

NEVER GOING HOME



BOOK OF
WHISPERS

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Book of Whispers

+One System

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Never Going Home: Book of Whispers

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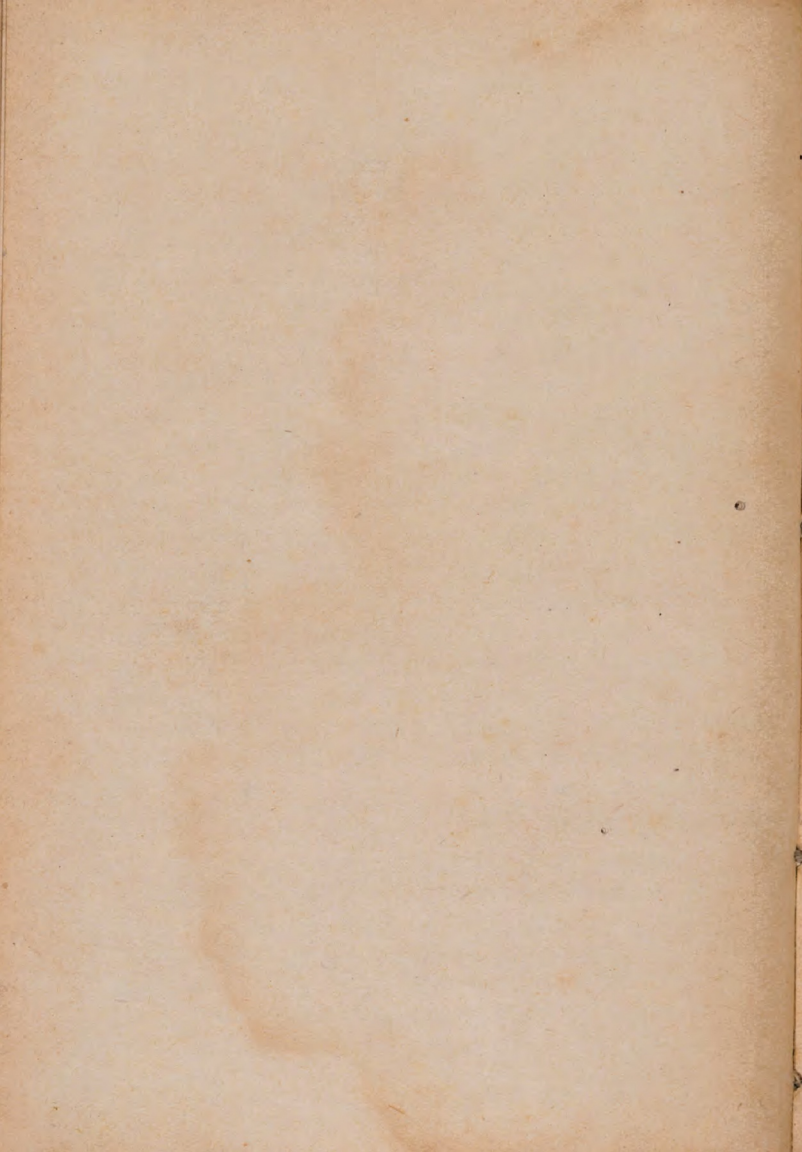
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LOCKED IN
THE BOOK OF SECRETS.
WE BEAR WITNESS—
NATURE LEADS US INTO
THE ETERNAL TREE.

October 12, 1916

When the rumors first started, I did not believe them. I passed it all off as shell shock. Monsters. Spells. Secrets from some other place. Couldn't be. But it's real. I've seen it.

Word spread from France to Belgium quickly, but official orders were slower to come. By September no one could deny that the armies were falling apart, the hell of the war being replaced with a darker and more terrible reality.

Monsters. Spells. Secrets from some other place.

Tim was the first one to see a monster. Edmund the first to try to fight one. I was the first to see one of the others. I didn't know what it was at first. Was it a man? Did it used to be a man? No. I think it came from somewhere else. The same place the secrets came from.

With no real orders, and the lines falling apart, some of us went out looking for some fun one night. There was an old ball that we'd found on the road to Ypres months ago. We took it out in the field behind the lines one night. This was perhaps 3 weeks past. We lit bonfires so we could play our game. Maybe the fire is what attracted it.

Nobody saw it at first, not until the ball went sailing off into the night due to a strong kick from Tim. It soared over me and when I turned, I saw it - it's dark outline against the sky, about 10 meters ahead of me, standing on a higher plot of ground. The ball landed and rolled towards it.

I didn't want to approach, but the calls of my fellows bid me move off to retrieve the ball, so I went. The closer I drew to it, the more my heart hammered. Could the others see it as clearly as I could? No one admitted to it later. Perhaps it appeared only to me.

I stooped to pick up the ball, within a meter of the other. I could feel it's eyes on me, though it was too dark to see its eyes. I heard it approaching me as I closed my eyes, waiting for it to attack. I was paralyzed with fear.

But after a moment, I raised my eyes and it had vanished. I didn't mention my encounter to my friends. Surely I hadn't imagined it, but I had to wonder...

By the next day, though, I was sure that my encounter was real, because it had changed me. Now, I could do magic. I don't know how I knew it. But after the other one appeared to me, I knew the rituals and the words.

Oct 15, 1916

The thing about this magic is that it makes me foggy. You have to give something up from yourself in order to make the spells work. It was easy at first - I gave up small memories, thinking it wouldn't matter. Things that are easy to relearn - the name of the nearest town, or a book from school I didn't like - or things that I don't need to remember - that girl's name, the one I saw last

time I was on leave, or the two words of Spanish I learned last year.

But it matters. It matters.

We started using it because the monsters were coming. Did the other tell them we were here? It barely matters. We're losing either way.

Oct 19, 1916

Maybe there is a way to beat these creatures without using their magic? Maybe we won't have to make these choices anymore?

Oct 20, 1916

No beasts last night. No magic.

Oct 22

They came back. We're moving now. They want our lines, they can have them.

Oct ?

No spells today. I can't afford to loose anything else. Problem, is, neither can anyone else, but the monsters keep coming. They're chasing us.

Oct or Nov - unsure

This magic is killing me but yet I'm still alive. I wish I had never used it. We should have all just gone home.

Nov 7, 1916

Our battalion found another. They're British. They told me today's date or else I would not have known. I wrote it down as soon as I could so I didn't forget. I forget so many things now. I forget to eat. I forget to sleep. I forget what I look like. Sometimes I forget my name.

Nov 8, 1916

We're moving west into France. If we can get to the ocean, we can escape to England (?) I'm not sure of the plan at this point. No one tells me anything.

Nov 9, 1916

I think we were left behind. I don't know where everyone went. It's just me and Tim now, but I think they took all our supplies too. No tents or food. I don't know where we are.

Nov 11

More beasts. Tim gone. Have to keep going west. Have to stay alive. Have to find the rest of my unit. Where are they?

Nov 12

They found me! Told me I'd wandered off in the night. Tim isn't here though; they didn't find him on their way west. I don't know what happened to him. He must have wandered off.

To help me stay safe, they assigned a man to me. I do what he asks. I go where he goes. We never leave each other. It helps. But he has to sleep. I don't think I sleep anymore. What if I disappear again?

Nov ?

I'm lost.



Whisper Paths

With the pressures of war comes innovation. This is true of Whispers as well. Since the Veil was torn, magic systems have developed swiftly. The following paths are available to all soldiers willing to learn them.

Steps of Casting a Whisper:

- Choose Whisper and any augments.
- Spend any spell requirements (discard a card, take a damage).
- Roll for success.
- Make additional sacrifices (some Paths only).
- If successful, apply effects.

Machine Bonds (Brawn)

One of the aspects of humanity the Others enjoy most is the ability to inflict death on the massive scale allowed by the weapons of this war. Though they are new to human technology, they have already suggested ways to bend technology to occult ends. A caster following the Machine Bonds Whisper Path must have the proper item to focus their Whisper through; a radio, a bullet, a gun. Then they roll Machine Bonds, aiming for the Target Number given in the individual Whisper, plus any augments. The caster does not pay any requirement up front to cast each Whisper, but if they fail their roll, they take 1 Brawn damage.

Radio: The caster puts a portable radio, or phone, or part of some other communication device to their face or head and sends a mental message to another person they know within 5 miles (8 km). TN 3. Despite hearing the voice in their mind, the message is thick with static. The radio leaves a burn on the caster's head.

Double range (3)

Silencer: By gripping the barrel of a gun as it fires, the weapon becomes completely silent. TN 3. Whomever fires the weapon still must roll Ranged for the attack. If the caster is firing their own gun, this Whisper and the attack can happen during the same action. The next time the caster opens their mouth, the report bursts painfully from the caster's own mouth. Silence may be cast as many times as the caster's current Brawn before they must open their mouth and release the trapped sounds.

Bone Saw: With a bone saw in hand the caster appears to amputate an injured limb or saw out any damaged flesh. TN 4. The bodily assault is an illusion, but it looks and feels real to both the caster and the target of the healing. The caster must complete the gruesome process or the Whisper fails. Once complete, the illusion ends and the target heals 4 damage. To perform this Bond on themselves, the caster must have at least 3 current Guts.

Flame Thrower: With any gun in hand, even a broken or unloaded one, the caster momentarily bursts into flame and the weapon shoots

fire. TN 4. For this one attack, the weapon has the following stats: 3 damage - +1 damage (1), Spray (1), Fragmentation (3). Whomever fires the weapon still must roll Ranged for the attack. If the caster is firing their own gun, this Whisper and the attack can happen during the same action. If the Whisper roll fails, the weapon's stats are normal for the weapon.

Armor Plate: By pushing a bullet into a fleshy part of their body (the navel, the cheek, the armpit) the caster temporarily gains armor plating. TN 5. Their flesh appears to be made of metal plates riveted together. The caster gains 3 Armor until the end of combat.

+1 Armor (2)

Drive Chain: The caster concentrates and stops a vehicle they can see from working. TN 5. All weapons and abilities of the vehicle simply cease to function. The caster may maintain Drive Chain by forfeiting their action to concentrate. This may be done for as many consecutive rounds as the caster's current Brawn. During this time the caster sweats machine oil.

I'll Drive (3): The caster takes full control of the vehicle and operates it as if they were driving.

Fate Twists (Smarts)

This whisper path lets the caster change what could and should have been. They use their psyche to interrupt the flow of time, disrupt fate itself. However, while they can change the fate of others, their own fate is usually set in stone. On their next action after casting a Twist, whether it be an attack, another skill roll or even another Whisper, the caster must rely on a "straight" roll of the dice. They cannot make any +One manipulations with attributes or by spending cards, nor can they use any other ability to alter that roll's outcome. Fate Twists are less "flashy" than most other Whispers with few outward signs they have been cast and almost no way to identify the caster.

The Curse of Sight: The target gets a brief (5 seconds) image of the next Antagonist the group is most likely to face. If there is more than one, they will see the most powerful (based on potential Rewards from defeating it). The Target Number is the Smarts of the Antagonist. The image is only seen by the target (the caster may target themselves), and the whisper does not identify what the being is or what it can do.

+5 seconds to the vision (1), also receives audio (2)

Blunt the Knives: This Whisper targets Brawn and reduces any damage by the victim by 1 for as many consecutive rounds as the caster's current Smarts.

-1 damage (2), +1 target (1)

Devil's Own Luck: The caster targets an ally's Smarts Defense and, if successful, the next time the ally chooses or is forced to discard, they only have to show they have the required card in their hand. They do not discard it. This benefit must be used the next time

a card would be discarded, it cannot be saved for later. However, a failed roll by the caster indicates the ally must instead discard a card at random immediately.

+1 target (2)

The Best of Us: The caster picks one attribute from one ally. That attribute is the Target Number for casting the Whisper. If successful, for a number of rounds equal to the caster's current Smarts, everyone in the Unit plays as if they have the attribute at the target's rank. So, if they target a character with 4 Brawn, everyone in the player group has 4 Brawn for the duration of the effect.

Double duration (3)

Fog of War: This Whisper targets Smarts. The victim may only be chosen to act last in combat, regardless of their Initiative Value.

+1 target (1)

Opening the Breach: Everyone in the caster's Unit can see a weakness in an Antagonist's Defenses, lowering their effective Armor by 1. The Target Number is Brawn or Armor, whichever is higher at the moment. However, the spell only works on Antagonists who have an Armor rating. The duration is as many consecutive rounds as the caster's current Smarts.

-1 additional Armor (1), +1 target (2)

Veil Calls (Guts)

Any caster who uses Veil Calls is consciously making direct contact with the Others, and often knowingly bringing more terrors into this world, often at the cost of a little piece of their soul. For each Veil Call cast, the caster must either discard a card or suffer 1 point of Corruption. They do not draw for Corruption, as they are connected to the Others and Corruption is certain. For paying this requirement, the caster gains 1 automatic success on their roll. They must then succeed at a Whisper skill roll against the target's Defense. Some Veil Calls cause additional Corruption as well, which cannot be negated by discarding a card.

Deadpeak: The caster whispers into the ears of an intelligent being who has been dead for less than 24 hours, targeting the dead being's maximum Smarts. If successful, the being (still quite dead) revives enough to answer 1 question for every rank of the caster's Guts. This spell neither ensures they will tell the truth, nor gives them the ability to know anything they did not see, hear or know for themselves when alive.

+1 additional question (1)

Taps: One of the few Veil Calls with positive effects, this Whisper will put any Corrupted creature that was once human back into the embrace of death. The caster has only to touch the target and roll against the target's Smarts Defense. On a successful casting, the creature drops dead (again) on the spot, like a marionette whose

strings were cut. The normal Reward for the Antagonist is ignored, instead the caster may choose to heal 1 Corruption from themselves.

+1 target (2), the entire mob the target is part of falls (4)

Blood Bond: By taking firm hold of each other's hands, the caster and a willing ally create a bond between themselves to share their strength. The Target Number is the target ally's Guts. For as many rounds as the caster's current Guts, the caster and anyone else joined by the Blood Bond can make +One manipulations using the attribute ranks of other members of the Blood Bond! Each attribute rank must manipulate a linked skill and may only be used once per round. For example, a character with 2 Smarts can make a roll as if they had 5 by using all 3 of their ally's Smarts, but then, on their own turn, the ally could not use Smarts to manipulate a roll at all. Everyone involved in the Blood Bond receives 1 additional Corruption point.

+1 target (2)

Blood Heist: The caster selects two targets and points at them both, they may choose themselves as one of the targets. If their Whisper roll surpasses one target's Brawn Defense, the victim suffers 1 damage and the other target may either heal 1 point of damage or temporarily gain 1 rank in Brawn (caster's choice). Healing is permanent, the extra Brawn lasts one round for every point of the caster's current Guts.

+1 damage, also granting +1 healing or +1 Brawn (1)

The Corrupt Reverie: This sinister Whisper allows the caster to channel their power through the Veil and take command of Corrupted creatures. This Whisper causes 1 additional Corruption. The caster draws the attention of a supernatural Antagonist and engages it in a battle of wills. The caster makes a Whisper skill roll against the target creature's Guts. If the roll fails the creature is free to act as normal. If successful, the caster gains control of the Antagonist for one hour for every rank of the caster's current Guts. The Antagonist becomes one of the casters' allies and willingly follows commands to the best of its ability, though it may try to pervert those commands depending on its intelligence. Defeating the creature in combat during the Reverie does not result in any Reward, after all it's an ally. Once the Reverie is over, most Antagonists tend to wander off on their own, but some will attack immediately. After winning a battle of wills and after a Reverie ends, Antagonists cannot lose another battle of wills with the same caster until 24 hours have passed.

+1 target (2)

The Defiled Circle: The caster uses blood to create a summoning circle to bring a horror through the Veil and place it under their control. The caster must either take damage (any attribute) to themselves or do damage to other beings equal to the highest attribute (Brawn, Smarts, or Guts) of the supernatural Antagonist they are attempting to summon. The caster must have either

encountered such a being before, or come into possession of some sort of information (usually found in an ancient text or tome) that describes the creature in detail. Using this Whisper causes 1 additional Corruption.

Antagonists with Guts equal to or less than half the caster's current Guts are automatically under the caster's control when summoned. For other Antagonists, the caster engages them in a battle of wills. The caster makes a Whisper skill roll against the target creature's Guts. If successful, the caster gains control of the Antagonist. Control lasts for one hour for every rank of the caster's current Guts. The Antagonist becomes one of the casters' allies and willingly follows commands to the best of its ability, though it may try to pervert those commands depending on its intelligence. Defeating the creature in combat while controlled does not result in any Reward, after all it's an ally. Any time before their control ends, the caster can dismiss the creature, sending it back beyond the Veil. If the roll for control fails, or the caster loses control later (knocked unconscious or killed) the creature is free to act as normal. For many, their first reaction is to kill the arrogant summoner.

Double duration of control (3)



Constructs

Sometimes a caster has their hands too full to do any more and they need to bring additional casters into their circle of influence. With other humans, however, there is always the chance of betrayal. It is much safer to trust no one and simply make a servant or two instead. There are different ways to Whisper a mockery of life into a construct and each Whisper Path has customized a method for creating these unliving helpers. The constructs for each Path are presented below.

Constructs are not alive, and though many contain human remains, they are not undead either. Constructs are magical creations which approximate the behaviors of life. Constructs are controlled by their creator's Player. All constructs willingly follow the commands of their creator to the best of their ability and are considered allies of their creator. Constructs follow all normal rules for characters. Constructs involved in the same combat as their creator may act on their own or on their creator's Initiative, the creator chooses which.

Blood Rites

Blister (Pus Bag)

While technically alive, these masses of flesh have no will of their own. They are created by a Blood Mage solely as a source of blood. They begin as just some blood in a vessel, any blood will do. With constant attention, proper magic and regular infusions of blood, a Blister is grown in roughly a month. They appear as a squat, fleshy humanoid without identifiable facial features. They may have teeth, eyes, hair, or finger nails in roughly the right places, but they usually do not. With the final magic rite, the Blister is bound to its creator and will let the caster extract blood for use in other Blood Rites. They can follow simple commands, though any mission which relies on the Blister's own judgment will most likely fail.

Type: Solo Initiative Value: 5 Armor: None

Brawn: 2 (see Summoned) Smarts: 2 Guts: 2

Weapons: Fists or other melee weapon.

Skills/Abilities:

- Melee:
- Knowledge:
- Transport:
- Burst (Brawn): : The Blister splits itself open and sprays boiling-hot, bloody pus at enemies. This ranged attack deals 2 damage.
- Construct: This ability is always active. Blisters 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.

Weakness: Summoned - Blisters must be created from scratch; blood is Whispered over and allowed to grow into a mound of flesh. The Whisper Create Blister is a Blood Rite. After it is fully grown, the caster must suffer Brawn damage to awaken the Blister. No ally may suffer the damage instead. For every point of damage suffered, the Blister is created with +1 additional rank of Brawn. If the Blister is dispelled or destroyed, the creator suffers the same amount of damage as they did to awaken the construct.

Reward: Draw 1 card.

Dirty Tricks

Blow Fly

This automaton is made from odd bits of sloughed-off skin and coughed-up fluids arranged into a sticky insect-shaped mass roughly the size of a human head. Many take the form of huge, bloated flies, but others resemble bees, beetles, spiders, praying mantids and scorpions. Blow Flies take on the general characteristics of the creature they are shaped like; they can fly and climb walls. A Blow Fly is akin to a familiar; the caster can sense the environment around the Blow Fly, though clear sight is not possible. The caster can also cast Whispers through the Blow Fly as if they were wherever their creation is. This allows them to spread filth farther and wider than the caster could alone.

Type: Solo

Initiative Value: 10

Armor: 5

Brawn: 4

Smarts: 2

Guts: 3

Weapons: Sting (ranged): 1 damage

Skills/Abilities:

- Stealth:

- Investigation:

- Ranged:

- Flying: This ability is always active. A Blow Fly can move in any direction, hover in place and move over most obstacles. They can also climb walls and hang from ceilings.

- Construct: This ability is always active. Blow Flies 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.

Weakness: Carapace - Blow Flies take double damage from firearms.

Summoned - Blow Flies must be created from scratch; scraps of skin, scabs, stray hairs, and other waste products are collected, shaped into a creature and Whispered over. The Whisper Create Blow Fly is a Dirty Trick with no chance of blowback. When a Blow Fly is created, its creator suffers a

temporary -1 to their maximum Brawn while the Blow Fly exists. If the fly is dispelled or destroyed, the creator regains the loss to their Brawn.

Reward: Draw 1 card.

Machine Bonds

Lock Box

These constructs are armored storage compartments, created to protect and hold onto the valuables of powerful beings. They can be made from almost any material, though most give the impression of a sturdy cabinet constructed of wood and metal. Doors, books, machines, suits of armor, even glass vials can become a Lock Box since it is the magic which gives the object its strength. The Lock Box will only open to the command word assigned during its creation. The caster does not have to be the one to give the command word. Each Box can have as many compartments, each with a different opening command, as the caster who makes it has Smarts.

Type: Solo

Initiative Value: 2

Armor: 6

Brawn: 6

Smarts: 3

Guts: 2

Weapons: None

Skills/Abilities:

- Knowledge:

- Communication:

- Hurl Insults (Smarts) : Once attacked, most Lock Boxes stop pretending to be mundane artifacts and creatively insult the attacker, weakening their resolve. This attack targets Guts and deals 1 damage.

- Fail Safe: This ability is always active. When a Lock Box is destroyed, anything contained inside is likely to be destroyed as well. Draw a card from the deck. On a face card, the contents are fine. Otherwise, only fragments are recoverable.

- Construct: This ability is always active. Lock Boxes 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.

Weakness: Summoned - Lock Boxes may be created from purpose-built cabinets with many hidden compartments or from any existing object; any object which could open is Whispered over. The Whisper Create Lock Box is a Machine Bond with TN 4. When a Lock Box is created, its creator suffers a temporary -1 to their maximum Guts while the Lock Box exists. If the box is dispelled or destroyed, the creator regains the loss to their Guts.

Reward: Draw 1 card.

Old Ways Conglomerate

Just larger than a large human, a Conglomerate is made of whatever junk happens to be around at its creation, plus human remains. Usually found in temples, sacred groves, crypts and graveyards, but could also be on a battlefield, or anywhere human remains are accessible. Conglomerates follow simple commands from their creators and have no will of their own. Though they can travel, most are created to remain in one place and guard it against intruders. They will always continue fighting until they are destroyed.

Type: Solo

Initiative Value: 8

Armor: 4

Brawn: 4

Smarts: 2

Guts: 3

Weapons: Pole Axe: 3 damage:

May be armed with other weapons such as Staff or Sword, but never firearms.

Skills/Abilities:

- Athletics

- Melee

- Investigation

- Bodily Sacrifice (Guts) : The creature throws parts of itself at the person it's attacking. This ranged attack deals 2 damage.

- Construct: This ability is always active. Conglomerates 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.

Weakness: Summoned - Conglomerates must be created from scratch; human remains stuffed inside trash piled in a humanoid shape, and then Whispered over. The Whisper Create Conglomerate is an Old Way. When a Conglomerate is created, its creator suffers a temporary -1 to their maximum Brawn while the Conglomerate exists. If the creation is dispelled or destroyed, the creator regains the loss to their Brawn.

Reward: Draw 1 card.



Elemental Rituals

Raggedy Doll

These unliving constructs are like puppets, created by Whispers of powerful beings to do their bidding. They are composed of the torn and discarded uniforms of soldiers as well as the garments of regular people whose villages have been devastated by war. They are stitched together haphazardly, as if the creator only has a basic understanding of what is military dress. Their purpose is to move among regular people to gather information or collect items that their creator desires. They can follow basic commands and use simple devices in this regard, though anything more complex than driving a truck is beyond them.

Type: Solo

Initiative Value: 6

Armor: None

Brawn: 3

Smarts: 2

Guts: 4

Weapons: Rake or Scratch: 2.damage

Skills/Abilities:

- Athletics
- Melee
- Mechanics
- Investigation
- Ranged
- Transport

- Integrated Deception (Smarts) () (): In favorable conditions (darkness, crowds, through rain/fog/smoke) Raggedy Dolls have a chance to blend in as a soldier in their proper place. The number of successes on the roll becomes the TN to spot the disguised creature.

- Construct: This ability is always active. Raggedy Dolls 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.

Weakness: Fire - Raggedy Dolls take double damage from fire and will not go near it willingly. Summoned - Raggedy Dolls must be created from scratch; sewn together, stuffed with hay, straw, or sticks, and then Whispered over. The Whisper Create Raggedy Doll is an Elemental Ritual. When a Raggedy Doll is created, its creator suffers a temporary -1 to their maximum Smarts while the Raggedy Doll exists. If the doll is dispelled or destroyed, the creator regains the loss to their Smarts.

Reward: Draw 1 card.

Fate Twists

Vardoger (Ka)

Named specifically from northern European folk stories (though other cultures tell similar tales), these guardian spirits are created to confuse fate and cheat death. They are composed of spit and mud and animated by Whispers into a simulacrum of their creator. When dressed in their creator's clothes a Vardoger is indistinguishable from the original, at least at a distance. Up close, their roughly-made features of clay and the utter lack of life in their eyes mean they cannot be mistaken for human. A Vardoger can perform simple tasks at its creator's command. However, the true purpose of the creation is to suffers ill effects meant for the creator.

Type: Solo

Initiative Value: 8

Armor: None

Brawn: 3

Smarts: 3

Guts: 3

Weapons: Can use any human weapon.

Skills/Abilities:

- Melee:

- Communication:

- Investigation:

- Ranged:

- Fate Guardian: This ability is always active. When a Vardoger is created, choose one card suit for each rank of Guts its creator sacrificed (see Summoned Weakness). Whenever the creator becomes the victim of a Whisper, they may choose to reveal the top card of the deck and discard it. If it is one of the suits chosen at the Vardoger's creation, they may choose the Vardoger as the victim of the Whisper instead.

- Made to Suffer: This ability is always active. Vardogers have no need to eat, breathe, or sleep, but since they are intended to suffer their creator's fate, they do not have any other immunities.

Weakness: Water - Vardogers take double damage from water and will not enter or cross water willingly.

Summoned - A Vardoger must be made from scratch; soil moistened with the caster's spit, sweat, or blood, the resulting mud worked into proper shape, and then Whispered over. The Whisper Create Vardoger is a Fate Twist. When a Vardoger is created, its creator suffers a temporary penalty to their Guts between -1 and -4 while the double exists (see the Fate Guardian ability). When the construct is dispelled or destroyed, the creator regains the loss of their Guts.

Reward: None

Healing Words

Homunculus

The ultimate medical aide as well as research tool, Homunculi are made by powerful casters to help provide expert healing to their patients. The Homunculus is a representative map of the human body. This can take almost any form from a set of drawings to a chest of drawers to a plaster model, but most appear recognizably humanoid. With a sample of any of the patient's four humors, blood being most common, the caster paints the Homunculus with arcane symbols, making it a perfect representation of that patient's body. The two are mystically bound and all positive aspects of any healing work performed on the construct pass to the patient. The Homunculus will not resist medication, will not struggle while being sutured and can be ruthlessly cut apart to remove bullets or shrapnel. None of these procedures permanently harm the Homunculus. The Homunculus does bleed just like a human, though.

Type: Solo

Initiative Value: 8

Armor: None

Brawn: 3

Smarts: 3

Guts: 2

Weapons: None

Skills/Abilities:

- Athletics:
- Communication:
- Knowledge: : Especially medical knowledge for assisting their creator.
- Investigation:
- Medical Model: Performing an medical procedure on a Homunculus bound to a patient adds +3 automatic successes to any skill- or Whisper-based healing attempt.
- Construct: This ability is always active. Homunculi 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.

Weakness: Conflicting Blood - Homunculi take double damage from the Blood Rites Whisper Path.

Summoned - Homunculi must be created from scratch; the organs responsible for the four humors: liver (blood), stomach (yellow bile), intestines (black bile) and lungs (phlegm), each from a different person, must first be incorporated into the model, and then Whispered over. The Whisper Create Homunculus is a Healing Word. When a Homunculus is created, its creator suffers a temporary -1 to their maximum Smarts while the Homunculus exists. If the construct is dispelled or destroyed, the creator regains the loss to their Smarts.

Reward: Draw 1 card.

Chaos Songs

Primeval Servant

Though made of black slime filled with trash, rags, and rotting pieces of flesh floating inside, Primeval Servants quiver with a disturbing unlife. They seem to dance, move, and laugh; sometimes beckoning observers to move closer, sometimes signaling danger and a time to flee. The dark ooze which makes up most of the construct can flow and form itself into any shape which seems useful to whatever task its creator assigns. Extending an oily pseudopod to reach for a weapon, a shriveled hand may suddenly emerge to actually grip the weapon. To deliver a message a tattered scarf may float to the surface and form a mouth and face which speaks the message. Casters use Primeval Servants to perform simple tasks, carry messages or deliver objects.

Type: Solo Initiative Value: 6 Armor: 3
Brawn: 5 Smarts: 2 Guts: 4

Weapons: Slap: 1 damage

Skills/Abilities:

- Melee:
- Stealth:
- Investigation:
- Transport:
- Whisper (Guts) : Can cast a Whisper, if it knows one (see Summoned Weakness), and can also assist another caster. Add successes rolled to the caster's total.
- Construct: This ability is always active. Primeval Servants 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.

Weakness: Light - Dislikes light brighter than firelight. All attributes are reduced to 2 in full sunlight.

Summoned - Each Primeval Servant must be made from scratch; the viscous material of the servant is pulled through the Veil, bound to whatever physical objects happen to be on hand, and whispered over. The Whisper Create Primeval Servant is a Chaos Song. When a servant is created, its creator suffers a temporary -1 to their maximum Guts while the servant exists. During creation, the caster can elect to give one Whisper they know to the servant. If they do so, they forget the Whisper themselves and cannot cast it as long as the servant exists. If the servant is dispelled or destroyed, the creator regains the loss to their Guts and remembers the Whisper.

Reward: Draw 1 card.

Veil Calls

Judas Goat (Goat)

These unliving constructs are much more than puppets or automatons. Because their creators pour part of their souls into them at creation, Judas Goats become more like partners. A Judas Goat is usually made tall and physically powerful to serve as the muscle paired with a powerful caster's will. Together, goat and caster can usually control any Corrupt being the caster wishes to bring into this world. They are capable of following complex instructions and traveling widely to accomplish tasks. Judas Goats know their creators intimately and will respond to thoughts the caster has not yet expressed, sometimes even disobeying commands to bring about what they know their creator wants.

Type: Solo Initiative Value: 10 Armor: 4

Brawn: 2 (see Summoned) Smarts: 4 Guts: 4

Weapons: Giant Hands: 2 damage - Stun (2)

Skills/Abilities:

- Melee:

- Investigation:

- Ranged:

- Construct: This ability is always active. Judas Goats 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.

Weakness: Summoned - Judas Goats must be created from scratch; assembled from natural materials, attached without metal fasteners, splashed with Corrupted blood (from themselves or an Antagonist), and then Whispered over. The Whisper Create Judas Goat is a Veil Call causing 1 additional Corruption. When a goat is created, its creator must suffer Guts damage to awaken the construct. For every point of damage suffered, the Judas Goat is created with +1 additional rank of Brawn. If the goat is dispelled or destroyed, the creator again suffers the same amount of damage as they did to awaken the construct.
Reward: Draw 1 card.

December 21, 1917

To His Royal Highness, King George V
London, England

Enclosed you will find the additional information that I had previously alluded to in my report dated October 18, 1917. It is not lost on me that I write this new report to you on the solstice, the day which gives us more darkness than light. We don't know much more than we knew before, and what we have discovered is very grim indeed.

In interviewing the survivors of the conflict from Delville Wood, we discovered that the German Reiner Kauffman that we now hold as a POW is the same Reiner who is named in Alfred's Warbeck's journal. The following information is a statement that Reiner prepared for me about his knowledge of the German army's relationship with the individuals who have come to be known as the Wizards. Reiner also provided us with a timeline of the events that took place in and around Longueval and Delville Wood before, during and after the attack. I have included copies of his account following his statement regarding the German army's dealings with the occult.

Statement from Reiner Kauffman, enlisted soldier, German Army, English POW, regarding the German's occult discoveries and practices:

As English is my second language, my hope is that those who read my words will take my meaning from them, though I am not too good a writer, not even in German. I am good with math though, and codes. This is the reason I was assigned to the field office in Bapaume, France in September of 1914. I was there for two years, until the great Catastrophe, as you are now calling it, happened on the night of July 1st, 1916. In Bapaume, we planned many things about the war - but one of the most important things we planned was how to use the information in the Book. This is what we all called it. It was written in an unknown language, and there were many of us working out how to translate it. We did not have much luck. The letters in the Book did not look like any letters we had ever seen. The structure of the language was a puzzle to the linguists. This is why they called in the code breakers—they called in me.

We worked on the Book from December 1915 to April 1916 when we were surprised to learn that our work would no longer be needed. None of us had cracked the code, so

we did not know what to think. Next, the wizards came to Bapaume. I use the word wizard because I do not know what else to call them. These men were from somewhere in the east, but not as far as China. They were grim and dark and they did not seem friendly. They said they knew how to read the secrets of the Book. They wanted to know where we found it but the officers would not tell them. The wizards said they would help us—but for a price. Once we unlocked the power of the Book, they wanted part of it. They used a phrase over and over— one which they said was written in the Book “Locked in the book of secrets. We bear witness—nature leads us into the eternal tree.”

This was when I started to become nervous. It seemed to me that the wizards were playing with a power that was too dark and terrible. But it was not my choice. The General—that is, von Gallwitz—arrived in late April 1916, to talk with the wizards. He talked with them for weeks but he was undecided. Then, in June, I intercepted a message from the French on the telegraph. There was to be a huge offensive at the Somme. That decided it for the General. We would take this power to the battle, he said. We were instructed to get ready to march to the trenches to the west of Bapaume.

There was only one more matter to settle. The wizards required a sacrifice from us. That is to say, they would need a soldier to sacrifice in order to allow the dark powers of the Book to be unlocked. I don't understand what they thought was going to happen, but they continually talked about other beings who were trying to bring our world into the Eternal Tree. They mentioned these others and an event called the Thinning, but we were not offered many details. Von Gallwitz asked for a volunteer. I don't think this man would have so willingly given up his life for Germany had he known what would happen after. Of course, at the time none of us knew what would happen— we only knew what the wizards told us. They said once the Thinning had begun, we would have a new and greater army to help us win the war. The beasts would be better than dogs and horses. The weapons better than machine guns, better than gas. These were the promises that seduced our General.

Your officials have told me just to write an account of what I saw, but I can't write about what I saw without telling you how I felt about what I saw. The wizards from the beginning we're not in it for Germany. They were only in it for themselves. They did not love Germany. They did not care about the war. They only used our army so they could get what they wanted. I don't know why they wanted

the Thinning so badly, but once they convinced our general there was no going back. They would get their way. We would have to suffer the consequences.

So, we went to the front, and when the shelling started on July 1st, it was decided we would do the ritual that night. There was fear in the air. The wizards said this made it a good night for the others to make contact with us. The wizards drew symbols on the ground and marked out a wide circle around the symbols. Then the soldier who had volunteered as their sacrifice came forward into the middle of the circle. They chanted in a language that was unknown to me, and possibly to any of us standing by. Von Gallwitz watched with interest, and then with horror. We were all filled with horror as a ritual continued.

It is hard to write exactly what happened. There seemed to be many things happening at once. The wizards were chanting, the symbols were glowing, the soldier was thrashing about. But all around us, a bright light, so bright that we couldn't see anything, swallowed us up. The light shone on all of us gathered around, and then the light filled the area, and filled the sky, and filled the field until we could see nothing except that bright white shining light. The whole world went silent, as if we all were dead. When it was over, all the wizards had disappeared, as well as the soldier who had been their sacrifice. We didn't know what to think. We didn't know what had happened, or what to do.

The rest you know. After this event the creatures and beasts appeared in the battlefield of the Somme. They whispered to our military leaders and yours. You know of the sacrifices, so I won't tell those stories here.

Our men began to defect as soon as the General went missing. I don't know what happened to him, but I will say that he never seemed the same to me after that night the light shone. I heard that he went looking for the wizards, but I don't believe that. I think it's more likely that he went away out of shame. He had failed Germany; he had failed himself.

The ones who saw, like me, what the wizards had done that night were the first to flee. We went back to Bapaume and stayed quiet—hiding from our comrades and countrymen. Then I caught word of your countryman, John Hampton, and me, and a few others sought him out. This you know from Alfred Warbeck's journal.

I hope that my words here will help to puzzle out what happened, but I don't truly have hope. Hope has gone from me.

-Reiner Kaufman

Fetishes

The pressure to use more power and learn more Whispers can drive a caster to do things they never thought they would. Fortunately, or perhaps unfortunately, there are mystic objects casters can create to make their magic stronger or make their sufferings easier to bear. These objects are called fetishes. The arcane formulas for these grisly items are whispered through the Veil, just like the caster's other powers. All casters can create any of these fetishes.

All a caster needs to create a fetish is to gather the materials needed to create the item, usually just a matter of some role-playing, and then discard the requirement cards for its creation. A fetish is usually constructed at the end of a Mission, the same time players spend cards to advance their characters. A caster can create a fetish during a Mission if the Narrator agrees they have an opportunity to do so. The caster, and sometimes the whole Unit, gains the benefits of a fetish as soon as it is created. Fetishes cannot usually be destroyed once they are created.

Common Fetishes

Ritual Knife: A quality knife is always handy for cutting cords, drawing blood, and directing arcane energies. A knife dedicated to ritual use and customized to the caster's own Whispers is even better.

Materials: A knife etched with ritual symbols.

Requirement: Any 2 cards of matching number.

Benefit: Gain one automatic success on all Whisper skill rolls.



Spell Book: Sometimes a caster gets lucky and finds someone else's notes on their arcane investigations. Other times a Spell Book is the product of the caster's own hard work.

Materials: A blank book, filled with notes on arcane mysteries.

Requirement: 1 card of each of the four suits.

Benefit: Learn two additional Whispers from Paths the caster has not trained in. The caster may cast these Whispers as if they belonged to one of the Paths they have trained in.



Hand of Craft: When an opponent has a weakness, it is foolish not to take advantage. This is never more obvious than when an opponent is physically weak.



Materials: A human hand.

Requirement: 2 Clubs

Benefit: Using the Hand as a focus, a Whisper which usually targets Smarts or Guts is cast against the target's Brawn Defense instead.



Cards of Sight: The cards know everything, but they must be properly interpreted. The caster can flip through them and learn their opponent's weakness.

Materials: Any deck of cards will do, but tarot cards the caster painted themselves are best.

Requirement: 2 Spades

Benefit: Using the Cards as a focus, a Whisper which usually targets Brawn or Guts is cast against the target's Smarts Defense instead.



Drum of Victory: With an otherworldly sound, a ritual drum can make an opponent uneasy. That is the best time to strike.

Materials: The long bones and skin of a defeated opponent.

Requirement: 2 Hearts

Benefit: Using the Drum as a focus, a Whisper which usually targets Brawn or Smarts is cast against the target's Guts Defense instead.



Hollow Necklace: Chance occurrences mean the difference between life and death. The bullet had no powder, the grenade had no fuse, a single twig changed the weapon's path. The trick is to get these random events to work for you.

Materials: Bullet shells or some other spent or disabled weaponry strung on a necklace.

Requirement: 2 Diamonds

Benefit: The caster gains 3 Armor as long as the fetish is worn. The caster can wear other armor, but gains no additional benefit from another Hollow Necklace fetish.



Fate Censor: The scent of burning incense reveals glimpses of the future and gives the caster the ability to choose between multiple lines of fate. Once lit, the incense cannot be put out.

Materials: Anything which can contain the burning incense.

Requirement: Any 3 cards in numerical sequence, regardless of suit.

Benefit: The top card of the draw deck is placed face up beside the deck. Any time any player draws a card, they may draw the revealed card or the face-down card from the top of the deck. If they take the revealed card, they replace it with the top card of the draw deck.

Horned Head: There is knowledge to be gained from every source. Even the horrors which stalk the battlefield can be teachers under the right conditions.

Materials: The body parts of a defeated Antagonist, ideally one the caster has killed.

Requirement: 2 cards which add up to 10 or more. Faces and Aces both count as 10 for this requirement.

Benefit: Gain one ability of the Antagonist.



Life Proxy: Life is dangerous and living requires violence. With a Proxy to suffer the damage of life instead, the caster can live a bit longer. Once the Proxy is created, it bursts into flame and burns until its power is spent. Unlike most other fetishes, a Life Proxy is usually left where it was made.

Materials: A fresh human skull on a stake.

Requirement: 1 Face card and any other card.

Benefit: The caster gains a pool of healing points equal to the number of the second card discarded. Faces equal 10 and Aces equal 11 for this benefit. Any time the caster would discard a card to negate damage or heal, they may instead spend one healing point from the Life Proxy pool.



Human Sacrifice

The Others hunger for the Corruption of humanity. Their whispers push casters to break their taboos. Not because there is great power in forbidden acts, though there is. Not because the victims of unspeakable violence suffer, though they do. No, the Others want to see their servants step into the shadows because of what it does to the person. Call it living in darkness; tearing their soul; sinning; losing their humanity. By any name, the caster becomes something other than human; something worse. And the Others laugh. Why do casters live with the Corruption? Why do they cause suffering? Because of the power.



As part of casting any Whisper, a caster may kill another human to gain +1 automatic success on the Whisper roll for every 2 ranks of the victim's current attributes. An "average" human with 3 ranks in each attribute would provide +4 automatic successes. If the victim is a child before the age of puberty, roughly age 11-13, the sacrifice provides +1 automatic success for every attribute rank. Each time a caster conducts a ritual involving human sacrifice, they automatically suffer 1 Corruption.

Corruption Pool

Corruption is a malleable and powerful resource for the beings beyond the Veil. It seeps through the thinning of the Veil and has changed the world in ways previously unfathomable. The monsters and creatures that roam the battlefields are always shifting and changing, with new ones appearing almost as quickly as it takes to learn about the ones before. The world itself feels polluted and things are not always what they appear to be at first glance. This makes the missions soldiers are given particularly dangerous. In order to present an appropriate challenge to a unit of experienced soldier, the Narrator may occasionally want to expand the capabilities of the adversaries involved in a conflict, or manipulate the events surrounding a Mission. These optional rules allow for the manipulation of the tide of a battle, and illustrate the chaotic nature of this power.

At the start of any Mission, the Narrator counts the amount of Corruption for all player characters. Since they should be tracking this information already, it should be readily available at any moment. This total number of Corruption becomes the Corruption Pool. This is a total number of points that the Narrator can spend on abilities and effects during that Mission, as each Corruption Effect has a listed cost, which is the only limit to how often these abilities can be used. Like always, an individual's Corruption should be kept secret, but astute players may observe of many times these effects are used.



Example: Jenkins has 2 Corruption, while Peabody and Thorpe have 1 Corruption each. Their quartermaster Bailey has 3 Corruption. At the start of their next Mission, the Narrator has a total of 7 points in the Corruption Pool.

Corruption Effects

Confusion: The enemies are all around you and you find it nearly impossible to focus during the heat of battle. As your eyes dart around the battlefield trying to remain alert, but the exhaustion, adrenaline, or something more sinister make them play tricks on you. When used, the Narrator selects a different target (another Antagonist or character) for a character's initial attack once all dice are rolled and augments selected.

Cost: 2

Death Throes: The sickness and Corruption coursing through the body of the beast cause it to flail about and lash out at the closest victim. When used, the Narrator selects one Antagonist who has just received enough damage to be killed and makes one last attack against the closest character, using any Brawn-linked skill or ability.

Cost: 2

Glimpse of the Void: As you land the killing blow, the twisted flesh and bone give way. Underneath, you see what can only be the space beyond the Veil. In an instant that seems like an eternity, your mind is assaulted by unfathomable madness. When used, the Narrator selects one Antagonist who has just received enough damage to be killed and makes one last attack against the character who last hit it, using any Smarts-linked skill or ability.

Cost: 2

Hallucinations: As the Corruption inside you grows, you find yourself having difficulty telling the difference between those thoughts coming from your own mind and those woven together by the void. Reality and terrible, dark visions mix together in your memories. When used, the Narrator draws seven cards, and selects one player. They can replace any number of cards in that player's hand with cards drawn at a cost of for one point per card.

Cost: 1, and then an additional 1 point per card replaced.

Hesitation: The Corruption stirs strange thoughts in your mind, occupying your thoughts, and preventing you from reacting quickly. When used, the Narrator selects the next character to act in the Initiative order.

Cost: 1

Lapse: As your mind is flooded with dark and dangerous memories which simply cannot be your own, you can't seem to maintain a grasp on those you know you remember. When used, the Narrator selects

a character. That character cannot use a card from their hand for Initiative and must instead draw from the deck.

Cost: 2

Lethargy: The energy is siphoned from your body and you feel as though you've just run a marathon. Your muscles ache, and you are physically exhausted, almost to the point of collapse. The feeling dissipates as quickly as it appears. When used, the Narrator selects a character and cancels one of their +One manipulations on the next roll.

Cost: 1

Regenerate: Before your eyes, wounds, gashes, and shattered bones are pulled together into a vague approximation of their original state. The creature may appear stitched, stapled, or bound together in a horrific visage, but slightly repaired. When used, the Narrator selects an Antagonist and heals one point to any attribute.

Cost: 1

Shell Shock: The din of battle echoes in your mind, overwhelming you and becoming your only focus. When used, the Narrator selects one player, looks at their hand, and discards one card of choice.

Cost: 2

Final Shriek: As you strike dark winds escape the creature at the moment of its demise, swirling about and jetting towards you. When used, the Narrator selects one Antagonist who has just received enough damage to be killed and makes one last attack against the character who last hit it, using any Guts-linked skill or ability.

Cost: 2

Terror: As the darkness assaults your mind, you can feel it creeping ever closer. The constant paranoia of someone or something lurking just always out of the corner of your eye brings you to the brink of exhaustion and collapse. When used, all characters in a Unit discard one random card.

Cost: 3

Vigor: You can feel the otherworldly power flowing through the veins, muscles and sinew of the monstrosities on the battlefield. When used, the Narrator selects one Antagonist which gains one +One manipulation on the next roll.

Cost: 1



And now to speak more of John Hampton. John Hampton did not surrender himself to the English army (which is known to you, as it is my purpose here in Africa), but Kaufmann and the others have made it clear during the course of many interviews that they believed Hampton would surrender himself. The fact that these men, who had no doubt seen atrocities in the trenches would be willing to crawl back to their former masters after surviving one battle with the creatures should give us pause. These men are not cowards, as many have said. No, these men are perhaps more brave than any of us, for they were willing to admit their defeat at the hands of the monsters who have been terrorizing France, and beg forgiveness and help from the powerful institutions that they had once abandoned.

At this point, it becomes difficult to give an accurate timeline of events, as there are many sightings and encounters with both the creatures and the wizards that were reported from late August 1916 up through January 1917, when sightings had become so common that they lost their novelty and were no longer reported with urgency.

As we know from Reiner Kaufmann's deterioration, physical encounters and even sometimes close proximity to the creatures has a decaying effect on the body. This fact has also complicated our efforts to investigate what is happening on the fields of France. We find that our men forget their mission, wander away, and are not heard from again—unless, by chance, they are discovered by another of our intelligence officers. All along the trenches and the stretch of land in between them—from Ypres and the North Sea to the very gates of Switzerland in the south—there are men who used to be soldiers wandering, withering, dying of the darkness that has crept out of the Somme valley. What is more, the area has drawn fanatics and lunatics, who have also gone mad.

As for the wizards that Kaufmann spoke of in his statement, they seem to be in control of the creatures, at least in some part. It has been difficult for me to uncover any information regarding them, because of the struggles which I have just outlined above. The last I heard they are no longer in the Somme valley, but have moved north and east into Belgium. What their end goal is no one can say for sure, but our intelligence does indicate that they had planned for something like this great catastrophe to occur after the Thinning. I have attempted to send spies into their ranks, but they are a secretive society and do not admit anyone that has not proven himself worthy. I believe we are close to getting a man inside however, and I hope to provide an update to you, Robertson and Lloyd George in my next report.

Yours in Grateful Service,
General Douglas Haig

Hunger and Darkness

Melanie R. Meadors

The Hunger

Mission Briefing

It was just a week ago that your commanding officer ordered you to run head-on into enemy fire, his eyes wild and his voice cracking. A few of you tried to reason with him, but he refused to listen. Instead, he began screaming for someone to, "Make them stop. Make them all stop!" He began accusing you of being "one of them." Then he set fire to all of your equipment, your vehicles, your maps and communications devices, and he himself ran straight into the line of fire, pulling at his hair and screaming at some unseen enemy no one else could perceive. Shaken, you and the remaining soldiers of your unit retreated across a shell-torn countryside in France, hiding behind hillocks of mud and muck made from rain, blood, and despair. You are in the middle of your journey to reach a village, to find someone who can help you contact your superiors to tell them what happened, and to see if the rumors about things like this happening elsewhere are true.

The swampy land sucks at both your boots and souls, until you agree to set up a makeshift camp and wait for the rain to pass. Battered trees stand twisted and gnarled around the campsite, skeletons of their former selves, much like you who camp beneath them. You are wet, demoralized, and exhausted both physically and mentally as you huddle beneath the sopping canvas of a tent that has seen better days. And now, you realize your food is running short—shorter than it should be running, if everyone was following their set rations. If you and your unit aren't able to get in touch with someone soon, things don't look good.

Mission Objective

Find out what is happening to the food. Figure out where to find more food, as well as a phone.

The Journey

Tempers are short. You try to convince other soldiers you are not taking more than your share of food. Keep tempers cool and stem accusations of theft without evidence.

Requirements: 2 Spades and 2 Hearts.

Question: What's your first thought when you learn food is going missing?

Failure: If soldiers in the Unit can't keep things cool and rational, fists start flying, with members of the company involved in a fight. Players can avoid fighting if they make a successful Knowledge roll. After a round of fighting, Turnip the cook bangs a wooden spoon onto

a frying pan to startle the soldiers and break up the fight.

Incidents

It's a Trap!: Turnip, an NPC and the company cook—someone everyone trusts—suggests to the unit that they make a trap to see who is stealing the food. Challenge Mechanics, Knowledge or Investigation. Success allows them to find materials (string, pebbles, an empty can, a nail, empty shell casings, and old tarp, and of course, mud, are among the company's supplies) and skill enough to build an effective trap. If nothing else, the trap might deter whoever is taking the food from doing it again.

Upon the creation of the trap, the unit waits 2D6 hours for it to be sprung. In the meantime, stomachs are growling. Every four hours, the unit must roll Athletics. If someone fails the roll, they become “hangry” and potentially irrational. Other members of the unit must succeed on Communications rolls to calm the irritated soldier down.

Caught Red-Handed!: After the rolled time has passed, the trap is sprung! Depending on the type of trap created, the thief might need to be captured and restrained, using appropriate skill rolls by the members of the Unit. The thief is a young girl about 9 years old. “I’m sorry. I saw your fire, and I knew you must have some food. We’re hungry, you see. Our refuge is no longer safe, and we’re on the move, on the way to a village to find a safe place to stay. Nurse Elsie is trying to take care of us orphans, but we keep having to hide from...them. Those weird guys with the brown cloaks. And...well, maybe I’ve said too much.”

The Unit can Challenge Communications to convince the girl they mean her no harm, so she speaks more. She reveals that other kids from her group have gone missing. Maybe they wandered off, but she’s suspicious of people wearing brown cloaks. Nurse Elsie tells them to never speak to them. “But they offer us food and sweets, so I’m sure some kids have just followed them away. We need help. We’re starving. We need to get to that village and use their phone to get help. Maybe you can use the phone, too, so you can go home.”

To the Children’s Camp: With no other real options before them, the Unit decides to follow the girl. They decide what time they want to leave (day or night), then let her lead them to the camp. After a ways, they see two wandering figures with brown cloaks approaching them. The girl seems frightened. Members of the Unit can roll Knowledge. Upon success, they realize these people are **Cultists**, involved in strange happenings all across the front. The two approach with smiles and seem very friendly. “Well, Clara, you’ve been wandering off again, I see. It’s time for you to come home with us.” The girl denies she knows them, and denies her name is Clara. The cultists accuse her of lying. The girl becomes visibly frightened and upset. The unit must decide what to do.

—If they let the men have her, the cultists push her to the ground behind them while they attack.

—If they believe the girl, and show the cultists they are on her side, the cultists attack to get her away.

The Unit makes it to the hiding spot behind a steep hillock without further incident. The girl whistles a couple notes as a code, and Nurse Elsie starts scolding before she even appears over the crest of the hill. When she sees the Unit, she pales. Someone from the Unit can roll Communications to assure her that they are trying to help, that they, too, are interested in going to the village to get in touch with their commanders. She tells them they need to go now—the children won't last long in this weather, half-starved and weak, especially with the cultists on the prowl. If questioned, she doesn't know why the cultists want the children, but they've lost half their number so far. She knows the cultists have tempted the children with treats. She couldn't risk leaving the other children to find out exactly what was going on. "I'm all they have left in this world."

With the possibility of food, shelter, and communication in the village, the Unit knows that leading Nurse Elsie and the children (there are two children plus one child per member of the Unit) to safety may be their only chance for safety as well. They must decide whether or not to set out at once or wait until morning. If they set out at night, they run into 2 **Cultists**. If they set out during the day, they run into 2 German **Common Soldiers** on patrol.

A Ghostly Apparition—or is it?: The village is in sight after a three hour march (with a break for the children now and then). As they approach, they see the village is all but abandoned. No one could live in this wreckage. Houses are gutted and collapsed. There are no lights visible in any of them. The church is lit up, however. Nurse Elsie says it's their best bet. But as they walk down the road through town, they see a small figure walking toward them. He's moving as if in a trance and has a faint glow about him. His clothes are tattered and he's wearing a pair of goggles that seem to glow green. His yellow-white hair almost floats about his head. One of the kids says, "Billy?" The glowing child doesn't respond. Another child says, "That's not Billy. I think."

If left alone, the child just walks past, not seeming to even see the company. It doesn't respond to questioning or any social cues. It just walks straight down the road toward the edge of town. The Unit can decide what to do about this strange child. If they have rope it can be restrained with a minimal Athletics roll. If attacked, it does not fight back. Nurse Elsie seems afraid of it and wants to hurry to the church, leaving it alone. If questioned, she answers that she did know that child, but he was a chatty boy who could never stay quiet. *That* Billy isn't right, and she can't risk the safety of the other children.

Into the Church: The steeple of the church has been blown off, but the building seems sound otherwise. The inside is lit up, but any

rolls reveal only silence from within. The windows were likely stained glass in the past, but are gone now. The wooden doors are damaged, but still functional. A roll will reveal they are unlocked and open easily.

Upon entering, the Unit sees the church is lit by a multitude of candles. There doesn't seem to be any electricity. The Unit should decide what to do with the children—if they should stay outside, or if they hide inside, etc. All rolls inside of the main body of the church show that it is empty. The altar is at the front of the church, and looks like it's not been used in some time. Half of the statuary inside is broken, and the pews seem to have been used for beds at some point, with some ratty blankets still on the dusty cushions. Suddenly, there is the sound of something glass breaking from behind a door to the right of the altar.

If the soldiers sneak up to the door, leaving the children behind at the back of the church or outside, they can check to see if it is open. They find it is locked, but when they turn the knob to check, it makes a sound and from inside the room, there is a sound like a child's cry, followed by hushing sounds.

If the soldiers do not sneak, then the door is opened a crack, and a pistol pokes out from within. A Knowledge roll will show that it is not an army issued pistol.

Either way, the soldiers can roll Communications to convince whoever is inside that they mean no harm, and explain the situation. Upon a success, the door opens slowly to reveal a priest and three young children. If Nurse Elsie is in sight, she recognizes the children as some who have disappeared from her group. (If the Unit decides to shoot first and ask questions later, and the priest is injured, the children can explain the following—after some Communication rolls to convince them they will be safe. Upon finding they attacked an innocent, however, the character who attacked the priest must draw for Corruption.)

The priest explains that he's been keeping the children hidden here, rather than where they were comfortable in the rectory next to the church, because they are hiding from cultists who want to use the children for foul purposes. Also, he does indeed have a phone for the soldiers to use, but it needs repairing (soldiers can roll Mechanics). In the rectory there is food and shelter enough for everyone. But he doesn't advise they go there yet because the cultists are watching. The cultists are trying to force him to gather children for them, and they won't leave him alone. "They get into my head, somehow, these voices...I can't ignore them. They seem to have some sort of insatiable *hunger* for these children!"

Will the soldiers help the children once more?

Decoration

All surviving soldiers draw 1 card.

Into the Darkness

Mission Briefing

The slightly crazed priest continues: "Even when the voices don't command me to do things, those strange men take any the children I try to help. About a dozen children have been taken into the catacombs behind the church. 'New recruits for the cause,' they say. I don't believe they mean for these children to fight for any of our sides in the war. I think they are taking them for some cause unholy." Nurse Elsie relates that you may have already seen one of these children, or what that child had become after the cultists were done with it.

"Before these cultists discovered us, I had taken orphans in so they could be safe," the priest continued. "But I'm afraid I've failed that mission. If only I could have resisted that...voice. I could have protected them more." The priest shudders, and the nurse lays a comforting hand on his shoulder.

"These men can help us," she says. She looks up at you. "Can't you?"

Mission Objective

Soldiers are to go to the catacombs and find out what's become of the children who were taken. If possible, the children are to be rescued and any enemy forces disabled.

The Journey

Soldiers make their way across the graveyard behind the church. Ravens flap in the skeletons of war-ravaged trees. Gravestones are broken and toppled, and it's hard to tell if the ground in this place has been blasted by shells or if it has been intentionally dug up.

Requirements: All black cards.

Question: What are your feelings as you cross through this graveyard of a graveyard?

Failure: The ravens sense the group's hesitancy and low morale and begin to attack (Unit x 2 **Ravens**)

Incidents

The Entry: The door to the catacombs is hidden behind the roots of a tree that's standing above it. They've been exposed by the heavy rain and erosion, and form a curtain over the door, causing the soldiers to have to brush them aside to enter. There's a wrought iron gate discarded on the ground outside, and the door to the catacombs is not latched, but screeches on rusty hinges. Upon entering the catacombs, there is a large chamber with a flagstone floor and walls, lit only from the torches soldiers can see in a hallway beyond. In the dim light, they can make out statues in various states of ruin lining the room. With some more light, if a soldier has access to it, one can see the crypts behind these statues are all opened, and the contents, including various treasures and bones and rags, are strewn

about haphazardly, as if whoever broke into them was searching for something specific and had no use for gold or gems. There are symbols on either side of the door that a successful Knowledge roll reveal to be a ward against unwanted visitors. A soldier who sees these can choose to perform an Investigation roll. If successful, they see the ward is drawn from chalk, which can be easily erased to disengage the ward. This would cancel the following effects of the ward if triggered.

Whoever is the first to enter the room feels an oppressive weight, and “hears” a voice, or the suggestion of a voice, say, “*Do not enter this place. Your presence is forbidden.*” If a soldier succeeds on an Investigation roll, they can see there is nothing in the room speaking, and the sense of fear subsides. However, once they pass the threshold into the room, a strange hollow rattling sound occurs, and the soldiers can see bones and other objects coming together to make a large humanoid shape, a **Conglomerate**. This being has clear malicious intent, and wields a large pole axe, which it flails around searching for prey. Once this monster is defeated, it disintegrates into dust.

Once the ward is disabled or the enemy defeated, soldiers can move beyond into the hall.

Surprise in the Hall: Soldiers enter a long hall lit by torches along the walls. Statues have been overturned and smashed, and there’s a strong smell of decay and foulness in the stagnant air. If the soldiers have not been stealthy and just walk into the room (or if there was a battle in the large chamber outside), they hear a sudden jingle of chains, a snap, and then an unholy screech as a large animal about the size of a bear comes lumbering toward them from the shadows. It’s a **Giant Corrupted Rat**, with glowing green eyes, dripping blood and gore as it approaches. There is movement behind the beast, and as it gets closer, soldiers can see countless tails wriggling and writhing from its backside. The light from the torches catches on metal gleaming all around the beast, and the unit sees that the creature is wrapped in razor wire. The rat will not let anyone pass alive.

“You must not disturb what is happening within.”: At the far end of the hall stand two **Cultists** in front of a closed door. They are clad in brown tattered robes. They have intense gazes, but seem to be human—mostly. “We will not let you pass. Even if you kill us, the door is barred with arcane magic. Why not join us, instead?” The Unit must get past the cultists and figure out how to open the door.

“You should have stayed away.”: The air in this chamber is heavy and smoke laden, warmed by several fires in braziers. There are also flames in the center of the floor in some sort of ritual shape formed by burning oil. The smell of decay, blood, and incense fills the air. A **Veil Priest** is standing behind the flames with his arms raised, his tattered red cloak waving in the heat. A table beside him holds

only be a Herald to one character at a time. For each Herald a character has following them, all TN are +1. This effect ends automatically if the Raven leaves the area.

Weakness: Gets board easily. If its first attempt to menace or harm someone fails, or if the victim proves resilient, it is likely to look for other victims.

Reward: Draw 1 card. Additionally, the character gains one free +One manipulation on a future roll. Maybe they can change their fate.

Giant Corrupted Rat

A huge rat the size of a bear, wrapped with razor wire, with dozens of tails writhing behind it. It smells like a horrendous mixture of blood and excrement and rotting flesh.

Type: Solo

Initiative Value: 2

Armor: 3

Brawn: 6

Smarts: 3

Guts: 4

Weapons: Bite: 3 damage

Claws: 2 damage

Skills/Abilities:

- Athletics

- Melee

- Tail Whip (Brawn) : With a slash of its many tails the rat can injure a whole group of soldiers. Deals 2 damage - +1 damage (1), Flurry (2).

Weakness: Sensitive to light.

Reward: Draw 2 cards, pick 1 to keep and discard the other.

Stone Golem

Roughly human-sized, usually made from statues.

Type: Solo

Initiative Value: 4

Armor: 4

Brawn: 4

Smarts: 2

Guts: 3

Weapons: Sword

Skills/Abilities:

- Athletics (Brawn)

- Melee (Brawn)

- Crush (Brawn) : The creature can fall on attackers within range as a self-sacrificing move. Deals 4 damage.

Weakness: None

Reward: Draw 1 card.

McAusland's Nightmare

Dieter Zimmerman

Mission Briefing

January, 1918 at a British hospital on the coast of the English Channel, northwestern France.

Though the characters can be sent to the hospital by a commander to investigate weird happenings, this Mission works best if they are in the hospital because they were injured and are there recovering. The player characters are most likely not from the same unit or even of the same nationality. As such, the Mission Briefing and Mission Objective are not literally given to the characters by an officer. Because the characters have been in a hospital, they have no weapons or other gear except what they can find!

Mission Objective

Escape the hospital alive.

The Journey

You wake in a hospital bed after horrible nightmares and with only vague memories of how you got here.

Requirement: 4 Clubs.

Question: What situation led to you being in the hospital? How do you feel about being here?

Failure: The characters are slow to wake, and the **Sick Sisters** in the first encounter each get a free attack before Initiative is determined.

Incidents

The hospital currently has no lighting, and any windows and exterior doors are sealed with a rubbery, fleshy membrane. The hospital building is one long hallway in a single story with rooms on both sides of the corridor. Start with the incident **Waking Up** and end with **McAusland's Nightmare**, with the other rooms in between them. The incident **Inner Demons** is not a room and will happen more than once during the Mission (see below).

Waking up: *"You're not certain how long you've been asleep, but whether it's been hours or weeks you've been plagued by horrible nightmares. Scenes from the war front have played out in your injury-ridden brain in the most horrible ways possible with the most realistic details of people and places you've never seen. But finally, reality begins to assert itself and you slowly open your eyes... to find two nurses bent over you. 'Oh, you poor darling,' one of them mutters. 'You must be in pain. Don't worry, we'll make it all go away.' As her partner puts her hands on your shoulders to hold you down, the nurse looks at you with her pitch-black eyes and cracked, fever-reddened face and smiles, putting a bloody bone saw to your arm and starting to cut."*

Assuming the characters try to defend themselves, combat starts immediately. If they don't, the sisters will amputate limbs. There

are two **Sick Sisters** for each character. If the Sick Sisters are all defeated, every surviving character gets a card in addition to any they might get from amputations. The Sisters' bone saws can be used as knives by the characters.

Inner Demons: Willie McAusland's magical affliction causes the dreams of other patients to infringe upon reality, and one by one each character will eventually find themselves trapped alone with one of the hospital's patients in a semi-hallucinatory version of the war horrors experienced by that patient.

Each character only needs to go through one nightmare (unless you want them to do more), but they do it alone. Under normal circumstances, the soldiers have enough mental fortitude to resist being dragged into the patients' nightmares. However, any time they take Brawn damage, fail at a Guts-linked roll of any kind, or are surprised by some kind of supernatural horror they can become ensnared by a nightmare.

No matter how much time passes for the dreamer, only moments will pass in the physical world. To other characters, the dreamer will simply appear to enter a trance and become unresponsive to anything going on around them. They might occasionally mutter some dialog from the dream out loud. The dreamer will know they are in a dream, but they will also have the sense that it is not a normal dream and their decisions will have real consequences.

There are three ways for a character to escape the nightmare: 1) They can convince the patient that they are dreaming and they have already escaped this experience, 2) they can treat the experience as real and help the patient escape/survive using the tactics outlined below, or 3) they can kill the dreaming patient in the dream, ending their real life as well. The particulars of each dream will vary depending on the patient, but here are some ideas. Choose or roll 2D6, each dreamer will only be encountered once:

2) Charlie Callahan found himself trapped alone in a collapsed tunnel for days with only his dead brother for company. All his dead brother could talk about was how hopeless the situation was. To escape the dream, Charlie needs to be kept alive and sane for four days until his rescuers arrive.

3) Jean-Pierre Berger went over the top and watched all his friends get mowed down by machine gun fire less than 20 feet (6 m) out. He was not shot, but he nevertheless fell in the mud a broken man. To escape the dream, Jean-Pierre needs to be helped back to the relative safety of the trenches and convinced that none of this is his fault.

4) Guy Chevalier encountered a blood sucking fiend in the trenches, and he was powerless to resist its mental domination. He killed most of his own squad. To escape the dream, Guy needs help to break the mind control and defeat the creature.

5) Archie Stuart Vicks is a Canadian pilot whose biplane was

chased for hectic hours by what can only be described as a "flying darkness" before he crashed the plane. To escape the dream, Archie needs help keeping an eye on his pursuer while he pilots, and he needs to be safely escorted from the site of his plane crash.

6) Gerhardt Bruno is a German officer who was captured and horribly tortured by his demonic French captors. To escape the dream, Gerhardt needs to get revenge upon his captors and get his sense of power back.

7) Arjun Laghari came to the Western front all the way from India to join British forces. He watched what could only be Murugan, the Hindu god of war himself, lay waste to an entire set of trenches on both sides. To escape the dream, Arjun needs to be safely removed from the devastation and convinced that this was not one of his gods.

8) Father Christopher is an army chaplain who never even saw the front lines, but he heard all about it from confessions he took, and it shook his faith. On his way back to England, his train was attacked by fire-spitting insects. To escape the dream, Christopher needs to be kept safe from the bugs and convinced that doubts are acceptable.

9) Bertrand Lascaux fell in the mud during a hard march, stuck and slowly sinking. All his compatriots were told to leave him as they hurriedly marched by. To escape the dream, Bertrand simply needs to be helped from mud and convinced that people do care.

10) Peter Harley heard the Whispers calling for his blood, and he obeyed them. He discovered his blood can do horrible, horrible things to friend and foe alike. To escape the dream, Peter needs to be shown that his hideous powers can be used to help people.

11) Dam Vien only signed up for the war because the French promised to leave his family farm in tact if he did. He was further isolated when he took sick in Greece and has no idea where he is now. He is terrified he will die alone and his family will never know what happened to him. To escape the dream, Dam must believe it is still possible to return to Vietnam.

12) Daniel James Wellsley never expected interminable boredom to be a problem in a war. It turns out that boredom makes you careless, and careless artillerists cause shells to explode before they're fired. To escape the dream, Daniel needs to be prevented from blowing himself up.

These dreams can be as minimal or as involved as you like, but either way they should focus on the psychological aspects of war and eldritch forces. The patients themselves are in the midst of mental stress and emotional trauma, and will probably be unable to articulate precisely what they need. That's up to the characters to figure out if they go the route of helping the patient. Keep in mind that the escape solutions are meant as suggestions only, and any solution that ends with the patient alive and dealing with their trauma in a positive way should be regarded as successful.

If a character tries to convince the patient that the experience is not real, the patient will try to convince the character that it is. Run

this conversation much like a combat scene, but using the character's Communication skill against the patient's Smarts and vice versa. Assume that a patient has Smarts of 2 and Communication of 2 unless you want it to be harder or easier. If the character reduces the patient's Smarts to zero, the patient is convinced, he wakes up, and the dream ends. If the patient reduces the character's Smarts to zero, however, the character is forever trapped in the dream and his body eventually dies of dehydration and starvation. If the character has been to the **Records Room** and found the patient files, he knows this patient's name and story and gets +1 automatic success on their Communication rolls for this interaction.

A character can also try to escape the dream by helping the patient in whatever situation they find themselves in. This should be done through role-playing and only 2-3 skill rolls at most. If they succeed, the dream ends and the patient wakes. If they fail, the character is trapped in the dream until their mortal body dies.

The third way out of the dream is just to kill the patient in the dream. In most cases this can be done automatically with no rolls. This solution also kills the patient in real life, however. The dream ends and the character escapes, but they must draw for Corruption.

No matter how a character chooses to tackle the situation, the dreams are semi-real so any damage they take comes back with them to the real world. Any character who ends their patient's dream without killing them draws 1 card.

Records Room: This cramped room is crammed full of file cabinets and loose paperwork. Any characters that spend some time looking at the files should Challenge Investigation. The character who contributes the most successes draws 1 card, plus the characters discover useful information depending on how many successes they rolled.

Successes: 0 - The characters find nothing of any real interest.

1-3 - The characters notice that there are an awful lot of trenchfoot cases at this hospital.

4-6 - The characters notice the above, plus they come across a number of case files from patients currently in the hospital. Their stories will seem vaguely familiar at first, and someone will realize that the nightmares they had while asleep were the memories of these patients. Armed with the patients' names and stories, characters gain +1 automatic success on Communication rolls when facing the inner demons of the patients (see **Inner Demons** incident, above).

7+ - The characters discover both the above things, plus they come across the case file of Willie McAusland. Private McAusland is a Scottish soldier who was at the Somme when the Horrors arrived on Earth. He was exposed to so much eldritch energy that he went somewhat insane and around him dreams begin to become reality. Dr. Grady, the doctor in charge of McAusland's case, thought he could heal McAusland's mind and use his dream-reality abilities to help

people heal back home, but it's clear from the later notes that the combined nightmares of the war patients in the hospital drove Grady insane himself.

Refuse Room: Most of the space in this small room is taken up by a nearly six-foot-high (2 m) pile of amputated limbs in various states of decay. The few uncovered spots of the floor are sticky with puddles of blood and fetid water. If anyone investigates the pile of body parts, the **Trenchfoot Golem** attacks. The only other noteworthy things in the pile are the murdered bodies of all the hospital's male staff including Dr. Grady.

Supply Closet: The closet has been ransacked with bandages torn and strewn everywhere, pills and liquid medicines spilled on the floor, and cans of food that have been physically torn open. However, each soldier may roll Investigation: TN 2 to turn up one of the following still-usable items: a sealed bottle of aspirin, a box of matches and three unused candles, a six-pound bag of talcum powder, a stethoscope, a syringe, a broom (can be used as a Staff), two loaded Pistols.

Surgery Room: As the characters approach this room, they hear screaming and crying. Several patients are tied to surgery tables and have each had multiple limbs amputated. There is one **Sick Sister** in the room for each player character, and they attack immediately. The constant screaming of the amputees is so terrifying and disheartening, it counts as a special Scream Attack. At the start of each combat round roll an attack of 3 unmodified Skill Dice against all players characters in the room. This attack targets Guts and deals 1 damage.

The patients in this room are beyond mental or physical help and all that can be done is to put them out of their misery. The first character who suggests that option draws 1 card. Once all the patients are silenced, the Scream Attacks end.

McAusland's Nightmare: Private Willie McAusland is the indirect cause of all the trouble at the hospital. He was at the Somme when the Horrors first began, and his mind shattered as he was bathed in dark power that made all dreams around him take form.

Willie's room has only one bed in it, and while Willie is in the bed, it's not accurate to say he's *only* in the bed. Willie's skin has expanded to cover the walls, floor and ceiling of the room, making it seem like the room is made of warm, bloody flesh dripping with pus. There is a humanoid lump in the bed with a face where Willie's dream-trapped consciousness resides. In a chair next to the bed is **Nancy Renault**, the head nurse.

Whatever Nancy might have been before, she is now nothing but evil horror driven to make her prey feel hopelessness. She has full control of McAusland's mind, and nothing can be done for him until she is destroyed.

Saving Willie: Like the other patients, McAusland is trapped in a nightmare of his memories. He can be talked out of it or killed, but each method has its own risks.

If the characters try to talk Willie out of his nightmare, they will Challenge Communication once. Any character who escaped a patient's dream without killing the patient gets +1 success on their roll. If the characters get a total of 20 successes or more, Willie becomes aware enough of the world around him to have a normal conversation. He will ask the characters to end his life, which they can then do easily since he is not resisting.

If the characters fail to bring Willie back to his senses (or if they bring him back to his senses but then refuse to kill him), they will have to fight him. Defeating him in this manner requires them to Challenge Melee or Ranged (if the character has a ranged weapon): TN 30. Successes toward the TN can be pooled over multiple rounds, but because they are trapped *inside* McAusland's body as well as his dream, they automatically take one point of Brawn damage each time they roll as the fleshy surfaces lash out at them. If Willie is killed without first being convinced it's for the best, every character who participated draws for Corruption.

Once Willie is dead, the fleshy membranes covering the exits rot away quickly. Any characters that are still alive can step into the gloomy outdoors and continue their lives.

Decoration

All survivors draw 1 card. If Willie was convinced his death was for the best, each character gets a second card.

Antagonists

Sick Sisters

Demonic nurses with blackened eyes and cracked red skin. Painfully stretched smiles plaster their demented faces, and they utter calming phrases like, "Oh, show me where it hurts and I'll fix it right up!"

Type: Solo

Initiative Value: 9

Armor: None

Brawn: 2

Smarts: 1

Guts: 2

Weapons: Bone Saw: 2 damage - +1 damage (2)

Skills/Abilities:

- Athletics

- Melee

- Hold Him Down: Sick Sisters have spindly limbs and unnatural strength that are good for immobilizing their patients. A Sick Sister can make a normal melee attack roll that does no damage, but if it is successful the target is temporarily immobilized until the victim's next action. Any Brawn damage done by a successful Bone Saw attack to an immobilized target is permanent as the Sister saws off their hand, arm, or leg. If

a character suffers an amputation in this manner, they take an additional point of Brawn damage every minute until they bleed out and die or are given first aid (roll Knowledge: TN 3).

Weakness: None

Reward: Any character that ends up with an amputated limb gets a card as a consolation prize.

Trenchfoot Golem

Vaguely humanoid form made of blackened rotting feet that have been amputated.

Type: Solo Initiative Value: 7 Armor: None

Brawn: 5 Smarts: 2 Guts: 3

Weapons: Kick (as Fist)

Skills/Abilities:

- Melee
- Stealth
- Blood Rites

Scabs, Speed, Blood Blade

Weakness: If the characters have talc powder or some other way to dry the creature out, its Brawn is immediately reduced to 2.

Reward: Draw 1 card.

Nancy Renault, the Head Nurse

Like the other Sick Sisters, Nancy has blackened eyes and cracked red skin. But instead of being gangly and long, Nancy is solid and stocky.

Type: Solo Initiative Value: 8 Armor: 2

Brawn: 4 Smarts: 4 Guts: 6

Weapons: Bone Saw: 2 damage - +1 damage (2)

Skills/Abilities:

- Athletics
- Melee
- Communication

- Hopeless Bleak Despair (Guts) : Nancy looks into a character's eyes and makes an attack against their Guts. Deals 1 damage - +1 Damage (2). If the character's Guts are reduced to zero by this attack, they give hope and end their own life.

Weakness: None.

Reward: Draw 2 cards; choose one to keep and give one to another member of the Unit.

Rockets' Dread Glare

August Hahn

"I know the Brass wanted to know where we had gone. A whole unit disappearing for three days? London must have been opening breach and dry loading kittens. But what can we possibly say? I would rather be suspected of sedition than sent to Rainhill as a crazy..."

Mission Briefing

This 'mission' takes place in the devastated, entrenched wasteland that rural France has become. Set against the ruins of the eastern bank of the River Matz, it forms a deeply personal prelude for the Battle of Matz and its counter offensive that claimed between them more than 75,000 lives. The rush of twenty-one German divisions into the area has brought with it the dark shadows that have been corrupting the battlefields of Europe since the Battle of the Somme in 1916.

The German advance must be halted. If they are not stopped on this side of the river, there is little that will impede them from rolling across the heartland of France. You wait in your trench, the scars of old battles all around and the promise of new wounds to come. Night is falling.

Mission Objective

Survive crossing over and find a way out of the Dread.

The Journey

You are about to leave the world you know and journey through a painful fog into a place outside reality. The longer you stay, the more of yourself you may lose. Only by working together and facing the challenges here can you escape before you disappear completely.

Requirement: One card from each player. No one may play a Heart unless they have no other choice. Once all cards are paid in, if any player has no Hearts in hand, they must trade in any one card in their hand for the top Heart card in the deck. Shuffle the deck after all players eligible for this have done so. Do this before play begins.

Question: What memory sustains you and keeps you going when all other hope seems lost?

Failure: If a given soldier cannot escape the Dread or is 'killed' by Harrowhounds, that character is obliterated.

Incidents

The first Incident (Undercover of the Night) and the last (I See a Red Door and I Want to Paint It Black) should be run in that order – first and last. The other three (Tears Go By, Beast of Burden, and It's All Over Now) can be run in any order, though it is recommended that they occur in order.

Under Cover of the Night: Despite excellent scouting and sentries in clear line of sight of the approach, several German advance teams have made it to within artillery distance of the Allied lines along the river. They are too far out to be gunned down, even by sharpshooters, but this also puts the players' soldiers at a safe distance as well. This



has made for a tense standoff all day. As night comes, fear is slowly driving the greener troops in the players' Unit mad.

This is the mood you should be conveying as the Incident begins. The sun is down, their fellow troops look haunted and skittish, and the Germans are a silent menace in the distance. When they fire a barrage of rockets, it should come as both a shock and as morbid relief.

Rockets and artillery are not common occurrences in this war. They are expensive, wasteful of materiel, and highly inaccurate. That said, the one type of indirect shell that does have great effect on the battlefield is what appears tonight – gas. The soldiers bear witness to several shells being launched, the darkness of nightfall hiding exactly where they will hit. The rounds have been painted green and bear several Xs on a brown band around their nosecones – the sign of phosgene gas.

At the sight of these shells and the echoing thunder of their launch, the troops around the players' Unit all break morale and flee. The horrors of exposure to phosgene gas have become well known and very few of these country-conscripted French troops have any protection at all.

Describe the soldiers running madly, many climbing out of their trenches to try and escape. Provide the salient, horrific details as they are all caught by the billowing green vapor. Refer to the accompanying text box for a primer on the biological effects of this battlefield travesty. Get as in-depth with your descriptions of these effects as needed to strike the proper note of fear and panic in the players.

Death is coming, swift and vicious.

Exposure to Phosgene Gas

Initial exposure to phosgene gas, also called 'Dirty Green' by troops on both side of World War I, may not be immediately fatal as the chemical is a surface irritant and most effects can take 24 hours to appear. Where phosgene gas becomes an effective killer is during respiration. The initial caustic shock to breathing passages can be very painful and disruptive, especially in high doses such as what is released from the nearby detonation of gas shells.

Someone dying of inhalation burns is usually rendered immobile while they rasp for air, coughing so violently that they tear the lining of their lungs, esophagus, and throat. This often leads to the exhalation of body fluids, as well as loss of muscle control from pain. Many victims who breathe phosgene suffocate on their own vomit long before the toxic elements in the chemical can kill them.

However, fate has something else in store for the Unit. The artillery shell that bursts closest to them is brass, bears no paint or marks on its bright outer surface, and is capped with a strange symbol engraved on a detonator disk of jet-black metal. The shell explodes above them,

releasing something shadowy and spider-like. Before they can evade, it unleashes a cloud of blood-red fog that descends over them!

Once in the fog, the characters are cut off from each other. They cannot see more than a few inches in front of them, they cannot hear anything but the keening of a wind that seems to surround them but is not moving the fog at all, and all feel is a crawling chill that ignores any clothing or covering they might be wearing. It is as if they are standing naked in an undulating crimson blizzard.

This is the Passage of Pain, a journey into a befouled netherworld. For what feels like eternity but might only be a few fleeting moments, they are forced to endure every pain they have ever experienced in their lives. It is excruciating, exhausting, and torturous.

Each player must roll 1D6 for their pain. The resulting number is how many card draws they must endure. For each card, they feel a different kind of agony based on suit, as noted below. (Describe this pain in specific detail if you wish to flesh out the Incident narratively.) The player must roll 1D6 for each affected attribute; if the roll result is higher than the attribute rank, that attribute is reduced by one just as if the character took damage. Armor has no effect. Resolve one card draw and die roll per player at a time, moving from player to player randomly until all characters have relived all their pain.

Card Suit Affected Ability

<i>Club</i>	Physical Pain – Affects Brawn
<i>Diamond</i>	Mental Anguish – Affects Smarts
<i>Heart</i>	Emotional Torment – Affects Guts
<i>Spade</i>	Near Death Experience – Player may choose affected attribute
<i>Joker</i>	Hardened by Adversity – The Passage of Pain ends immediately for all Soldiers.

Once this winnowing comes to an end, either through terrible pain, death, or by the process ending prematurely by the receipt of a Joker, the soldiers will find themselves together again, but in a strange place unlike anywhere they have been before. The unit has survived the Passage of Pain and arrived in the corrupt dimension beyond it – the Dread. In the Dread, thoughts become phenomena and magic is made manifest. It is a realm of ruins where Whispers are more powerful and despair can kill. Both flesh and souls are feasts for its dark denizens. The Dread has many layers, each one dominated by the energies of a different emotion. Sorrow leads to Rage which burns out and leaves Loss. That is one path through the emotions of the Dread, though there are others.

Return all cards dealt against players during the Passage of Pain to the deck. Reshuffle and proceed to whichever Incident you wish to run next.

Tears Go By (Sorrow): This layer is defined by Sorrow. Images and creatures associated with sadness are common here, but pathways out are as rare as the diamonds in a widow's wedding ring. Illustrate this for the players by using descriptions of ravens lurking amid ruined the crumbling gravestones of a lonely cemetery, echoes of sobbing on the wind, and constant rain that tastes faintly of salt and regret. Let them find a lost child's toy, a stained Dear Johnny letter to a serviceman whose name seems oddly familiar, or other morose icons.

There are no signposts telling the players where they are. Instead, provide context clues and let them realize it for themselves.

Until the players figure out where they are, they cannot escape. This is where actual elapsed time in game will matter. Every ten minutes of play, starting when the unit arrives in Sorrow, they are beset by **Harrowhounds**. The first time this happens, there is only one of the beasts. The second time, double this to two. The third time, this becomes four. At forty minutes in, a swarm of eight Harrowhounds will likely be the end of the Unit, so hopefully the players will figure out how to escape by then.

Escaping Sorrow is both figurative and literal. Joy can tear apart the nature of sadness; this is as true in the Dread as it is in real life. Any time one of the soldiers laughs, tells a joke, or in some way acts happy, shadows brighten all around that character and beasts howl mournfully in the distance. If, and *only* if, the players have figured out this is a land of depression and dolor, one of them can discard a Heart suit card from their hand.

Doing this causes a happy memory to surface in the character's mind. It lasts a few moments, long enough to be fully recalled and experienced, and then it fades away – forever forgotten by the character to which it once belonged. All the soldiers are then drawn through darkness to the next layer (the next incident you wish to run).

This scene lasts until the unit is killed or finds a way to escape.

Beast of Burden (Rage): This layer is Rage, the fire of anger that can drive people to horrific violence and unspeakable atrocities. Rage is different from any other layer of the Dread because it is not cold. Instead, the ruins of its almost-familiar but utterly alien landscape are all on fire. Flame is the hallmark of Rage and the most common feature of this layer.

The other common feature of this layer is weapons. Any weapon you want to place in the characters' path can be found here, from sharpened stones to fully loaded M-1 Garands and grenades. Do not be afraid to heavily arm the characters. They are about to need the firepower.

The "Beast of Burden" Incident is simple enough to run. Though examples of wrath can appear anywhere, and you can add them for detail if you wish, the sole inhabitant of this layer should be clue

enough for the players to figure out where they are. Do not let them linger long before they have to face **Warspite – The Engine of Wrath**.

Escaping the layer of Rage can either happen when one character manages to achieve a state of pure calm (role-play this through and allow it if the character is convincingly sanguine) or – more likely – when Warspite is destroyed. This leads to the next Incident, either “Tears Go By” or “It’s All Over Now”.

It’s All Over Now (Loss): Nothing. This layer is loss, and it is symbolized in the Dread by absolute nothingness. There are no ruins; there is no sky or fog. This is Loss, the ashes of emotional decimation. Let the players try anything they like. If they search for clues, there are none to be had. They are closer to their true enemy than they have ever been so far, but they have no way to know.

After ten minutes of play; searching, experimenting, and coming up empty, provide them their one and only clue by slowly taking things away from them. Objects they value, mementos like letters from home or photographs, medals and honors; all are fair game. If it means something to a character, it can and will be taken away over time.

The only way to stop this loss is to create something new. You can afford to be generous in how you adjudicate this, as any player clever enough to figure out the way to escape this place has already essentially fulfilled the requirements by creating something – a plan. Allow drawings, stick figures made from cigarettes, an impromptu song, or even giving someone else a nickname. Anything qualifies because new erodes loss and opens the way.

Once something new comes into being, you can move the players to the next Incident. If everything else has been endured, the players have reached the last layer – I See a Red Door and I Want to Paint It Black.

I See A Red Door and I Want to Paint It Black: The Players have endured some of the worst horrors of this place and survived. This dimension is not meant for the living. Their existence here is an affront to the true masters of this place. They have pushed the soldiers into this layer, where the Dreadweaver dwells. The soldiers are expected to die here, slain by the powerful entity that made this place.

The layer looks like a room full of doors without knobs, many of which just float in space or stick out of the walls, floors, or even the ceiling. Every door is some shade of blood, from the bright red of arterial spray to the deep maroon of a desiccated heart. Give the soldiers a few moments to get their bearings before one of the doors opens and **The Dreadweaver** appears, eager to devour them all!

Upon slaying the Dreadweaver, the last door it moved through is bathed in the geyser of corrupted tar-like blood that gushes from its vanishing corpse. This coats the red door, turning it black, and

conjuring a brief spiral of white mist beyond it. This path will only last a few moments, but if the soldiers take it, they return to the real world, the trenches they left behind.

They return to discover that days have past, the Battle of Matz is over, and they are the only members of their unit to survive. Life may be uncomfortable for a while as they are all interrogated about where they have been, but at least they have survived!

Decoration

All survivors draw 2 cards.

Antagonists

Harrowhound

Lanky canine creatures that appear to be pale grey wolves, emaciated and streaked with blood. Their eyes are empty sockets, out of which stream contrails of scarlet mist.

Type: Solo

Initiative Value: 5

Armor: 2

Brawn: 4

Smarts: 2

Guts: 3

Weapon: Bite: 2 damage

Skills/Abilities:

- Melee

- Investigation : Used for tracking prey.

- Dark Howl: This ability is always active. This attack is a deep mournful howl that is both painful and heartbreaking to hear. It can only be invoked once per combat and automatically inflicts 2 Brawn damage on all who can hear it. Armor has no effect, but a victim reduces this damage by 1 point for every Club card in their hand. Applicable cards are retained; this does not spend them. Only one Harrowhound can intone its Dark Howl in any given round.

Weakness: None

Reward: All Players draw 1 card once the current pack is slain.

Warspite - The Engine of Wrath

Warspite is a vile echo of all the rage felt by both sides of the war. This mass of violence and bloodlust manifests in the Dread as a twelve-foot (4 m) tall mass of steel plate, barbed wire, and weapons surrounding a massive black iron boiler. Flames erupt out of its 'chest' as it moves and when it walks, the sounds of murder-mad screams echo around every metal footfall.

Type: Solo

Initiative Value: 6

Armor: 1 (See March of War)

Brawn: 5

Smarts: 2

Guts: 5

Weapons: Slam: 1 damage; Ranged: 1 damage (See March of War)

Skills/Abilities:

- Melee

- Ranged

- **March of War:** This ability is always active. As Warspite fights, its rage makes it stronger and deadlier. The longer a battle, the more devastating its attacks become. Every round after the first, add +1 to the damage of its Slam and Ranged attacks and add 1 to its Armor. These can increase to a maximum of +5. Every sixth round, Warspite overheats and is paralyzed for one round. During this time, all March of War bonuses drop to zero. The cycle continues, on the seventh round, it begins attacking again at 1 damage each. Its March of War bonus starts accumulating again after this.

Weakness: None

Reward: All Players draw 1 card once the Engine is destroyed.

The Dreadweaver

The Dreadweaver is a nightmare given form, a shadowy figure that cannot be seen clearly but thrives on fear and stalks its prey on many writhing legs. This particular fiend was bound into a ritual artillery shell and used as an occult weapon in the ever-darkening war.

Type: Solo

Initiative Value: 8

Armor: 5

Brawn: 2

Smarts: 5

Guts: 5

Weapons: Touch: 2 damage; Gloom (Ranged): 2 damage

Skills/Abilities:

- Melee

- Communication

- Ranged

- **Lurker at the Threshold:** This ability is always active. The Dreadweaver can open a door and step through it to emerge from any other door in this huge chamber. This allows it to move to any range it wishes at the beginning of its turn without taking an action.

- **Creeping Horror:** This ability is always active. On each soldier's turn, the Dreadweaver can choose to flood their mind with fear. This forces them to reroll one successful die if they take an action that requires a roll. This ability cannot affect any character with a Heart suit card in their hand. The Dreadweaver must use this power at least once between its own turns, and every time it does so, its Armor drops by one point.

Weakness: None

Reward: All Players draw 1 card once the weaver is destroyed.

Stars of Green Flames

Alan Bahr

Mission Briefing

On April 21st, 1918, RAF pilot Captain Roy Brown shot down and killed the notorious pilot and dogfighter Manfred von Richthofen, also known as the Red Baron. Since then, the Allies have ruled the skies without question, allowing our armies to finally push past the Somme. With their most feared and famous ace dead, the Germans have been forced to retreat as the Allies have advanced, covered and bolstered by their ascendant aeroplane forces.

Recently, a mysterious new German ace has been able to force the Allied air corps back, almost single-handedly halting the Allies and their advance. This new ace averages two kills each sally forth and seems to attack mostly in the dusk or dawn. His assaults are decimating the Allies air forces. Our spies believe they know the airbase this pilot assails us from, hidden deep in the forest near Saint-Jean-aux-Bois.

In the view of Command, this is a suicide mission, and they expect very few of members of the unit to return. There is no support, and the unit will be facing down some of the most veteran troops of the German army during this mission.

Mission Objective

Reach the secret German airbase. Kill any German soldiers. Kill the German ace. Destroy the airbase.

The Journey

The unit sets out through the dusk into the dark forests of northern France. The trek will take the unit through a dense forest, over German lines and supply routes and past numerous patrols. The forest reeks of rotten vegetation, and constant noises echo throughout it. The unit can hardly move without being assailed by creaking sounds, snapping branches, and faint German voices whispering past them.

At some point they will pass a river, where in body-sized bobbing shapes lazily drift downriver, and the faint scene of roses and mulch wafts past them. The deeper they get into the forest, the harder it is to see the moon and stars, and when they are glimpsed, the foliage seems to give them a green tint.

Time to Prepare: Before the unit sets out, allow each member of the Unit to draw 2 extra cards and keep 1 of them. This is a suicidal assignment and Command will outfit them with the best supplies they currently can, as well as the most accurate maps and information they can provide.

Requirements: 1 Club per player. This Journey must be done twice. After the first Journey, if the group was successful, allow them to each narrate how they helped the unit.

Narrative: Describe dealing with the forest, avoiding getting lost, and how you handle any German soldiers or patrols you encounter along the way.

Success: (First Journey Only) – Each player draws 2 cards, as they work together in unison, their confidence and morale bolstered.

Failure: (First or Second Journey) A flight of crows is startled and flies off in the direction of the airfield. The crows are Manfred's messengers, and thus the Germans are aware of the Allied unit and the airfield is prepared. This causes the Unit to advance into heavy resistance. No rerolls, and when the Unit arrives at the airbase, they collectively suffer 1D6 damage (to attributes of their choice) per failed Journey (2D6 maximum).

Incidents

The airbase is hidden deep in the forest and guarded by some of the most battle worn German soldiers of the war. It will take daring and guile to approach and win the day.

Possible Incident

If the unit was successful during both Journey tests, there is a chance to tactically approach the German airbase or gather a chance to rest before the assault. In turn, each soldier may individually roll Knowledge or Stealth. A success allows the player to put a card from the discard on top of the deck or draw one card. Each player who fails the roll, causes 1 damage to each soldier (from any attribute). The players narrate their successes or failures. They should describe their approach to the base, their encounters with patrols and guards, and the terrain. Once the unit as a whole has accumulated 3 failures, the Germans are fully aware. The players can stop any time before the Germans are aware. If the Germans are aware (due to the failure during this incident) at the start of the Challenge in "The Airbase" Incident, the Germans will attack and the Unit must collectively suffer 1D6 damage (to attributes of their choice).

The Airbase: Once the Unit arrives at the airbase, resolve any damage from the prepared Germans (if either Journey was failed or they failed during the possible Incident above). After the initial volley, defeating the German resistance will require the unit to Challenge Ranged: TN 10. The Challenge may be rolled as many times as needed to pool the required successes, but each failure to accumulate the required successes causes 1 damage to each soldier (to an attribute of their choice). The players should narrate the firefight, how they utilize cover or the environment throughout this conflict and what they see. The Germans are grim and war-weary, but resolved to their deaths, so they will not fold or retreat and die to the man.

After the conflict, each soldier may roll Knowledge for some respite and recovery: 2 success = 1 healing and 3+ = 2 healing (any).

The afield smells of freshly overturned dirt, rotten cabbage and gasoline, and unless the Unit moves quickly, the smell will begin to

wear on them. The cabbage scent lingers on anyone who is Corrupted, and the dead Germans twitch, their fingers and dead eyes always directed and pointed towards the nearest Corrupted soldier. The blood from the dead doesn't soak into the dirt, instead pooling and creating reflective and sticky pools.

While at the airfield, the sky is dim, and while the moon and stars can be seen through the opening in the trees, they are faint and sickly reddish pink. If any soldier in the Unit looks at them too long, they start to swim and appear to shift throughout the sky, but any double checking reveals the night sky to be normal, but still dim.

Roll Investigation and describe what the soldiers see based on successes rolled: 1) The airfield is well kept, but no planes are in sight. 2) There are two hangers. 3) There are gasoline cans by Hanger 1 and worn tire tracks leading into it. 4) A faint green light flickers in Hanger 2. 5) The forest bordering the airbase looks charred and blasted, but if approached appears normal. If any soldier rolls no successes, trigger the "Manfred" Incident immediately.

Roll Mechanics or Knowledge and describe what the soldiers determine based on successes rolled: 1.) The hangers can be destroyed easily enough with gasoline and the supplies the Unit brought. 2.) There's no resupply line to this base. 3.) If the base is destroyed, finding the path back will be difficult, and every German Patrol will know where you are. If any soldier rolls no successes, trigger the "Manfred" Incident immediately.

Hanger 1: The only plane in this hanger is a strange-looking triplane. No guards stand over it, but it's clear this is the plane of the German ace. A strange reddish-black and sticky paint covers it, and it has no weapons that can be seen. Roll Mechanics: TN 3 is required to set explosives to destroy the plane. When the plane is destroyed, faint echoing screams waft through the air and the ground trembles. There's a faint sound of hoofbeats fading into the darkness and the lingering smell of rotten cabbage is replaced by the deep stench of sulfur and the dim sound of crackling flames. If no successes are rolled, draw a card. On a face card, trigger the "Manfred" Incident.

Hanger 2: Inside this hanger is a small library of occult books and tomes, as well as dissected and sacrificial remnants. Roll Knowledge and describe what the soldiers find based on successes rolled: 1) The books will burn if tossed into a fire. 2) Most are in ancient Sumerian or Babylonian and all refer to a being known as the Flayed Vizier of Green Flames. 3) These rituals require mystical daggers, which should be somewhere nearby. 4) The daggers are designed to harm supernatural beings empowered by evil pacts with devils. Roll Investigation: TN 3 to locate two daggers in a wooden case. Their make is ancient, and their metal is silvered, with sapphires in the hilt. Runes crawl across the blades, rearranging themselves even when viewed. If no successes are rolled on either roll, draw a card. On a face

card, trigger the “Manfred” Incident.

Manfred: The German ace, **Manfred von Richthofen**, confronts the Unit automatically after they search the airbase and both hangers, or before, if they trigger the confrontation. If Manfred’s plane has been destroyed, he’s enraged and attacks immediately. If his plane has not been destroyed, he will taunt the Unit, offering the chance to live. If questioned, he’ll only say that when he enlisted, he committed his soul to the service of his country, and no price was too steep to defeat those who’d stop him and then attack. The Mission ends if Manfred is defeated or escapes.

Decoration

All survivors draw 4 cards.

Additional Suggestions:

This Mission utilizes the discard pile in unique ways. There are two ways to handle the discard deck during this Mission. Keeping the discards behind the Narrator screen as normal certainly provides a sense of paranoia and panic. This limits the information the players have and can instill a sense of stress and fear. However, it can also be overwhelming. Optionally, play this Mission with the discard pile in full view, and the contents as open information. The Narrator will know which method is best for their group.

The conflict with Manfred is designed to be a capstone for a ground campaign for the Unit. While it is not the purview of this Mission and briefing, if Manfred does escape, he can’t survive past the next noon without aid. However, powered by hellish forces in his demonic plane, he will wreck unimaginable havoc upon the Allied lines. While the Unit is rushing back, an additional scene, where a unit of pilots scrambles to attempt to take down the Red Baron of Hell would be an excellent capstone for an escaping Manfred. Use his own Armor and Brawn, instead of the normal airplane attributes and the damage of his demonic plane is 1D6 normally and 2D6 for a strafe. The Baron retains his other abilities as well.

Alternatively, he could flee back to Germany, trying to find an occultist who can ensure he’ll survive to plague the Unit and the front lines in the future.

Antagonist

Manfred von Richthofen, the Red Baron of Hell

Manfred is a smartly dressed man of average height. His pilot’s uniform is in pristine condition, but dirt falls where he walks, and he constantly oozes the smell of rotted meat. Where his eyes once resided empty sockets now contain flickering green flames that dance as he looks over the unit, and bleeding cuts that form strange Hermetic symbols are slashed into his skin. He moves with demonically unnatural speed, drawing his pistol and sabre and attacking the unit.

Manfred’s pilot career was defined by his cautious tactics, and his combat against the Unit is no different. He focuses on the weakest

first. Manfred is a difficult opponent, and the Unit will be rewarded for doing their research before engaging with him.

If Manfred is damaged by one of the sacrificial daggers, steam rises from the wound, and green flames lick out of the cut. He'll avoid those wielding the dagger, if he can, or attempt to destroy them as quickly as possible if he feels he is losing the fight.

Manfred is bound to his airplane and this airfield and so retreat is not an option for him, though he will use his cover and situation to his advantage if possible.

Type: Solo Initiative Value: J Armor: 6
Brawn: 8 (4) Smarts: 6 Guts: 10 (5)

Weapons: Hermetic Pistol: 3 damage - Critical (3)
Cursed Sabre: 2 damage - +1 damage (2), Assault (3)

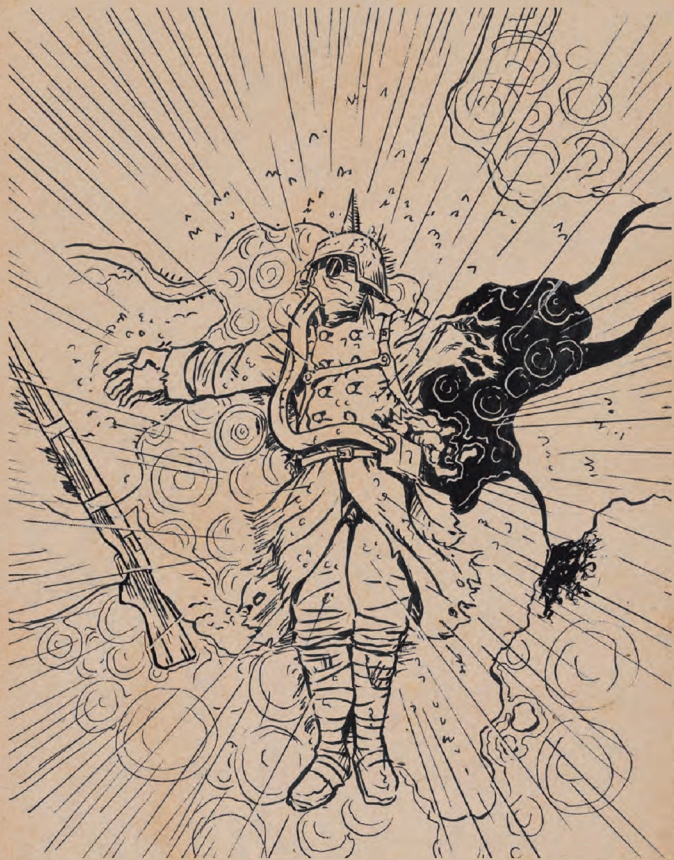
Skills/Abilities:

- Melee
- Ranged
- Transport : When in a plane, Manfred may replace any skill with his Transport skill.
- Green-Flame Gaze (Brawn) () () (): Manfred locks his eyeless gaze on an enemy. This ranged attack targets Smarts and deals 3 damage.
- Gentleman's Education: This ability is always active. Manfred has 1 training in all skills.
- Soul Pacts: This ability is always active. At the start of Manfred's turn, one random player must discard a card and then draw a card. If they draw red, they suffer 1D3 damage (to attributes of the victim's choice) and restore that much health to Manfred. Anytime Manfred would be killed, instead remove a red card from the discard and restore Manfred 1D3 health. If Manfred can't remove a red card from the discard, he is destroyed.
- The Hell-baron of the Skies: This ability is always active. If Manfred's plane is not destroyed, after four rounds of combat, draw a card at the start of Manfred's turn. If it is an Ace or Joker, he escapes on his next turn in his plane, dealing 2D6 damage to the Unit (to attributes of the victims' choice) as he strafes them during his escape.

Weakness: Bound to his Airplane - If his hellplane is destroyed, Manfred halves his Brawn and Guts. Use the attribute ranks given in parentheses above.

Vizier Flying Daggers - If attacked with one of the two sacrificial daggers from Hanger 2, those attacks ignore his Armor. Manfred cannot use his Soul Pacts ability to keep himself alive if he suffers lethal damage from a sacrificial dagger.

Reward: Draw 3 cards; keep 2 and discard the last one.



NEVER GOING HOME

The Others speak words of power.
They are Corrupting your mind.
They say you can do anything.
You are starting to believe them.

3 Magic Paths

9 Constructs

9 Fetishes

The Corruption Pool

4 Adventures

