, or make any aggressive motions, the Ottoman soldiers attack while the Officer uses the Spear of the Master to summon a **Cackling Horror**. This takes two rounds of combat. If the Officer is successful in summoning the horror, he looks upon the beast in surprise, realizing he is unable to control it and watching helplessly as the Cackling Horror attacks others indiscriminately.

**If the People of the Mountain retrieved the spear:** A **Wizard of The Master** stands in the center of the room holding the Spear of the Master with 5 **Followers of the Master** on their knees around him, chanting in an unusual tongue, and worshiping the spear. The bodies of fallen Ottoman soldiers litter the room. Anyone disrupting the ritual is attacked. The Followers of the Master spend the first round of combat reanimating the Ottomans using the Animate Corpse whisper. They imbue 1 rank of Brawn into each **Reanimated Corpse**. On the Wizard's first turn in combat, he casts the Sickness Whisper, then prepares to attack with the spear.

**If neither side has obtained the spear:** An Ottoman Officer and a Wizard of The Master are engaged in hand-to-hand combat while 6 **Followers of the Master** attack 5 Ottoman **Common Soldiers**. A hole caused by a grenade thrown by one of the soldiers has revealed a hollow wall containing the Spear of the Master. The Wizard and the Officer both do whatever they can to retrieve the spear, but the spirited fighting makes that difficult. As the Ottoman soldiers die, the Followers reanimate their corpses. If the Officer manages to obtain the spear, he attempts to summon the Cackling Horror, and events play as they would if **the Ottoman soldiers retrieved the spear**.

#### **My Only Friend, The End:**

If the characters recovered the spear, they must decide what to do with it. They can take the spear back to General Hamilton or destroy it. If a soldier keeps it, The Master attempts to manipulate them into handing it over to the General. The fragment of The Master inside the spear yearns to be in the hands of someone it can manipulate into performing sinister deeds, and the characters lack the authority required for the Master to be content in their care. The Master will exploit the weaknesses of the one who holds it and to resist manipulation the character must roll any skill linked to their lowest Attribute. The initial TN is 3 (at the end of this Mission) and it increases by +1 TN at the end of every subsequent mission.

It's also possible the Unit fails at their mission and return to the HMS *Queen Elizabeth* empty handed, or not at all. Should this happen, one of the two factions obtain the spear and use it to their benefit during later encounters.

#### **Decoration**

- Draw and share 6 cards among the survivors.
- If the Unit turns the Spear over to Hamilton and his associates, they receive the next Promotion.
- If the Unit collected any of the Sacrificial Daggers and hands at least one over as well, add 2 more cards to share.

Letter from Ozan Kaplan, 5th Turkish Army, Gallipoli Peninsula

To Sefika Kaplan, Arikaya Turkey  
20 June 1915

Mama—

There was a great commotion in the camp last night. I don't know what to make of it. It started among the Germans stationed here with us. I heard the shouting just as I was laying down to sleep, and curious, I poked my head from the tent. I could see a crowd of people moving through the camp, their torches lit, scanning the area and yelling in German. They seemed to be looking for someone. They were searching the tents as they moved through the camp, and as they approached me, I heard them asking for Gavril, though I couldn't exactly make out the last name—something Slavic. One of the mystics who was among them perhaps? I don't know. When they came to my tent, I let them search without a fuss. When they were gone, moving off through the camp, still yelling in German, and growing more frantic as they went, Selim came to my side. "They're looking for one of their wizards. He disappeared yesterday in the hills." How do you know that? I asked him. He looked around us before he answered me, to make sure we were not within earshot of anyone else. Several others stood off a ways from us, but they were bewildered and tired. They didn't look interested in talking. "When people are afraid, their fear spreads." Then he looked thoughtful but sighed and moved away from me. I couldn't stop thinking of what he had said, even hours later. I felt as though I've had no sleep, though I must have stolen a few moments before dawn. I had never heard the mystics called wizards before. Mama, what do you make of this? What do the Imams say? Are the wizards that Selim talks about the same as the mystics who have always been drawn to our hills?

Love,  
Ozan

## Mission 3: The Past Comes Back to Hunt Us

Kevin "Doc" Wilson



*"On 24 May 1915, after the third attack on ANZAC Cove, there was a ceasefire between Entente and Central Powers forces at Gallipoli. Official records state that the leaders of both sides met and brokered a truce so the Ottomans could bury their dead after the disastrous engagement. This doesn't mesh with the casualty records, however, nor with the surprisingly few surviving engagement reports, which hint that ANZAC and Ottoman troops may have actually fought engagements side-by-side against some unknown force. Something strange happened at Gallipoli, and it Whispered of things to come. If only we'd been listening."*

- Captain Donovan Bell, His Majesty's Paranormal Intelligence Task Force

### Part 1: Fort on the High Ground

#### Mission Briefing

Late May 1915. After the failure of the naval attack that was meant to end with the swift capture of Constantinople, Entente ground forces were tasked on the night of 24/25 April to take the Gallipoli peninsula by land, and thus eliminate the threat of Ottoman artillery to the navy's minesweepers. The ANZACs (the Australian and New Zealand Army Corps) were assigned the area that became known as ANZAC Cove. It's turned into a bloody stalemate like the one in France, with the Ottomans and ANZACs grinding each other down with artillery, machine guns, trench raids with grenades, and sniper fire.

It's been a month since the ANZACs got a foothold in ANZAC Cove, and they've weathered two major attacks without being driven into the sea. However, reports have come in from British reconnaissance aircraft, that a massive assault is coming. The airmen mentioned a conspicuous spot of unoccupied high ground untouched by artillery fire, that looks like it might have the remains of an old medieval fortress on its height, though it appears inaccessible to horses. The company commander has ordered your platoon to occupy the position under cover of night, to dig in, and to set up a machine gun post.

The players' characters are only a part of the force sent to take the position. The force is a machine gun detachment, commanded by 2nd Lieutenant, Jake Moley. There are 4 Vickers machine guns assigned to this detachment, crewed by 2 soldiers each and supported by 4 rifle soldiers. The players' characters are new to the platoon and are to provide rifle support and ammunition for gun number 2, which is operated by lifelong friends Corporal Christopher Pickery and Private Henry Bledsoe.

#### Mission Objective

**Primary:** Occupy the high ground and set up a firing line.

**Secondary:** Get an idea of why the Ottomans might be avoiding this location.

## The Journey

It's a dark, moonless, overcast night. Sneaking up the side of these ancient, rocky, nearly vertical hills is extremely dangerous, but there's no better place to set up a gun emplacement. Moving silently, the platoon wonders why they are even attacking this barren place, instead of landing on the shores near Constantinople. Staying low, the detachment winds their way along the rocks toward their objective.

**Requirement:** Each player must play Clubs or Diamonds, to represent the ANZAC spirit that held up in the face of disillusionment, and the loss of hope caused by the stalled offensive.

**Question for Discussion Before Disembarking:** Why does it seem to be that an infantryman's life holds less value than a sailor's? (Be sure to spend time on this portion so the players can get to know, and like Pickery and Bledsoe. They should be encouraging, heroic, noble, and of a sunny disposition.)

**Failure:** Failure triggers the Incident "Silent Stalkers," and it becomes the first Incident. Also, during "The Climb," Pickery and Bledsoe fall, and die.

## Incidents

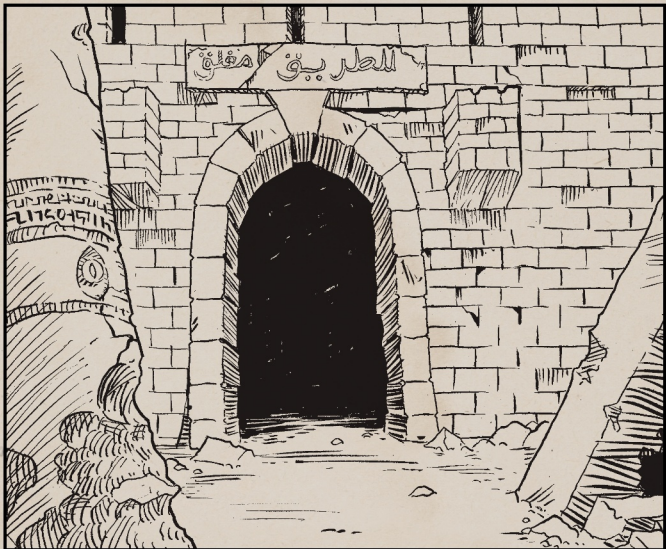
The Ottomans don't want anyone taking notice of this area, so they aren't lighting it up with flares. The Ottomans also know that it is guarded by an elite force of soldier priests, so they aren't worried. The biggest danger is the climb and the resistance up top, unless the journey ended in failure. Run these events in order, skipping the first one if the journey was successful.

**Silent Stalkers:** \*Only run this Incident if The Journey ends in failure.\* The Ottomans have heard someone trying to approach the forbidden zone. They've sent some stealthy troops to quietly engage the interlopers, as they don't want to draw any more attention to the area. The troops attempt to sneak up on the platoon and kill them in hand-to-hand (Unit x1 Ottoman **Common Soldiers** with a Specialty in Stealth). These soldiers represent a portion of the troops attacking 2nd Lieutenant Moley's detachment.

If the Unit is moving cautiously, let them roll Investigation opposed to the stalkers' Stealth. If they succeed, the attackers are detected, and the detachment can fire on them for 2 full rounds as they attempt to close the distance. If the Unit is being reckless, they may not even get a chance to detect the stalkers, as the stalkers may succeed on their Stealth roll. If the Ottoman force succeeds in their ambush, they surprise the detachment, and a melee ensues for 1 full round before the Unit can react. No matter who surprises whom, Machine Gun Three's crew and rifles are lost to this combat, on top of any losses of the player characters.

**The Climb:** The detachment must climb their way up to the top of the large, butte-like land feature. Each member of the Unit rolls Athletics: TN 2 to haul all their gear up to the position successfully. Failure results in a lucky fall to a ledge below, and 2 damage.

If the Journey was unsuccessful, near the end of the climb, Bledsoe loses his grip and falls. When Pickery tries desperately to catch him, he too careens, screaming, off the side of the butte to die alongside his dear friend. The Unit now has to climb down to where they fell to get the gun, its mount, and any ammunition assigned to the unfortunate boyhood friends before resuming the climb to the designated position. Challenge Stealth or Athletics: TN 4 to retrieve the gun and get back to the summit. Afterward, two of the characters using the gun instead of their rifles.



**The Tomb:** On reaching the top of the butte-like feature, the detachment finds what appears to be the remains of a sprawling, ancient stone fortress. There appears to be plenty of cover from gunfire, but it's going to be difficult, if not impossible to dig a trench up here. It feels very exposed to artillery fire. Spend some time allowing the players to get to know the other soldiers as they set up the gun emplacements to prepare for the impending Ottoman attack, especially Pickery and Bledsoe if they have survived to this point. Exploration of the area reveals what appears to be a large, ornately carved, oblong tomb entrance. It's sealed, and the carvings appear to be writing similar to some sort of combination of Arabic, Cyrillic, and hieroglyphs. A character can decipher the meaning of the writing and pictures with a roll of Whispers: TN 3. If the character succeeds, they can make out that the writings are some sort of elaborate protective ward.

**Skirmish:** During the night, strangely dressed pseudo-medieval soldiers armed with modern weapons and swords, attack and maul the detachment (2 **Guardians of the Past**). Machine Gun Three's crew and rifles are lost to this combat, win or lose, in addition to any losses of the player characters. (Unless the crew of Gun Three was already lost in "Silent Stalkers," in which case, the crew of Machine Gun One is lost instead.) If captured alive, the strange Ottoman soldiers are stoic, polite, and reveal nothing except they are protecting the tomb.

#### **End of Mission**

The (remaining) guns are in place, and the beleaguered machine gun detachment hunkers down, waiting for the inevitable Ottoman attack.

**Decoration:** All survivors draw a card.

## Part 2: The Attack

### Mission Briefing

The guns are in place, and your detachment is ready for the Ottomans' attack. Dawn is approaching, and the detachment readies itself for the onslaught.

### Mission Objective

**Primary:** Survive.

**Secondary:** Get information about the strange soldiers and the tomb back to Command.

### The Journey

There is no sound. The only thing the ANZAC machine gun detachment's soldiers can hear is their own breathing, and the rushing of their pulsing blood in their ears. All eyes are focused downrange. The clouds have departed, and the remnants of the last of the night's stars can be seen in the sky, just before daybreak.

**Requirement:** Each player must play clubs.

**Narrative:** Nothing is more terrifying than a battle. What does your character do to prepare themselves for the shelling, the gunfire, and the possibility of imminent, grisly death? How do they help their mates keep it together?

**Failure:** Triggers the Incident "Clear a Hole!" after "Second Wave."

### Incidents

At dawn, the players' characters notice movement and the unmistakable glint of morning light off the blades of enemy bayonets. The Ottomans are coming.

**First Wave:** Artillery begins pounding ANZAC positions, but no shells seem to be landing here. Ottoman troops, however, have begun advancing on this position. Machine gun fire sweeps down from the detachment's position in a metallic hailstorm of death. The Ottoman soldiers are decimated on their way in, but their tenacity and bravery allow them to reach the PCs' position. 10 **Common Soldiers** are left when they reach combat range, and they open fire. The characters must survive this fight.

**Second Wave:** Undaunted, the brave Ottoman soldiers press the attack against the withering fire of the ANZAC machine gun detachment. Not that anyone's complaining, but it's extremely odd that there's been no artillery bombardment to support their advance. Ottoman artillery was pounding other ANZAC positions before the assault, so why not this one? And why is there a disproportionate number of Ottoman troops attacking this position, in comparison to other locations? When the second, larger wave of the attack hits, 15 **Common Soldiers** can get within combat distance. The characters must survive this fight.

**Clear a Hole!:** \*Only run this Incident if The Journey ends in failure.\* The Ottoman dead have piled up so high that your gun has lost line of sight, and your team must go out there to clear some bodies before the third wave reaches your position. An extended Athletics Challenge: TN 12 must succeed within three rounds. Multiple characters can go out to clear bodies, adding their Athletics dice to each roll, but at least 2 characters must stay at the post to operate the machine gun.

Failure immediately triggers the Incident "RUN!!!" Success immediately triggers the Incident "Fall Back!"

**RUN!!!:** The machine gun's line of sight is still blocked when the Ottomans arrive at the berm of bodies. There is no way of stopping them from overrunning your position. There are just too many of them, and they're almost on top of you. If your crew wants to live, you will need to bug out as fast as your legs will carry you. Each character must succeed at Athletics: TN 2 to get enough distance from the enemy to allow them to roll Stealth: TN 2 to make an escape. Each failed roll in a round means that the character is effectively fired on by advancing enemy soldiers (a Mob of Unit x1 **Common Soldiers**). Once a character escapes, they are safe, and for them the Mission ends. They are only dimly aware of the roar of artillery fire and screaming which follows. If this is the route the player characters take, they are the sole survivors of this Mission.

One or more player characters can choose to die holding their position instead of running. If this option is taken, the whole detachment can fall back in an orderly fashion, and no additional losses are taken in this Mission. The noble PCs are submitted by for posthumous VCs (Victoria Cross) by 2nd Lieutenant Moley. Proceed to "End of Mission." Players with characters who sacrificed themselves may choose new characters from the detachment to play, then all players receive the Decoration at the end of this Mission.

**Fall Back!:** \*Run this Incident after "Second Wave" if The Journey ends in success.\* There is a moment of quiet before the third wave arrives. Suddenly, friendly ship fire buzzes by overhead and pounds the ancient fortress flat. The elaborately carved oblong tomb entrance is blown to bits. A cold light shines from the rubble. If the Guardians are alive, they begin screaming. Around the battlefield, the bodies of dead soldiers begin to jerk to life and attack those nearby just as the third wave of Ottomans reaches your position. The machine gun detachment is fighting valiantly, but there are just too many of the enemy to fight. Pinched between the ferocious Ottoman attack and the grizzly zombie onslaught, the Lieutenant orders the detachment to fall back to ANZAC Cove. They are going to fall back in an orderly fashion, using the "Aussie Peel Back" fire and movement technique. All but one PC must roll Ranged: TN 2. The PC who did not attack rolls Stealth: TN 2 to escape the battle zone and arrive safely at ANZAC Cove, ending their participation in the Mission. Repeat this process until there is only one character left. This PC is fired on by a Mob of Unit x1 **Common Soldiers**, then they make their Stealth roll. The Mission ends once everyone is safe or dead.

During each round of this maneuver, a Mob of 0 **Common Soldiers** will attack the escaping soldier. For every player that fails their Ranged roll, add +1 to the Mob before the attack. If the escaping soldier fails their Stealth roll, add +1 to the Mob and the Mob attacks again. If the soldier survives, they return safe to ANZAC Cove.

### **End of Mission**

Safely back behind their own lines the Unit can barely believe they survived. The officer they saw aboard HMS *Queen Elizabeth* is there talking to the stragglers as they come in from the battle. He introduces himself as Captain Donovan Bell of the Paranormal Intelligence Task Force. He is your benefactor. He seems unfazed by the death and destruction the characters have seen. He says he is very pleased they have survived, as he's hoping to work more with them in the near future.

## Decoration

- All survivors draw 2 cards.
- If any PCs were killed during this Mission everyone draws 2 cards.
- If the Guardians of the Past were killed everyone loses a card.
- Anyone who collected the personal effects of either Pickery or Bledsoe draws a card.
- Anyone who attempted to save or free the Guardians draws a card.
- If the PCs escaped without protecting the rest of the detachment during "RUN!!!" everyone must draw for Corruption.
- If a Guardian or one of their Insignia was brought back and handed over, the Unit receives the next Promotion.

## Antagonists

### Guardians of the Past

Elite Ottoman soldier-priests, dedicated to the specific purpose of keeping ancient evils entombed.

Type: Solo      Initiative Value: 10      Armor: 4  
Brawn: 4      Smarts: 3      Guts: 5

Weapons: Sword, Pistol, 1D3 Grenades

#### Skill/Abilities:

- Melee
- Stealth
- Communication
- Knowledge
- Ranged

Insignia Against the Evil Eye – Guardians wear a small emblem of a blue eye surrounded by stars worn on the breast with their other insignia and medals. All Whispers which target them are +1 TN.

Weakness: None

Reward: Draw 1 card.

## Letter from Bernard Hood, 13th ANZAC Battalion, Gallipoli Peninsula

To Annie Hood, Perth, Australia

7 July 1915

Annie,

There will be no leaving. Asquith and Kitchener and the rest decided that we need to stay, to see the mission through. Their great strategy now involves new landings and a light horse brigade.

Annie, I'm beside myself. Would that Kitchener could see this himself. Churchill was smart to resign. Disaster awaits, I'm sure. I hope to see you in Perth when this is all over. How much longer can the war drag on at this agonizingly slow pace? Didn't everyone say it would be over by the end of the year? And yet here we are, nearly eight months later and still no victory in sight.

Love,

Bernard

## Mission 4: The Storms of Zeus

Irvin Jackson



**Mission Note:** This adventure begins with the players being made a part of the battle for the southern stretch of the Canakkale Province. It appears to start as a typical combat situation. Of course, it won't stay that way.

The characters, by now, have earned some renown from their connection to the PIT and from stories of their previous adventures. If they have mostly been successful, the Unit is now seen by Command as reliable "problem solvers". At the very least, Command knows the Unit has experienced many of the strange phenomenon plaguing the siege of Gallipoli and they will be assigned to new trouble spots to keep the spread of superstitions and rumors compartmentalized.

It is July 1915. French and British forces are mired down in an attempt to push toward the village of Krithia, but both sides are fairly evenly matched, and the push has turned into a stalemate, resulting in trench warfare.

However, fierce and unnatural storms keep assaulting the Allies with uncanny regularity, and devastating results, while, sometimes just a few hundred meters away, the weather over the enemy's lines is nearly perfect. Something untoward is being unleashed against the British and French forces.

### Mission Briefing

Early July 1915. The landing at Sedd el Bahr, where you have been dispatched, is the roughest you have ever witnessed. It is hard to keep anything down as the transport crashes through six-foot-tall waves, almost hurling crew and soldiers from the boat. You are enlisted in constantly bailing the boat out, lest it flounder and go under.

On the way to shore, you see signs that several other ships have been capsized, and occasionally a bloated, waterlogged body bumps against the hull, often staring up with lifeless eyes and agonized expressions on their rotted faces.

The situation inland is not much better. Torrential downpours seem to occur whenever there is an effort to push east. Trenches are turning into rivers and mud pits. Soldiers have drowned at their positions. Watchtowers and artillery batteries are struck by lightning with disturbing regularity. Trench rot is rampant and there is a miasma of palpable fear and low morale among the troops encountered, with most hunkered down in the mud, just as the Ottomans begin an offensive. Right on cue, the storm intensifies.

The command outpost that was once on shore has been moved inland, into the trench complex, due to the storm surge that threatens to wash it out to sea.

### Mission Objective Part 1

The group must make their way to the new command outpost, about half-a-mile inland through winding trenches to receive their orders and find out why they are there.

## The Journey

You set out after arriving on shore in late afternoon and see where the command post has been uprooted. A messenger runs over, clearly tired and disheveled and points you in the vague direction of the command post within the trenches. He gives very basic directions, but warns you that the trenches have become complex, due to the constant need to channel water out of them and to shore up collapsed trench walls.

As you travel into the trenches, it becomes clear almost all is lost.

**Requirements:** All Clubs.

**Narrative:** Describe how you make it through the muddy, flooded trenches to the command post.

**Failure:** The group gets confused in the maze of trenches, and does not arrive until after dark, when things are particularly dangerous. "Mud Breather" always happens, even if the Journey succeeds. Choose additional Incidents equal to the number of non-Clubs played.

## Incidents

**Mud Breather:** Trudging through the more flooded parts of the trenches the group finds two French soldiers huddled around a corner. One, extremely young, is crying and the other has a haunted look and appears injured. They direct the group toward the command post and the infirmary, but warn them not to try and get there due to "the Mud Breather" who they say until this morning was their sergeant. The young soldier and the older soldier argue over whether he was struck by a bullet and died or was just injured. But now they claim his body is lying submerged in the mud but is still breathing out bubbles. The younger soldier thinks he is alive and should be helped, but the older, wounded soldier holds him back, his instincts telling him something is wrong.

The area must be traversed to get to the command post. A look around the corner reveals a body partially submerged in the mud, emitting bubbles, as if someone is breathing, there is blood coming from around the head.

Approaching the body leads to an attack by 1D3 **Blightworms** hungry for their first meal (*Tome of Corrupted Beasts*, page 9). Alternately use **Unfallen**, except they can cast Swamp Gas from the Rotten Tricks Whisper Path.

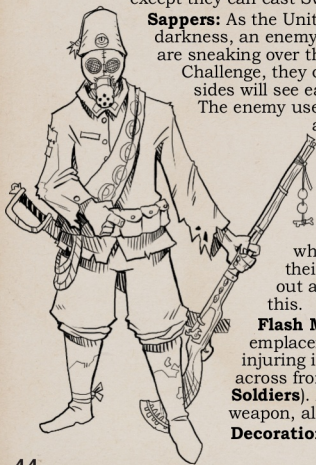
**Sappers:** As the Unit moves through the trenches in the growing darkness, an enemy group of 5 **Common Soldiers** and 1 **Officer**, are sneaking over the trench wall. If the Unit can succeed a Stealth Challenge, they can take them by surprise. Otherwise, both sides will see each other at about the same time and attack.

The enemy uses knives, bayonets, and the like, as to not give away their position. The Officer has a rough map leading to the command post, which will help the group find their way.

**Slip'n'slide:** A shored-up wall of sandbags gives way, causing a small flood of mud and debris. Everyone must roll Athletics: TN 2, or take 1 damage to any Attribute. Anyone who failed becomes stuck in the mud and they, or their allies, must roll Athletics: TN 3 to pull them out and muck. The Unit may use Challenge rules for this.

**Flash Mob:** The Unit arrives at a machine gun emplacement just in time to see it struck by lightning, injuring its crew, just as the enemy prepares to rush across from nearby trenches (Unit x 2 Ottoman **Common Soldiers**). A simple Mechanics: TN 2 roll can repair the weapon, allowing the group to use it to repel the attack.

**Decoration:** Unit draws and splits 3 cards.



## **Mission Briefing**

Having made it to the command post, the group is met by a French Captain, who informs them that the storms, if it wasn't obvious enough already, appear to be unnatural, and the Unit is there to find the source and, if possible, put a stop to it.

The captain seems highly skeptical of his information that the Ottomans could be somehow controlling the weather, and even more skeptical that the Unit could possibly do anything about it. However, his units were lucky enough to capture a fishing boat that appears to be relaying messages from far to the south, oddly enough from the village of Gargara. The boat carried a coded dispatch which appears to list times and locations that coincide with recent charges on the Allied lines and the appearance of the freak storms. The group is ordered to take the boat, sail to the southern coast of Troas province to this village, and there determine what the connection is, if any, and whether it can be stopped. Reconnaissance flights have shown no significant enemy forces in or around the village, which the captain thinks proves this is a fool's errand.

## **Mission Objective Part 2**

Sail to Gargara and determine the connection between the storms, attacks, and the village.

### **The Journey**

The Unit boards the unarmed fishing boat and sets off to sail it around the peninsula to the south to Gargara. The group discusses the best way to do this, figures out who has the right skills to adequately pilot the boat, avoids enemy patrols, and approaches the village. It could be a fool's errand, or it could be a voyage of chilling dangers into enemy waters. In some ways, it feels like both at the same time...

**Requirements:** 3 cards of the same suit.

**Narrative:** Describe how your character contributes to the progress of the commandeered boat. Examples: Investigation reveals a chest of enemy uniforms, Communications decodes the boat's signal book, Transport steers the ship safely through rough waters. No rolls need to be made, just describe the success.

**Success:** Smooth sailing and an interlude for characters to discuss the situation, theories and what they plan to do when they arrive. The Incident "Harbor Fate" happens regardless of whether they succeed or not.

**Failure:** Select 1 of the following Incidents, in addition to "Harbor Fate."

### **Incidents**

**Squall:** The group has sailed into an oncoming freak storm which threatens the boat. Everyone needs to make an Athletics: TN 3 to keep from being washed overboard. The wheelhouse is safe, but only big enough for whomever is piloting (they do not need to make an Athletics roll). Instead, the pilot rolls Transport, with every success counting as one success for every other player onboard. Anyone washed overboard takes 1 Brawn or 1 Guts damage and must be rescued by those remaining in the boat, using life preservers to aid in their rescue. Those in the water must roll Athletics: TN 2 to keep themselves from drowning (take 1 Brawn damage) each round until they are rescued.

**Patrol:** An Ottoman minelayer is steaming north and passing by the team's commandeered ship. They give off a series of flashing lights. A Communication: TN 3 will respond in a way that satisfies them (TN 2 if someone has already examined the signal book). If the group fails to respond properly, the minelayer moves closer for investigation and demand to board (first in Turkish, then in

English). Boarding will almost certainly result in combat involving enemy boarders (Unit x 2 **Common Soldiers**), trying to come over one at a time.

It should be obvious that the minelayer requires too large a crew (at least 10) for the Unit to capture. They could sink the boat by detonating the mines on its rear deck. If they can somehow set them off with explosives, the ship quickly goes down.

**Harbor Fate:** After a three-day voyage, the group comes in sight of Gargara. It appears to be a ghost town, with a small harbor. It is a dilapidated village surrounded by old Greek ruins. The group sees strange bursts of lightning which appear to shoot up into the sky from rocky hills nearby. There is a confrontation occurring on the shore as the group approaches, between an elderly man in black and blue robes with several soldiers behind him, and villagers, some armed with fishing implements, using them as improvised weapons. The soldiers look gaunt and strange from a distance and appear to be ready to open fire.

If the group approaches, the old man will warn them off in Turkish. But the group will see that the "soldiers" appear to be walking corpses, and the villagers appear to be protecting a young man, barely in his teens. A Communications: TN 3 means a character can decipher what they are saying, unless it's been established previously that one of them speaks Turkish, in which case no roll is needed. The villagers are cursing the old mystic, and demanding he leave the boy alone. He insists they hand him over to serve the glory of the Ottoman Empire and the war.

If the Unit springs into action, they face off against the mystic and the soldiers, revealed to be undead when they move forward to attack. The villagers, seeing their true nature, will scatter, with some dragging the boy off with them to a nearby shack. The old man is a **Wizard of The Master**, commanding a group of **Unfallen**. Defeating them earns the appreciation of the villagers, but most still do not approach, except for the boy's father and older sister.

**Decoration:** All survivors draw 1 card.

**Mission Notes:** If the players win the villagers' trust, the threatened family will approach and aid and share details of what is going on. If not, the best the group can do is follow the lightning or follow the old mystic and his soldiers as they take the boy by force toward the rocky hills.

### **Mission Briefing**

(If the group saved the boy) The young man is Yusuf, and his defenders are Ahmet and Dima, his father and sister. Dima speaks English and French and tells the group that they were taking him to the Zeus Altari, an altar where Zeus supposedly watched the battle of Troy in ancient times. It is said to be infused with his power, though it was dormant until the mystics brought a "magic pot" which caused lightning to strike the hill through all hours of the night.

Since then, several young people have disappeared from the village, and their families were killed or burned out of their homes. Now, everyone lives in fear. But this time they caught them in the act, and Ahmet, a veteran of the previous war with Russia, would not let his son be taken without a fight.

They were unprepared to see that the soldiers with the mystic were living dead. They will point the way toward the rocky hills and warn them that they have several soldiers and mystics there, and some kind of guard beasts.

(If the group did not save the boy) Cackling in satisfaction, the mystic snatches the boy once his soldiers reveal their horrible visages, casts some kind of spell on him, and he leaves in a trance-like state. The "soldiers" guard his retreat until he heads out of the village and into the hills on the edge of town, where lightning, and no accompanying storm, occasionally strikes the summit.

Between accusing the Unit of being ineffective and demanding to know why they have come; Ahmet and Dima also implores the Unit to rescue Yusuf. They provide all the above information about the Zeus Altari to the Unit.

### **Mission Objectives Part 3**

This is it! The team must journey into the haunting, ancient hills to the Altar of Zeus, and either destroy or capture the Urn of Athena.

### **The Journey**

There is an unholy energy and power emanating from the ancient hills as you approach. You travel through the lush hills, up steps carved into the rocks, up to the altar of Zeus. You can see how the path was once peaceful, alluring, and scenic in the recent past. But now, it is haunting, foreboding, and infested with moving shadows, briefly lit by flashes of lightning which reveal nightmarish shapes moving near the summit...perhaps trees, bushes or even human shadows distorted by the bright strikes of electricity, but then again...perhaps not.

**Requirements:** Spades or Diamonds.

**Narrative:** Describe how your character charges forward facing and dispatching any and every threat (for a revealed Diamond), how they sneak their way to the final summit (for a revealed Spade), or why they are neither forceful nor sneaky (for any other suit).

**Failure:** For every card that is not a Spade or Diamond one of the Incidents below occurs. The adventure always ends with "Lightning in a Bottle."

### **Incidents**

**The Lost Child:** From the underbrush, the group hears a whimpering child-like voice and sees a young, injured girl, hiding in the bushes. Upon approach it is revealed to be a **Terror Orphan** who still carries a Sacrificial Dagger in the heart (*Tome of Corrupted Beasts*, page 49). The spirit has already become physical with 4 total Brawn. Alternately, use a **Shell Shocked Soldier**. Upon her defeat, the dagger can be retrieved, and it does +1 additional damage to the Followers and Wizards on the hill. This bonus lasts only until the end of this Mission.

**Bulwark of the Dead:** Alerted to the Unit's presence a group of 8 **No-Men** (*Tome of Corrupted Beasts*, page 35) have arrayed themselves among the rocks, lying in ambush and attempting to drive the party from the hills. Alternatively, use a **Rot Breeder** with 1D3+1 **Disfigured**.

**Burial Ground:** The team comes across a gruesome site: a ditch in which the bodies of several young people have been thrown, all appearing to have been stabbed through the heart, their hair standing on end and with burns across their bodies. Among them is a group of 4 **Corpse Feeders**, who are none-too-happy to have been disturbed.

**Lightning in a Bottle:** At the summit of the hill are the remaining mystics and the source of the unnatural weather striking the Allied forces many, many miles away. This is the climactic battle at the stone altar of Zeus.

There is a small camp here with a two large tents, one of which is festooned in fetishes and mystic symbols, a camp site protected by some kind of arcane circle made of blood, the altar itself, covered in dried blood and an Urn sitting in the middle, occasionally being struck by lightning, which illuminates the area and makes sneaking easier (Stealth: TN 2).

The clearly mystical tent contains one **Wizard of The Master** who is preparing for a ceremony. If the group dispatched the other cult leader in the village below, he is preparing to take someone else from the village. If they did not, then he is ready to join in another sacrifice. If the group moves quickly and does not use firearms, they could possibly kill him without alerting the rest of the camp.

There are not only three sets of robes, but there are also three sets of rubber-soled shoes, which may come in handy at the altar.

The other tent has a group of **Followers of The Master**, going through their routine of dark rituals. It's almost impossible to take them quietly, as there are 7 of them (they act as a mob), and this will alert the rest of the camp, who will arrive after two rounds of combat.

Going straight for the Urn varies in risk depending on what the group did earlier. If they killed the **Wizard of The Master** and his **Unfallen** in Part 2, it is only guarded by a small group of 3 **No-Men** (or 3 **Unfallen**). However, if they did not, the No-Men, the Unfallen and the Wizard are there, preparing for the sacrifice of Yusuf from the village. They will leave him bound before the altar to face the Unit.

Anyone touching the Urn without any protection, like the rubber soled shoes, takes 2 Brawn damage and suffers the Stun weapon ability. Followers and their minions do not have protection and could be thrown into contact with the Urn on a successful melee attack or by other means.

As the last Wizard is killed, he chuckles and tells the Unit they can never stop all The Master's servants. Once both the Wizards are defeated, the undead in the area fall apart, whatever hold on them lost. The Followers will fight only to escape with their lives at that point.

### **Conclusion**

The Urn of Athena is copper. It can be melted to slag or taken from the altar, at which point the storms stop. An Investigation (TN 1) of the old Wizard's tent will reveal that indeed it was being used in conjunction with the altar to throw storms into battle. However, the power needed for that kind of range requires a periodic virginal sacrifice. The group must decide whether this should be taken to the Allies, despite knowing the horrible price it extracts, or whether to destroy it. Either way, the storms stop. If they fail to get the Urn from the altar, the storms continue and get worse, threatening to end the Battle of Gallipoli months early. If Yusuf was rescued, Ahmet will thank the Unit profusely before they depart the area. Otherwise, their last view of the town is a grief-stricken Ahmet, and Dima shaking her head sadly at them.

### **Decoration**

- All survivors draw 1 card.
- Anyone who damages a Follower or Wizard with the Terror Orphan's dagger draws a card.
- If any of the Followers escaped from the final battle everyone loses a card.
- If the Unit decided to keep the Urn for themselves or let Yusuf be sacrificed, everyone must draw for Corruption.
- If any arcane materials from the Wizard's tents are brought back everyone draws a card.
- If the Urn of Athena is handed over to Captain Bell the Unit receives the next Promotion. Bell mentions how happy Churchill will be about this.

### **Telegram from Brigadier Vehip Pasha, 5th Turkish Army, Helles Sector**

To Enver Pasha, War Minister, Constantinople  
6 August 1915

They attack STOP Gavril still missing STOP We will  
hold them on the beaches STOP

## Mission 5: The Last Battle of Hill 60

Irvin Jackson



### Mission Briefing

Late August 1915. Most agree that, for the Allied Powers, the battle of Gallipoli is a lost cause. One final push, known as the August Offensive, has apparently failed. While the characters would know from their experiences, and talking to other NPCs that it was a simple tactical failure, some are seeking to put the blame entirely on these “supernatural occurrences” linked to the Ottomans. That’s not true, the Ottomans would have won anyway, but this gives the officers and politicians in charge of this debacle an excuse.

At the same time, the Paranormal Intelligence Task Force is trying to keep these mysterious events hidden from anyone not directly involved and, especially, trying to keep the “stories” threatening the morale of the lower ranks.

Information from the Battle of Hill 60 puts all that in danger.

Once the Unit gets to the area, they find out quickly why they are there. Several reports indicate the commander of forces in the area, Major-General Herbert Cox, has been seen at two places at once: at field command *and* at the front lines at the base of Hill 60.

**Mission Notes:** It is the real Cox at the field command base back several miles from the hill who has requested the group’s special skills be used to determine what’s going on. He wants his troops out of there. This is a lost cause and those left on the hill are dying for no reason. However, the group hears of the confusion before they arrive, and there is an equal amount of suspicion on both men. However, no one there is ready to relieve the “wrong” Cox of command. Some say the one at field command is the impostor, because he’s costing them the battle, and others say the Cox at the forward base is the impostor, because he’s throwing away lives.

What’s clear is the battle is lost, and troops from both sides are reportedly deserting due to the chaos and unearthly experiences occurring on Hill 60.

### Mission Objective

Defeat and expose the fake commander and save as many as you can from the hell that has become Hill 60.

### The Journey

The group meets with Major-General Cox at the field base near Hill 60. The sounds of distant combat, and the boom of guns reverberate in the distance and occasionally rattle the command post. Soldiers lay dead, dying or severely injured at nearby medic tents and there is an air of despair. Cox explains the situation to the Unit and that he’s heard rumors of their...unique expertise...in these matters. If this is some unnatural occurrence, he wants it dealt with quietly. However, anything that gets his people off that bloody hill is acceptable.

He tells the group he’s had reports of dead soldiers coming back to life and even monsters terrorizing both sides of the battlefield. This began when fighting hit its peak, but he has no idea what’s causing it or how someone could fool his officers into thinking its him. Whoever it is keeps inspiring them to assault the hill again and again against hopeless odds.

Cox tells the group: “I don’t give a damn who you think is the real me. I know I’m me! And all I care about is getting my soldiers off that hill alive! If you can end whatever the devil’s going on up there so be it...and if you could prove that the one up there is an impostor, it will help me regain some semblance of order down here.”

**Requirements:** All face cards.

**Question:** What do you notice about Cox or his behavior which strikes you as odd?

**Success:** It's clear that the Cox at the field base is the real one, and that he's trying to save his troops. He dispatches the Unit with Lieutenant Reese, an Officer who knows the area well.

**Failure:** It is not clear which Cox could be the real one. This could all be an elaborate ruse, or a trap. Anyone trying to engage the false Cox at the front lines in combat must first discard one card of their choice.

## Incidents

**Hell is right on our heels:** The group encounters a squad of six Australian soldiers who are running for their lives across the shattered battlefield. They see them duck into a partially burned-out stone structure and wave for them desperately to get in and out of sight. The soldiers' morale is shattered. There are 3 **Common Soldiers** and 1 **Shell Shocked Soldier** among them. They say there are living dead, the rest of their own unit, chasing them and say they were trying to force them into some area of "wobbly air" near the top of the hill. The rest of their unit is right on their heels, but they're getting the hell out of there before they arrive. A Communication: TN 3 roll gets most of these soldiers, except the Shell Shocked soldier, to fight with the group. A TN 4 gets all them to fight. Once the effort succeeds or fails, a mob of 10 **No-Men** (*Tome of Corrupted Beasts*, page 35) approach the building. Alternatively, use 5 **Disfigured**.

**Command Indecisions:** The group arrives at the base of Hill 60, only to find the command tent there abandoned and the scene one of horrific carnage. Bodies have been ripped apart and strewn across the area and the tent flap is covered in blood...from the inside. Clouds of black flies fill the area. Make a special Athletics roll modified by Guts instead of Brawn (TN 2) upon approaching or be overcome with stench and revulsion, automatically going last in initiative.

Upon approaching the tent, the group is set upon by a large group of **Hive Rats** feasting on the dead, who want living flesh instead (*Tome of Corrupted Beasts*, page 27). Alternately, use a group of 5 **War Dogs**, driven mad with hunger. Upon entering the tent, an Investigation: TN 2 reveals a pile of burned papers are orders to withdraw from the hill given by Cox. There are maps of the area, with a mystical symbol drawn on the top of the hill. The junked tent has been the site of some Whispers, which a Whisper: TN 2 skill roll will reveal. Knowledge or Investigation can be used to confirm nothing here is related to the People of the Mountain.

**Closing The Breach:** Once out of the command tent, it is clear the goal is the summit, everyone needs to make either a Stealth or Athletics roll (TN 2) to get there without getting hit by random gunfire or shrapnel. Failure results in 2 damage split between Attributes as the soldier sees fit. This should be a chaotic scene, with soldiers running and screaming, some fighting back, shells bursting all around, and the constant whizz of bullets. There are unearthly voices in the air, panic, desperation and fear. But above all is the howling vortex near the top. The group can opt to sneak up with the aforementioned Stealth roll or charge right in. If they sneak, they see Major-General Cox appearing to fight with a Guardian of the Past near the "wobbly air," which is a rip in reality which is slowly widening. As the group approaches, Cox hurls the Guardian into the breach.

Seeing the group, he points to a strange-looking book on the ground near the group: "He used that to create this...thing!" he shouts over the noise. "Bring it to me and maybe we can find a way to close it! Hurry! It's opening!"

If the group flat out refuses, the Cox-Thing snarls, revealing itself to be a **Cackling Horror**. It comes for the book, or whomever has the book. Every round once combat begins, one of the dead soldiers nearby will stand up as one of the

**Disfigured.** There are many, many dead soldiers nearby. Once the Cackling Horror is defeated, the Disfigured remain and will continue to rise every round as long as the rift is open.

If the group is swayed and gives the False Cox the book, he will immediately fling it into the breach, laughing maniacally and revealing his true form. It attacks the Unit, but only to flee the scene. With the breach still open, the dead continue to rise, and the group must flee, along with any remaining forces in the area.

Reading from the ancient spell book appears to be the only way to close the rift. Anyone can complete the task in 3 rounds, but with a successful Whisper: TN 3 roll a character can read the book in only 2 rounds. Once the breach is shut things immediately begin to calm down...the Disfigured get sucked back into the breach as it closes, and the Cackling Horror is left there, still somewhat looking like it has Cox's face. There is enough time as the breach closes also throw the book into the breach *after* the spell is cast. This will heal 1 Corruption from everyone in the Unit. A Whisper: TN 3 roll will reveal this to be a valid, and safe, option.

### **Conclusion**

Whether they manage to close the breach in the Veil or not, the False Cox at the front has been proven to be an impostor and Allied forces begin the fallback the real Major-General ordered. It looks like another setback for the Gallipoli Campaign.

### **Decoration**

- Each survivor draws 2 cards and picks 1 to keep.
- Anyone who helped convinced the Shell Shocked Soldier to return to the fight draws a card.
- If the Unit managed to close the Rift, everyone draws 2 cards.
- If the rift was not closed, everyone draws for Corruption.
- If anyone gave the book to False Cox, everyone loses 1 card.
- If the Unit recovered the book and hands it over to Captain Bell, they receive the next Promotion. The book's first page reads "Locked in the book of secrets. We bear witness - Nature leads us into the eternal tree."

### **Letter from Ozan Kaplan, 5th Turkish Army, Gallipoli Peninsula**

To Sefika Kaplan, Arikaya, Turkey

27 August 1915

Mama—

We won. We have broken the Allied forces, though at a great cost to each of our armies. After the sea of death in the hills, this place feels strange. Thin, if you will. I can't think of another word for it. There is something brewing here besides the war. Perhaps that Gavrill fellow had something to do with it, wherever he is. I don't think the Germans ever found him. It seems that the Allies will clear off from here now that they have been defeated for a second time. Their Admiral resigned some weeks ago, I heard. I'll be headed to Constantinople soon, on new orders. I am glad to leave this place, Mama. It is unnatural, especially now.

Love,

Ozan

## Mission 6: The Seven

Irvin Jackson



**Mission Notes:** The Battle of Gallipoli has all but ended. Allied Powers troops are slowly being withdrawn in the waning weeks of 1915. They have been defeated, and it's become clear that it would have likely occurred regardless of the mysterious events. However, Command is desperate to salvage *something* of value from this venture, and these new abilities seen on the battlefield are a must-have for Allied Command.

### Mission Briefing

Early December 1915. The Paranormal Intelligence Task Force has been monitoring several mentions of "The Seven" in Ottoman dispatches, as though this is something key to their war efforts and linked to the strange phenomena occurring more and more

frequently. There are portions of writings in what appears to be some form of ancient Greek, but no one at Command can quite understand. The PIT expert on the region was sent to Ephesus, Anatolia following the events at Hill 60 to investigate the Library of Celsus. Given all that's happened, there's only one group of soldiers Command can trust with this mission.

### **Mission Objective 1**

Reach the ancient ruins of Ephesus, find Professor Hasan Mulhanni, an Oxford-trained professor of ancient history, and provide him any assistance he might need.

### **The Journey**

The Unit has had a decent break after the Battle of Hill 60, recovering from wounds and injuries in the relative safety of Greece, and being heavily debriefed about their experiences in Gallipoli. Now, even as Allied Forces withdraw from the area, they are being sent back into the area on a secret mission to determine who or what "The Seven" are detailed in recent captured dispatches. They will be sent by submarine to Smyrna province, where they will meet an agent who will take them to Ayasuluk beside the ancient ruins of Ephesus.

Upon arrival, they are greeted by a familiar face, Yusuf, from their mission to the Altar of Zeus. He has soured on the Ottoman Empire after what happened and has agreed to smuggle the group in country. (If Yusuf did not survive Mission 4, this is not the same young man. They think it is at first, then remember their past failure to save him.)

Yusuf has arranged for transport in two horse-drawn wagons. One of them is filled with produce and other fruits, apparently for trade. Each cart has a crawlspace where two can hide in cramped conditions. At least one soldier must drive the second cart. He has also provided local, and concealing, clothing.

**Requirements:** Either three hearts or three spades.

**Question:** How do you feel about everything you have done here in Ottoman territory?

**Success:** The group's arrival is undetected and unsuspected.

**Failure:** Triggers the "Someone Talked" Incident.

## Incidents

**Someone Talked:** \*Only if The Journey was a failure.\* There are a heightened number of patrols in the area, mainly cavalry soldiers in groups of 6 **Common Soldiers**. They stop Yusuf's cart and want to search everyone leaving the area. A Communication: TN 3 allows the group to bluff their way out of danger. A failure means they'll have to fight.

**Fire in the Sky:** Halfway to their destination, the Unit sees an allied plane come down right in the middle of the road after being chased by what appears to be a fireball. The plane comes down mostly intact and someone is still struggling to escape the broken aircraft. The pilot is French and was flying a Morane-Saulnier L. The attacking fireball is a **Flaming Ace**, which is coming around to finish the job (*Tome of Corrupted Beasts*, page 19). Alternately, use an **Officer** piloting an Airplane. The French plane's machine gun can still be used to help take down the attacker. Instead, the Unit may hide itself in the hillside scrub and wait for the haunted plane to leave the area after confirming the French plane is down.

**A Hasty Conference:** Afterwards, the French pilot, Jean-Claude Berger, realizes the group is on his side and informs them he knows where the Professor is being held. He was supposed to be Professor Mulhanni's way out, but they got separated from their plane by an unfamiliar Ottoman unit that moved into the area. If asked, he describes their insignia as a bright blue eye. It took days before they could come out of hiding in the city and try to make for the plane hidden in the woods nearby, but they caught the Professor. Berger trailed the Ottomans who captured Mulhanni back to the Library of Celsus where the Professor had been working. He tells the group that there is a crypt under the Library and a sarcophagus that held some kind of book. The Professor was concerned about the translations he had made, which mentioned the Seven Sleepers. Berger was trying to get out of the area with all this information when his plane was attacked. The group must go into the crypt, get the Professor and, hopefully, the book. He can show them the way. The pilot joins the Unit on Yusuf's carts.

**Talk of the Town:** Ayasoluk is a military town and the city is crawling with patrols which must be avoided. The Unit easily overhears gossip in the streets of a submarine spotted off the coast and of a dogfight. Yusuf drives the carts safely through the city but decides he has seen enough for one day and leaves the Unit on the outskirts of the ancient ruins of Ephesus. The air in the ruins shifts and it's clear something's not right here. Berger shows the group a barely used trail to the library. The Unit must Challenge Stealth while crossing the ruins. With 4 Successes, the group avoids a patrol of 3 **Guardians of the Past**. With 8 Successes they also avoid a **Murder of Ravens** (one Raven for each soldier), which try to give away their position whenever possible unless they can be gotten rid of (*Tome of Corrupted Beasts*, page 43). Alternately, use **Trench Gremlins**, but play them sinister, not funny.

**The Librarian:** Outside the library, Berger bids the Unit adieu. Just beyond the entrance chamber of the library is a **Wizard of The Master** and a group of 4 **Followers of The Master** scouring the upper levels for clues. A successful Stealth: TN 3 can get past them. If not, combat ensues.

**Crypt Keeper:** Upon entering the lower levels, the group must find a way to navigate in the pitch dark to the tomb through a small maze of corridors, dead ends and excavation sites. It is eerily quiet. There are torches on the walls which can be lit, but that might give away their position. If anyone is injured, the **Stalking Shadow** which guards the maze will quietly try to pick them off first (*Tome of Corrupted Beasts*, page 47). Alternately, use a

**Nightfiend** which attacks just once then disappears. Once it is detected, the torches will be crucial in defeating the thing or driving it off.

**Preserving Knowledge:** Arriving at the crypt, the group discovers 3 Guardians interrogating a bound and gagged Professor Mulhanni over symbols on the walls and ceilings, with the book on a nearby table. Use 2 **Guardians of the Past**, and 1 **Officer** who also wears Insignia Against the Evil Eye. If the Unit attacks, the Guardians will fight. Investigation, Knowledge, Communication or appropriate role play reveal these Guardians are only searching for the Seven to protect them from the People of the Mountain. The Guardians will release Mulhanni if the Unit agrees to stop the cultists.

### **Decoration**

Draw 4 cards, divided among the group.

### **Mission Briefing**

The Professor's been stalling on deciphering the texts to foil the Ottomans. He believes the Seven were holy men who have been protecting the area since ancient times. His translations have revealed that the book contains spells meant to dispel "devils, demons and other evil forces."

The Seven are most likely still sealed in their cave complex on Mount Pion, just outside of town. The People of the Mountain, or worse, the cultists with the backing of the Imperial Government may have already found the cave. He fears they are close to causing a supernatural calamity.

The Professor tells the group they must prevent the sacrifice of the Sleepers, if they are still intact. Such a corrupt act would tear at the fabric of reality! However, he does not know what should be done with the Sleepers themselves. Perhaps load them onto the truck and take them back or find some way to peacefully end their sleep.

### **Mission Objective 2**

Protect the Seven Sleepers and disrupt the mystics' plans, then make it out alive.

### **The Journey**

The group must travel into the cave complex, dealing with monstrosities and enemy troops along the way (some of which have been turned into monstrosities) and get to The Seven. They are husks who appear to have basically never stopped chanting their defensive prayers even in death. While it keeps their resting place safe, the cave being cracked open unleashed everything that was trapped in the mountain with them. Giving them last rites and burning their bodies stops their vigil and gives them rest. The creatures and monsters in the area then cease being agitated and disperse. Removing The Seven leaves the area in a state of permanent supernatural unrest, which will have its own consequences and rewards.

The group arrives at the base of Mt. Pion, a tan tower of rocks and ancient ruins, surrounded by large carved heads that almost look Buddhist in design. The air here almost crackles, like just before a storm. The wind seems to carry chanting from some great distance and yet right next to your ears at the same time. Surprisingly, there are no guards or soldiers in sight on arrival. A long path leads up the mountain to a gaping hole halfway up, through rows of ancient, crumbling pillars which were clearly once part of a more complete structure.

**Requirements:** All cards of one color, either black or red.

**Narrative:** Surely, there is more here than meets the eye. The place reeks of the supernatural, even to the untrained. Describe what else you see which makes the hair on your neck stand up.

**Success:** If all the cards are black, the group avoids the Incident “No-Men’s Land.” If the cards are all red, they avoid the Incident “Hungry Games.”

**Failure:** The group encounters all the Incidents.

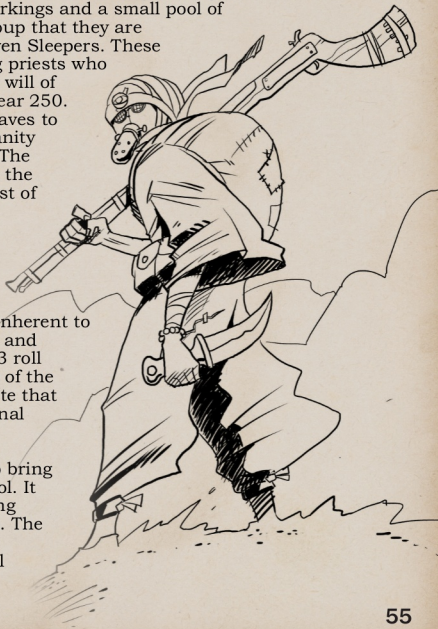
### Incidents

**No-Men’s Land:** As the group approaches, 12 **Nothing Men** (*Tome of Corrupted Beasts*, page 35), in 2 Mobs of 6, attack! Alternately, use **Unfallen**. One group emerges from behind each column, using rifles and sniping at the group, trying to prevent them from moving up the path. The cover of the columns serves as +2 Armor for the attackers.

Anyone trying to approach in the open becomes a target of concentrated fire. The rocks below can be used as cover, also applying +2 armor for the team, but there’s no way to move closer without being exposed.

**The Hungry Games:** Approaching the top of the path presents the group with a foreboding, dark cave entrance. It smells foul and an Investigation: TN 2 roll will reveal that there are two monstrous shapes hiding in the darkness. Attacking the shapes from outside will draw out 2 **Nightfiends**. Otherwise, they wait until someone crosses the threshold to attack. They could be baited out by a brave soldier, and led away from the cave, allowing the rest to sneak in (Stealth: TN 2), but that person or persons then must deal with them. If anyone dies or is incapacitated, one creature spends two rounds trying to eat them, despite being attacked.

**The Grotto:** Entering the cave leads to an underground grotto, with walls lined with ancient markings and a small pool of water. The Professor tells the group that they are inscriptions dedicated to the Seven Sleepers. These men were supposedly just young priests who followed Christianity against the will of Roman Emperor Decius in the year 250. They supposedly went into the caves to pray instead of rejecting Christianity and fell into a magical slumber. The Emperor had them sealed inside the cave. The Professor suspects most of the known tale is false, and that there is a deeper story at its core, lost to Antiquity. All Whispers are +1 TN in this grotto and casting causes a chance of Corruption, in addition to any Corruption risk inherent to that Whisper. Oddly, it is serene and peaceful here. A Knowledge: TN 3 roll helps a character decipher some of the inscriptions. The Inscriptions note that the Sleepers sacrificed their eternal reward to keep the Evils of the mountain sealed, where once an Emperor conducted dark rites to bring unnatural allies under his control. It also makes mention of the healing powers of the water in the grotto. The inscriptions are not specific, but anyone who drinks from the pool may either fully heal one



Attribute of their choice, remove any infection or curse from themselves, or heal 1 Corruption. The water's healing power can only be used once per character.

**Wake-up Call:** Beyond the Grotto is another tunnel, leading deeper down. It appears to have been recently excavated and exposed. Fresh wood timbers appear to hold up the ceiling. Entering the tunnel feels like passing through a portal. The air pressure changes, the character's ears pop, and sound from the grotto and beyond is muted. There is light up ahead and two sets of chanting can be heard. One is peaceful and serene, the other is gruff, dark, discordant. They almost appear to be competing with one another.

The group can approach however they'd like. They could sneak in with a Stealth: TN 2, or charge in, or listen and wait for the right opportunity to make their move.

Beyond the tunnel's exit, down a short flight of naturally hewn stone stairs is a large chamber, lit by torches, and open to a small shaft of sunlight from above (or moonlight if it is night). The light hits seven stone beds arrayed in a circle. Near each bed is a **Follower of The Master**, chanting (1 Mob). In the center are 3 **Wizards of The Master**. It is clear they are reaching some sort of climax. The cultists are preparing their long daggers and positioning them over the sleepers' hearts.

If the group attacks before they strike, all the combatants fight as normal. If they wait too long and the daggers strike, the serene chanting stops, the chamber seethes with corrupt energy, and the Wizards surge with power, gaining +1 automatic success on every Whisper they perform for the rest of combat and the gaining 3 Armor.

Regardless of when the group attacks, the Followers and 2 Wizards will fight. The last Wizard will hang back, trying to draw a circle. After three combat rounds, if he is not stopped, he will summon in a **Mad Brute** into the circle, who will fight at his command (*Tome of Corrupted Beasts*, page 31). Alternately, use a **Trenchstalker**.

### **Conclusion**

If the group succeeds in saving the Sleepers, the Professor begs them to join him in performing Holy Unction to put them to their final rest. He says even though the Sleepers have long protected the area, this war shows humanity has grown too terrible for their blessing to remain effective. Roll Knowledge: TN 2 to properly perform the rite with Mulhanni. With this final sacrament, the Sleepers give up their long vigil and their chanting fades to a peaceful sigh and then to silence. This cleanses the area of dark emanations, and any evil creatures in the entire area disperse back beyond the Veil. Until the Battle of the Somme, reports of supernatural occurrences drop off to almost nothing...almost. In addition, everyone can ignore their next two Corruption draws, regardless of when they take place.

If the group removes the bodies and tries to transport them out (there are two trucks behind the excavation site which are easily found), then first they must fight any remaining monsters they avoided before, and the Smyrna region will be haunted and infested for years and years to come. Long term, this helps the Entente Alliance due to the Ottoman Empire trying to deal with this new menace, and the Ottomans will drift away from the heavy use of the paranormal.

Either way, the group is due for another promotion and quiet accolades from Command.

## Decoration

- Each player draws 2 cards and chooses 1 of their choice.
- If Yusuf survived everyone draws a card.
- If Berger survived everyone draws a card.
- If the Unit fought the Guardians everyone loses a card.
- If Professor Mulhanni survived, the Unit draws 2 more cards and splits them
- If they bring the book from the crypt back to the PIT, everyone draws another card.
- If they let the Sleepers be sacrificed everyone draws for Corruption.
- If they extract the Sleepers and bring them to the PIT, the Unit receives the next Promotion.

## Antagonists

### Hasan Mulhanni (NPC)

Oxford-trained Professor of Late Antiquity, expert in languages and the occult, and a trusted contact for PIT. He is soft spoken, even when under duress, but he is very confident in his expertise and will not waste time arguing with fools. He appears neither young nor old, is well-dressed, and frequently pats the sweat from his almost-bald head with a colorful handkerchief.

Type: Solo      Initiative Value: 6      Armor: None

Brawn: 3      Smarts: 5      Guts: 3

Weapons: None

Skills/Abilities:

Communications:

Knowledge:

Investigation:

Local Expert: Automatically receives +2 Successes on any Knowledge rolls involving the ancient history of the region.

Weakness: None

Reward: None



Zurich, Switzerland

1 September 1915

Etienne—

It's astounding that the Allies lost again! Asquith is sure to be in crisis now. There will be no beating the Turks on their own soil. The next greatest hopes of the Allies lie in breaking the stalemate in France, or the Russians breaking the Hungarian army. It does seem that something unnatural has occurred here though. The mystics which were rumored to be in the mountains, and on the beaches and among the German ranks have disappeared. There were possibly hundreds of them—at least enough that they were noticed by those of us paying attention to rumors and stories. The Vanishing is what I heard a sailor call it. Ominous words for our time.

I don't have any new information about the rumors from the deep south, except for this—there are strange markings being found in the caves where the mystics were reported to be. I did meet a professor here in the city—in his late fifties, too old to have been called to the trenches—who told me that he had recently been on an expedition to the coast to study the underwater ruins. He also described strange markings and symbols among the ruins and the on the beaches. He's hoping he can get out of Constantinople and return to London to study his findings, but with the explosion of war across Europe, he might be stuck here for some time. This seems to agitate him, and while I understand the frustration, I am sure there is something about his expedition that he hasn't shared. Should the need arise for me to leave and return to Zurich, I'd like to arrange passage for him as well. I've already made arrangements with our team. Perhaps I can send him to Zurich either way. In the meantime, I have set up an interview with him about what he's found. It should prove to be an interesting reprieve for our readers from the usual news of war and gloom.

Zeki Aslam Turkish War Correspondent, Zücher Post

# NEVER GOING HOME

1915

*The problems started long before the Veil was torn.*

Join the British and ANZAC forces as they attempt to invade the Ottoman Empire at Gallipoli. There you will meet much more than enemy gunfire. Ancient power is stirring and secretive sects are driving events forward. How much will victory cost you?

Bones in the Dust  
A Campaign Dossier for  
Never Going Home  
His Majesty's Paranormal  
Investigation Task Force  
7 Fetishes  
The People of the Mountains  
1 Whisper Path  
6 Connected Adventures

