

NEVER GOING HOME



TEARS IN
THE SEA

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Tears in the Sea Campaign Dossier

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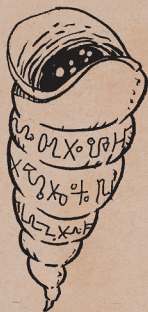
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Never Going Home: Tears in the Sea Campaign Dossier

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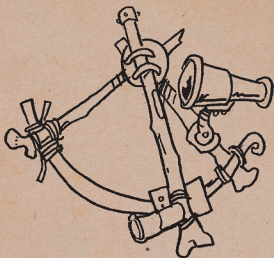
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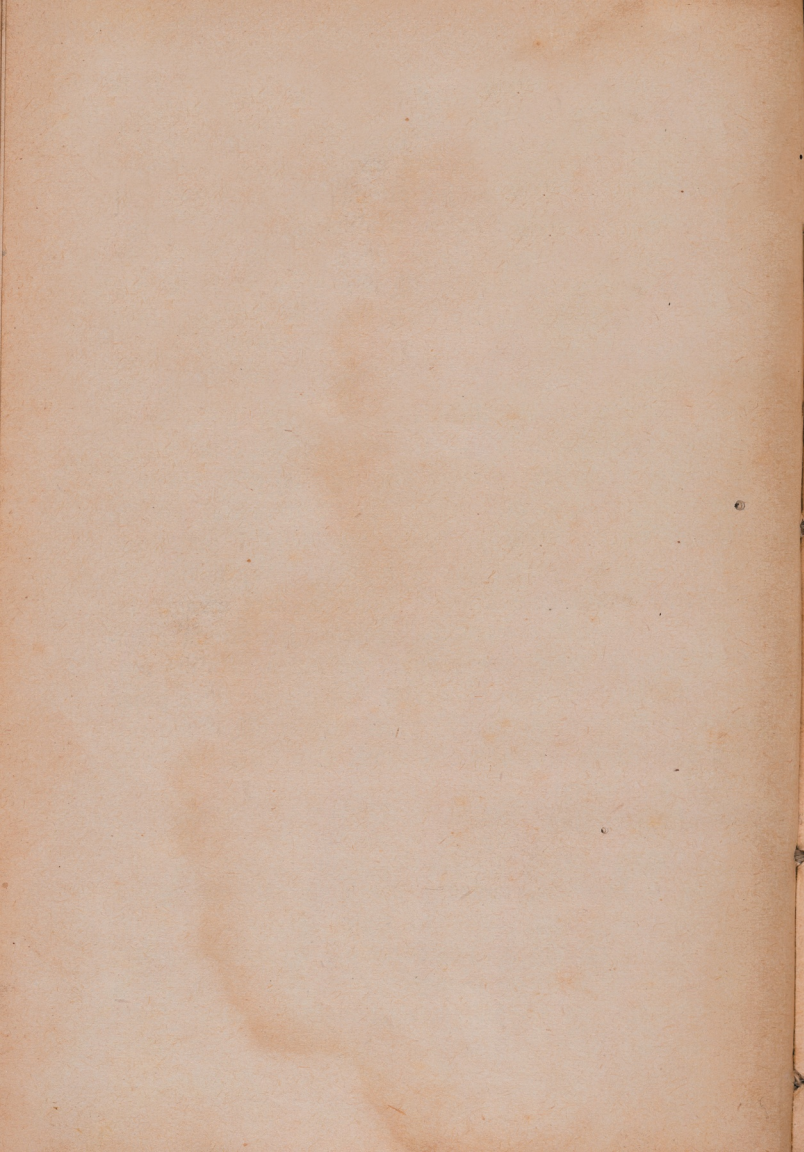
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***This project was made possible by the
352 people who pledged their support.***



It is doubly necessary thus to study critically the history and experience of naval warfare in the days of sailing-ships, because while these will be found to afford lessons of present application and value, steam navies have as yet made no history which can be quoted as decisive in its teaching. Of the one we have much experimental knowledge; of the other, practically none. Hence theories about the naval warfare of the future are almost wholly presumptive...

• Alfred T. Mahan, *The Influence of Sea Power Upon History, 1660-1783*



To Etienne Kult, Editor, Zücher Post
Zürich, Switzerland
30 May 1917

Etienne—

The lead I had been following has given me a better understanding what was happening towards the end of the year in the North Sea. I'm sending copies of documents I've been able to find and will send my write-up shortly. Some of these were shared with me at great risk to the fellows who provided them, so I've not included names to protect my sources from harassment. I trust you'll use discretion when we publish the story. Now that I've spoken with Franziska Gaschler, I have a better idea of some of the other sailors we can ask about these matters.

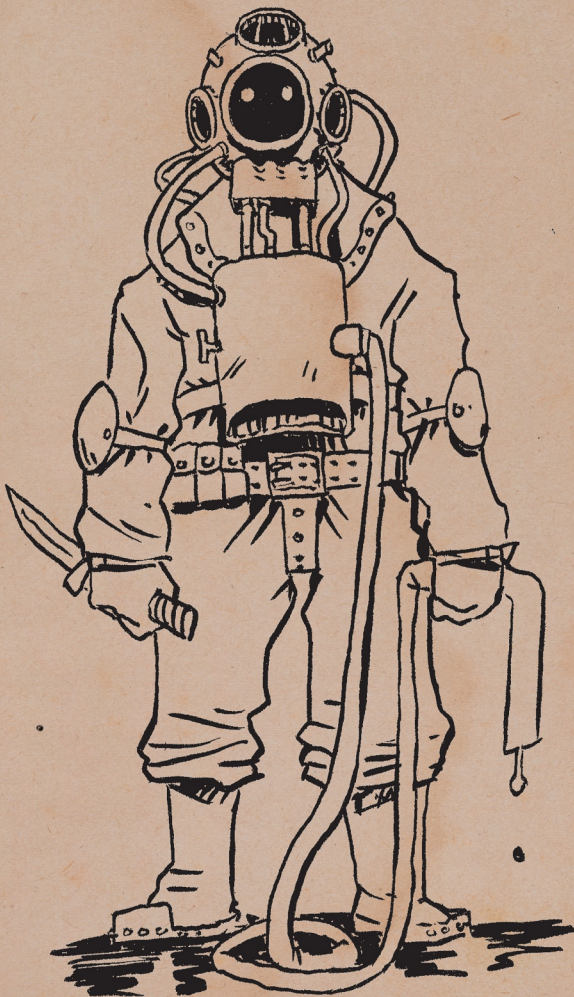
Laramie Nuessle, German War Correspondent, Zücher Post

War On and Below the Waves

The German Empire had a plan to thwart the naval might of the British. In 1898, Admiral Alfred von Tirpitz began the effort to develop technology and strategy to counter the numerical superiority of the British. From then until the Battle of Jutland in 1916, German plans relied on three elements. First, since the British had a global empire to defend, they could not place their entire fleet in the North Sea at once, allowing Germany to dominate that sea if they focused their own efforts there. Second, carefully selecting the time and place of battles meant never fighting more ships than they could handle. Third, superior German technology and training made up for any remaining numerical inferiority. One of the technologies Germany invested in during this period was the *Unterseeboot*, widely known as a U-boat. Germany built its first U-boat in 1903.

The British did not rest on their own past successes, however. With the commissioning of the HMS *Dreadnought* in 1906, the age of battleships armed with “only big guns” began. All previous battleships became obsolete. In response, Tirpitz organized the new High Seas Fleet in 1907. One squadron contained the newest of Germany's pre-dreadnoughts and he commissioned two whole new squadrons in the dreadnought style. Work on U-boats continued, with design improvements appearing every couple years. In 1912, the first diesel-engine-powered U-boats entered service. The exhaust of these boats was cleaner, making them harder to spot on the open ocean.

Once the Great War began, both nations realized they could not risk their navies in open conflict. The Grand Fleet needed to protect shipping to the island nation as Britain was entirely dependent on



imports of food and fuel. The High Seas Fleet, similarly, needed to operate defensively to prevent the British from bypassing the well-established trenches and invading German territory directly. Within this cautious balance of power, German U-boats emerged as the only reliable way of attacking merchant ships in British waters. Ideally, these raids would draw out small patrols of British ships which Germans surface vessels would attack in isolation, but, increasingly, the raids themselves became the focus of naval operations.

Germany soon concluded it could no longer continue the traditional conduct of earlier centuries and declared it would neither "visit and search" merchant ships to confirm they were actually carrying war materiel nor make any attempt to rescue the crews of ships sunk. They further announced they would attack all ships, even those of neutral countries, as long as they were in British waters. Most famous of the casualties of "unrestricted submarine warfare" was RMS *Lusitania*, a British passenger ship also carrying ammunition, sunk in May 1915. These methods led to outrage and fuming, particularly in Britain, where German sailors were called pirates and murders. The U-boat campaign continued unabated until March 1916, when the ferry SS *Sussex* was heavily damaged with 75 American civilians aboard. None were killed in the attack, but America officially complained about endangering its citizens and threatened war. With the war on land still stalled, a fresh injection of troops from new belligerents could not be tolerated and Germany issued the *Sussex* pledge in May 1916, pausing its submarine attacks on neutral nations.

At nearly the same time, attempts to draw the British Grand Fleet into a surface fight had finally paid off and the first and only major naval battle of the war began on May 31. The German High Seas Fleet sunk more ships of the British Grand Fleet during the Battle of Jutland than it lost, but afterward the British still had enough ships to control the North Sea, leaving the true victor of the contest disputed. With Admiral von Tirpitz's long-planned scheme finally put to the test and found wanting, there was no choice but to shift strategy once again.

Germany withdrew the remaining High Seas Fleet from long-range patrols in the North Sea to focus entirely on protecting the home ports and projecting their U-boat fleet back into British waters. The navy also began to investigate the new methods of warfare allowed by the "madness" reported from the front lines in France. The shift in strategy was rewarded in both respects. With the focus of the navy trained almost exclusively on sinking all merchant shipping in British waters, Germany formally renounced the *Sussex* pledge in January 1917 and resumed unrestricted submarine warfare. The next month, a terrible new type of U-boat began to prowl the North Sea.

Design details differed, but a typical U-boat had forward torpedo or mine-laying tubes in the middle of the ship with narrow passages against the outer hull. The wireless communications and storage lockers were on one side, and pumps and the galley on the opposite side. Just aft of these passages the captain, engineer, navigator, and other officers slept in bunks set in alcoves. Behind this was the control room, where a dizzying array of valves controlled the ship's ballast, dive planes and other aspects of maneuverability. The main periscope and access to the conning tower was in the same room. Aft of the control room was the main crew compartment where up to 30 crew slept. Above the bunks, was the equipment for releasing torpedoes from external tubes. Behind this was the engine room with a narrow passage between the twin engines with the batteries and electric motors set below the floor plates. In the very back of the ship was further equipment to run the electrics and a rear torpedo tube.

While traveling at the surface, with air vents open, a U-boat was just a rather cramped, if heavily armed, warship with a low profile. When the ship was forced to travel completely underwater for a stealth attack or to hide from patrols it was forced to switch from diesel to battery power. Battery power was limited and was primarily intended to allow a ship to escape threat range, not to travel for long distances undetected. Underwater, the crew was also cut off from fresh air. Breathing grew uncomfortable after a few hours and the heat of human bodies trapped inside the steel tube made the temperature slowly but surely rise from too warm to stifling. At extreme emergency, a U-boat could stay submerged for up to eight hours, but the crew was likely to be gasping and stripped of all unnecessary clothing by then.

Beyond the usual hazards of naval life—boredom, homesickness and actual combat—U-boat crews were particularly vulnerable to the enemy because they operated in enemy waters, close to their targets, and far from support of allied ships. Of the nearly 400 U-boats built by Germany, by the end of the war close to half were sunk as a result of enemy action, with a total loss of 5,000 sailors. For these deaths, in turn, U-boats sent 5,700 merchant ships to the bottom with 15,000 killed.



11 November 1916

Franziska,

We made an unexpected return to Wilhelmshaven tonight, but I'm afraid we won't be staying long - there's not time for you to come see me. Not now. You'll have to wait until December as I promised. We were allowed a brief reprieve last night, and some of us went into town to see what sort of entertainment we could find. Months aboard a ship will have you yearn for food not from a can and for a beer. Luckily, I found both.

I also met a stranger last night, who told me the most curious story. His name was Anders Omdahl, a Norwegian, here visiting a friend or cousin I wasn't clear on which. He'd been stranded here because of our tactics on the North Sea. Quite unfortunate for him, I'd say, unable to get home because of our necessities. But he said his father still fishes closer to the coast of his homeland, in the northern waters of the Skagerrak, and he retold a strange tale from his father's letters.

A storm began brewing one night in early August and hasn't stopped or so he says. His father wrote of ships disappearing into the storm and never coming out; of ghost ships found floating abandoned in the water but seeming to sail themselves; of fisherman gone missing or mad. The storm doesn't move, doesn't abate, doesn't blow itself out. It just howls in a great swirl of rain and cloud. 'As if the North Sea wasn't treacherous enough already!' he said to us, and I could tell there was a fury inside him that he found hard to control. His friend, or his cousin, Alf, hushed him before he could say anymore. The Fatherland does what is necessary on the seas. No use in this man fighting with us about it. We can't stop it any more than he can.

I'll see you here in Wilhelmshaven in December.

I love you,
Helmut

Soldier's Dossier

Whisper Path

Flesh Screams (Smarts) In this path, the Others expand the caster's awareness far beyond that of most humans. The caster's perception and knowledge appear preternatural, however the effects are entirely due to bioacoustics. Some effects of this path are actively created, and some are purely passive. The caster rolls Flesh Screams, aiming for the Target Number given in the individual Whisper, plus any augments. The caster does not pay any requirements up front to cast each Whisper.

Use of this path can morph a human body to better take in and process acoustic information. Some begin to develop a thick ball of adipose tissue in their head and the skull thins to allow sound to easier penetrate. Some discover sound travels more efficiently to the ears through the mouth and their face starts to reshape itself to aid this. Others' hands or feet become so sensitive to the smallest stimuli that they must keep them wrapped to prevent pain at even the lightest touch.

Listen: The caster closes their eyes and casts this Whisper, opening themselves up to awareness outside of their body. They must be in physical skin contact with the material to be listened through (which itself must be at least as thick as water). TN 3. They can hear sounds, conversations, troops moving, creatures and Beasts foraging, and more as if they are standing beside them. A caster can also put a hand to the floor of a ship and hear a submarine, or a torpedo, pass below. This effect has a range equal to the caster's total rank in Smarts in yards (meters). Loud sounds, such as bombs exploding or guns firing, may temporarily deafen or even damage the caster.

Double range (3)

Doppler: Similar to Listen, this Whisper functions not on water, earth, or metal, but in the open air around the caster. The information gleaned is mostly atmospheric, not auditory. TN 3. The Whisper's range is 100 yards (100 m) per rank of Smarts. The caster can sense storms or weather shifts, the presence of a cluster of insects or birds (such as a cloud of blowflies around a corpse), and even poison gas attacks floating their way. Casters also gain an automatic success traveling through fog, both mundane and mystical. Unlike Listen, casters cannot take damage from any stimuli discovered this way.

Double range (3)

Acoustical Map: This Whisper requires two turns, one to emit a sound and a second to receive acoustical information back, which allows them to "see" the layout of the land around them. TN 3. Before rolling, the caster must declare whether they are emitting a



high frequency sound or a low frequency sound. With the echoes, casters create a mental map of their surroundings extending for their current Smarts rank in miles (1.5 x Smarts rank in kilometers) in every direction. Narrators can make the caster roll Knowledge or Investigation to translate feedback from items, creatures, or materials they are not familiar with.

High frequency- Pros: Faster. The caster receives the map information at the beginning of the next round (though they may not yet act, they might be able to warn others of approaching hazards.) Cons: This is an audible high frequency noise that foes can use to track back to the caster, particularly foes with magically heightened senses.

Low frequency- Pros: This frequency is below most human's hearing level completely and significantly less likely to be detected by creatures and Beasts unless they have specifically enhanced hearing, natural or not, such as through the use of Listen or the Wolf's Head Whispers. Cons: Slower. The gleaned information is received at the end of the second round.

Double range (3)

● **Corvid Tongue:** This Whisper allows the caster to near perfectly mimic any one sound, from the roar of an engine, to gunfire, a howl, or up to a twenty-word sentence in a specific person's voice. TN 3.

The price of using this Whisper is steep, as the caster is allowing the Others to vocalize through their body. Before casting, the player chooses to either take 1 Brawn damage as the character's lips split and bleed and their mouth burns or they lose their voice completely for hours equal to their successes rolled as the Others steals the caster's voice for their own use in payment.

Two sounds (3)

Carion Cry: The caster clutches an item representing an attribute (such as a photo of the loved one for Guts, the page of a book for Smarts, or a bullet for Brawn. The symbolism is important to the caster, not the target) and casts this Whisper, allowing them to emit a cry that damages the targeted attribute of a victim. TN 3.

A scream attacking Smarts may come out as a hideous, chilling laughter which temporarily dumbfounds the victim. A cry targeting Guts causes a horrific wave of fear to grip the victim, potentially causing them to void bowel or bladder. A scream targeting Brawn causes splits to skin or bleeding from the ears from burst eardrums and ignores all mundane physical armor.

The Others demand their pain with the use of this Whisper, so the cost is either a successful attack on a victim, or the caster pays with a level of damage to themselves.

Spray (3)

Boom Scout: This Whisper is not a spell, but a ritual which must

be prepared in advance. By sacrificing a level of health (which can be healed with a Whisper, or time, but cannot be negated by discarding a card) the caster can turn an item at least the size of a fist into a sonic buoy, a device which enhances the range and accuracy of the Listen or Acoustical Map Whispers. TN 4.

If unsuccessful, the wounds are still taken. If successful, the item functions as a wireless sensor for the caster's Smarts in days before it must be recharged with 24-hours of darkness and quiet. It allows the caster to use the Scout as the locus of either Whisper instead of themselves, or to increase their accuracy of their Whisper by giving them one automatic success on a Smarts roll to interpret the reflected auditory information.

A caster can only maintain a number of Boom Scouts up to their level of Smarts, and if one is destroyed while active, the caster takes a level of sonic damage that ignores Armor from the feedback.

To his Esteemed Majesty Kaiser Wilhem II
Emperor of Germany and King of Prussia
28 November 1916

I have read the dispatches from von Moltke. Strange occurrences on the seas accompany those observed on land. There were reports of storms with unnatural waves and rain near the Norwegian coast. From the witnesses we intercepted, it was the worst storm ever seen on the North Sea. The Eye, they call it. But there was something unusual about it, other than its horrific powers of destruction. It didn't move, and it didn't blow over. The storm sat a day's sail off the coast, whirling and swirling away, as if powered by something other than the wind. It had been swallowing up ships going to and from Oslo for weeks before we arrived to investigate.

This, I assure you, has not disrupted our quest for naval dominance—quite the opposite, I assure you. We do not lose soldiers to madness as they do on the fields of France, for we have found a way to draw upon the full power of every sailor. It was there, in the Eye that we found something we have all been seeking—the means to make our navy the greatest navy the world has ever seen.

You may be suspicious of this report considering the madness that overtook many of our generals after their work with the wizards from the east. We have no such wizards on the seas, so we are not corrupted by their madness or their hunger for power. We serve only Germany, not the Others, and not the dark creatures that have come through the Veil, as you may have heard it called. Our only goal is for Germany to gain full control of the seas.

Soon, we will be the only commanders of the seas, and after that, of the entire world!

Admiral von Tirpitz

Tattoos

"Technically, all tattoos are temporary, even permanent ones." - Mokokoma Mokhonoana

Tattoos are part of a sailor's character, marking their experience while serving on the water. You may freely add tattoos between missions unless the mission specifically dictates that you may not. Due to the "special" nature of U-19 it may also receive tattoos (at greater expense). When receiving a tattoo, draw it on your character sheet.

Tattoos for Characters:

A character may have a number of tattoos equal to their maximum Guts. Tattoos cost 1 more than the number of tattoos the character currently has and can only be paid for with face cards. (Example: a character has 2 tattoos. Their new tattoo costs three face cards.)

Tattoos for U-19:

U-19 may have one tattoo per crew member. Each tattoo costs (the number of crew + the number of tattoos U-19 currently has) and can only be paid for by face cards. All members of the crew may contribute. (Example: There are four player characters and U-19 has 1 tattoo. A new tattoo costs five face cards.)

Hold Fast

Character: Write Hold Fast across the bottom of the character sheet. The character may choose to ignore stun damage by erasing one letter from their tattoo. This tattoo still counts as a tattoo even once erased.

U-19: Allows characters to stay on deck at periscope depth for the number of rounds equal to their Guts.



The Imperial Eagle

Character: The character gains one armor against melee attacks

U-19: The characters add one to their initiative while on the sub.



The Iron Cross

Character: The character automatically gets Aim on any Critical

U-19: Add one success to any successful attack the sub makes.



Nautical Star

Character: Characters may take this tattoo twice. The character may remove one point of corruption when receiving the tattoo.

U-19: Add one to the hull of the sub.



Anchor

Character: The character deals one additional melee damage

U-19: The sub gains a ram attack at surface level. A character may take a helm action to make the sub do a ram attack. Reduce U-19's armor by 1 to do the same amount of damage to an enemy's Armor. All characters on the sub are stunned for the rest of the initiative round.



Religious Iconography

Character: When participating in a Challenge the character may name a card (both number and suit) instead of contributing successes. Draw the top card of the deck, if the card is the named card, the group automatically passes the challenge. If only the number matches the player may keep the card.

U-19: If the hull is ever reduced to zero, flip the top card of the deck. If the card is an Ace, regain 1 hull point.

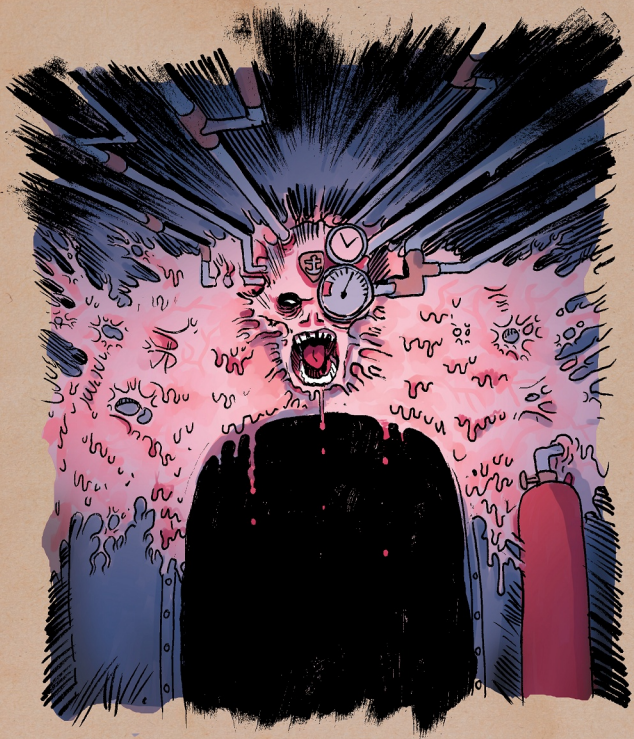


"Mom" or "Dad"

Character: When using a skill, the character knows but has no training points in, the character may temporarily add 1 training point in that skill and must erase 1 letter from the name.

U-19: Allows a player to discard a card to operate two stations on U-19 this round of initiative. Erase 1 letter from the name.





Telegram received aboard SMS *Lützow* from SMS *Seydlitz*
Sender unknown

30 November 1916

Von Tirpitz is mad STOP Sailed through the Eye STOP Nothing
comes out, but we did STOP What have we done STOP

Narrator's Dossier

The U-boat U-19

In August of 1916, something terrible befell the German U-boat, U-19. When she returned to port, dockworkers found her crew transformed, fused with their submarine into an undifferentiated amalgam of metal and pulsating flesh. The passageways, already cramped, are now barely passable because every surface is covered in living, heaving meat. Only one thing aboard U-19 remains recognizably human: the mad, raving head of her commander, protruding from the throbbing flesh.

U-19 still works. The blasphemous flesh does the same work the sailors did in life, it just needs humans to direct it. The admiralty assigned a skeleton crew to U-19 and sent them out to resume patrols. These unlucky submariners trapped aboard a hell ship are the player characters. Theoretically, they are subordinate to the raving head of Kapitänleutnant Weisbach, a notable figure in the U-boat community: the weapons officer who fired the torpedo that sank the *Lusitania*. But since the hysterical commander's mind is shattered, the characters are effectively on their own. It's up to them to direct the flesh and steer U-19 towards damnation or victory!

Combat aboard U-19 works much like other vehicle combat in *Never Going Home*, just a little more involved. There are seven battle stations aboard U-19: Torpedoes, Deck Gun, Ballast, Helm, Spotter, Damage Control, and Whispers. On a character's turn, their player decides which station they will crew. Only one character each can staff the first four of the above stations, but as many characters as want to can man Spotter, Damage Control, and Whispers. This means the characters will probably move around a fair bit. A character who worked Ballast last turn and surfaced the submarine may this turn run out and control the Deck Gun. Next turn, they may act as a Spotter or cast a Whisper. On any given turn, many of the stations are likely to go unstaffed, and that's not a problem.

The adversaries' U-19 fights are statted out differently from other enemy characters. They have a Brawn value (the size, weight, and engine power of the ship), Guts and Smarts values (for the crew), Armor, and weapons. They also have a unique stat, Hull, that reflects the ship's hull integrity. Attacks on ships only use the target's Armor as the TN, even if another stat is higher, and deals damage to the ship's Hull, not to its Brawn.

U-19

Armor: 5

Hull: 6

Skills and Abilities:

Torpedoes: To fire the boat's primary weapon, roll Ranged against the target vessel's Armor. If the target is not aware of U-19, the roll gets two automatic successes. This can only be done if U-19 is surfaced or at periscope depth. Deals 4 damage - +1 damage (1), Wreck (2), Flurry (3). U-19 only carries six torpedoes.

Deck Gun: U-19 has a deck-mounted artillery piece: a 105-mm gun. Using it exposes you to enemy fire; hits on U-19 above the waterline deal the same damage to your Brawn that they deal to U-19's Hull. Roll Ranged against the target vessel's Armor. This can only be done if U-19 is surfaced. Deals 2 damage - Critical (3), Aim (1).

Ballast: To move U-19 up or down through the water column, roll Mechanics: TN 2. Normally, you can only move up or down one level, but with 2 extra successes, you can move up or down two levels. The levels are: Submerged. Cannot fire weapons but cannot be seen and can only be attacked with depth charges.

Periscope depth. Can fire torpedoes. Can be seen, but a periscope protruding from the water is a small target and easy to overlook. Can be attacked with shells and torpedoes or rammed.

Surfaced. Can fire torpedoes and the deck gun. Will be spotted. Can be attacked with shells and torpedoes or rammed.

Helm: To steer the submarine in an evasive pattern and make her harder to hit, roll Transport. For every 2 successes you rolled, increase U-19's Armor by 1 until the beginning of your next turn. Alternately, if U-19 finds herself in a bad situation, Helm can roll Transport: TN 4 to reposition herself (or get out of there!), though she probably cannot truly escape unless she is also submerged.

Spotter: Make observations and pass instructions to Helm, Torpedoes, or Deck Gun to improve their accuracy. First, declare which station you will help. Then declare whether you will be using the periscope (at either periscope depth or surfaced) or going out on deck (only when surfaced and exposes you to enemy fire as with the Deck Gun). Then roll Investigation. If using the periscope, the sailor manning the position you're helping gets 1 bonus successes for every 2 successes you rolled. If going out on deck, they get 1 bonus success for every success you rolled. There is no limit to how many characters can attempt to be a Spotter in any turn.

Damage Control: Coax the flesh of the former crew of U-19 to flow into breaches in the hull, sealing holes and repairing damage. To speak to the flesh, roll Communications. For every 2 successes, U-19 can regain up to 1 point of Hull. For every 2 points of Hull U-19 regains, it loses 1 point of Armor, since the sub's guts are on the outside now. There is no limit to how many characters can attempt Damage Control in any turn.

Whispers: Instead of crewing a station, a character can cast a Whisper. Particularly useful Whisper Paths include Rotten Tricks, Chaos Songs, Machine Bonds, and Fate Twists. (The latter two are from *Book of Whispers*.) There is no limit to how many characters can attempt to cast a Whisper in any turn.

Weakness: A U-boat that is destroyed while submerged is lost with all hands. There is no chance of survival. That said, U-19 is a cursed boat crewed by the damned and strange things can happen. At the Narrator's discretion, sailors who die aboard her may wash up on shore with the help of the Others – but at 4 Corruption.

Stealth Incidents

Part of the point of U-boats is that they're sneaky. They can bypass blockades, shore defenses, and patrols with comparative ease. But the Allies are smart and are instituting submarine countermeasures. When U-19 tries to sneak past unaware enemies, use Stealth Incidents.

Like Journeys, Stealth Incidents center around characters contributing cards from their hands for the common good, but the details are different. First, the Narrator explains the Requirement and Forbidden cards. The Requirement to complete a Stealth Incident is a number. The Stealth Incident will continue until the sum of the pip values (2-11) of the cards contributed by the players equals or exceeds the Requirement. Face cards have a pip value of 10, and Aces have a pip value of 11. Forbidden cards may be particular pip values or entire suits. The more Forbidden cards the players contribute, the worse the outcome of the Stealth Incident.

Each player draws a single card and adds it to their hand. Then each player contributes a card from their hand, face-down, to the Stealth Incident. The Narrator adds 1 card from the deck (without looking) for each character with a Corruption of 3 and 2 cards for each character with a Corruption of 4.

Then the Narrator shuffles the pile of cards and reveals them. The Narrator counts the number of Forbidden cards and describes what negative consequences (if any) the characters suffered. (Consequences are laid out in the mission.) Then, if the sum of the pip values of all the cards in the pile equals or exceeds the Requirement, the Stealth Incident is over.

If not, all the players draw another card from the deck and contribute another card to the pile. The Narrator contributes cards for Corruption, shuffles, reveals the cards, and describes what new consequences (if any) have befallen the submarine. This repeats until the sum of the pip values of the ever-growing pile of cards equals or exceeds the Requirement and the Stealth Incident ends.



Stealth Incidents should be tense. Are players willing to sacrifice the high cards in their hands to get their submarine through the Incident? Is it better to play a low-value allowed card or a high-value Forbidden card? Will characters with high Corruption contribute bad cards to undermine the submarine?

Letter from *Leutnant zur See* Helmut Schuster - SMS *Lützow*

2 December 1916

Franziska, my love,

We are not to come into port, as I last wrote. Our orders from the Admiral have changed. We're to sail north, to a place called the Eye. It's nearer to Norway than we were before, sitting somewhere along the Skagerrak. I don't think it's a city, I haven't heard of it before now. One of the other officers went pale in the face at the order. He knows something, but he won't talk about it. 'Anything for Germany', he says. His sense of duty I'm afraid is greater than my own.

Franziska! I am dismayed at this new order. We are weary already from months at sea; a much-hoped-for reprieve was in sight! I know this news is not what you wanted to hear either, my dear. I am sure you will find it as distressing as I. But take heart, my Franziska. If we are to win the war, we much make sacrifices. This can't go on forever. Surely it can't.

Thank God in Heaven we haven't seen any of the nastiness that has driven our armies from the standstill in France. I'm sure you've heard now as well, maybe from Marie, or Luisa. Did their husbands write from the war front? Did they tell you of the horrors? We've seen nothing of the sort on the sea. Don't worry for me. As the land war breaks down, the only war left will be the war at sea. And we can win it, Franziska, you'll see.

Love,

Helmut

The British Grand Fleet

Admirals on both sides of this war are unwilling to commit their forces to large engagements. A single decisive battle would cost the loser their entire surface fleet! For the British, that would mean letting

the Germans blockade Albion and starve them out. For the Germans, that would mean letting the British land amphibious forces along their northern coast. For either side, losing a large naval engagement would mean losing the war in a day. So, the bulk of Europe's warships sit in port or dispersed.

That means the primary mission of the Grand Fleet, the largest unit of the British Royal Navy, is hunting submarines. Small squadrons of English ships scour the North Sea for German U-boats, and convoys cross the Atlantic under naval escort. Other ships are described in the missions, but these combatants will do in a pinch!

M-Class Destroyer

Destroyers are naval workhorses: smaller and cheaper than most other warships, but large enough to be fully combat-effective on the high seas, operate independently, and carry serious ordnance. The first ships of the M class were built before the war, but British shipyards have churned out dozens and dozens more since hostilities began.

Sample Names: HMS *Matchless*, HMS *Mons*, HMS *Marne*, HMS *Menace*

Initiative Value: 8

Armor: 3

Hull: 8

Brawn: 6

Guts: 3

Smarts: 3

4-inch guns (Guts) 4 dice. Deals 2 damage - +1 damage (1).

Torpedoes (Guts) 3 dice. Deals 3 damage - +1 damage (1), Wreck (2).

Ram (Brawn) 3 dice. Deals 1 damage - +1 damage (1). Every 2 points of damage dealt to U-19 deals 1 point of damage to the destroyer.

Reward: All characters draw 1 card

Parker-Class Flotilla Leader

A flotilla leader is slightly larger and more capable than a destroyer. She is intended to serve as the command ship of a destroyer squadron. The Parker-class was designed after the start of the war in response to concerns about the preceding Marksman-class.

Sample Names: HMS *Parker*, HMS *Grenville*, HMS *Saumarez*

Initiative Value: 5

Armor: 3

Hull: 9

Brawn: 6

Guts: 5

Smarts: 4

4-inch guns (Guts) 5 dice. Deals 2 damage - +1 damage (1).

Torpedoes (Guts) 4 dice. Deals 3 damage - +1 damage (1), Wreck (2).

Ram (Brawn) 3 dice. Deals 1 damage - +1 damage (1). Every 2 points of damage dealt to U-19 deals 1 point of damage to the destroyer.

Depth charges (Smarts) 2 dice. Deals 4 damage - +1 damage (1), Wreck (2), Flurry (3).

Reward: All characters draw 2 cards

Indefatigable-Class Battlecruiser

Battlecruisers are an experiment, a new kind of warship that has received its first test in this war. A battlecruiser is a bit larger, slower, and more heavily-armored than a destroyer—albeit not by much—but her guns are the same caliber as those of a battleship. She is far more dangerous than her size would suggest, but she is still comparatively easy for a well-armed enemy to sink. The Indefatigable class is only the second class of battlecruiser ever to see service in the Royal Navy.

Sample Names: HMS *Indefatigable*, HMS *Australia*, HMS *New Zealand*

Initiative Value: 4 **Armor:** 4 **Hull:** 10

Brawn: 7 **Guts:** 3 **Smarts:** 3

4x 12-inch guns (Guts) 5 dice. Deals 8 damage - +1 damage (1), Wreck (2).

16x 4-inch guns (Guts) 10 dice. Deals 2 damage - +1 damage (1), Flurry (3).

Torpedoes (Guts) 3 dice. Deals 3 damage - +1 damage (1), Wreck (2).

Reward: All characters draw 3 cards

Bellerophon-Class Battleship

Battleships are the largest warships in the world, and they are absolutely terrifying in their capabilities. The *Bellerophon* class was based on the revolutionary design of the HMS *Dreadnought*, and were the world's most advanced warships when they were commissioned in 1909. Before, battleships carried guns of a variety of calibers. These new 'dreadnought'-type warships only carry big guns. Though the *Bellerophons* were without peer when they were laid down, not even a decade later they're showing their age, already surpassed by breathtaking new super-dreadnoughts with even heavier guns.

Sample Names: HMS *Bellerophon*, HMS *Superb*, HMS *Temeraire*

Initiative Value: 3 **Armor:** 7 **Hull:** 14

Brawn: 8 **Guts:** 3 **Smarts:** 3

10x 12-inch guns (Guts) 8 dice. Deals 8 damage - +1 damage (1), Wreck (2).

16x 4-inch guns (Guts) 13 dice. Deals 2 damage - +1 damage (1), Flurry (3).

Torpedoes (Guts) 5 dice. Deals 3 damage - +1 damage (1), Wreck (2).

Reward: All characters draw 4 cards

E-Class Submarine

The E-class submarine is the backbone of the British submarine fleet. E-classes fight in every theater, hunting surface ships and submarines, laying mines, ferrying saboteurs, and serving very much as the counterpart to the German U-boat. Curiously, in addition to bow and stern torpedo tubes, the E-

class also boasts beam tubes, letting them fire sideways, like a broadside of cannon fire from the age of sail.

Sample Names: E4, E11, E23, E48

Initiative Value: Jack **Armor:** 5

Hull: 5

Brawn: 5

Guts: 3

Smarts: 3

3-inch gun (Guts) 4 dice. Deals 2 damage - +1 damage (1).

Torpedoes (Guts) 4 dice. Deals 3 damage - +1 damage (1), Wreck (2).

Reward: All characters draw 1 card

Monsters

The malign influence of the Others and the worlds beyond the torn Veil has spread far beyond the trenches. Awful things—some new, some ancient, and some long dead—now haunt the chill waters of the North Sea. Many are described in the missions, but the Glutton, below, can be inserted into any U-boat adventure.

The Glutton

- A hulking, rotting sperm whale with glassy eyes floats on the surface of the North Sea. The head of a giant squid protrudes from its open mouth, long tentacles bobbing along the peak of each wave. An additional tentacle hangs limp from the whale's blowhole. The tragicomic scene is almost an allegory of greed: the whale didn't tear its prey to pieces before eating it, didn't even wait for it to die. Instead, it tried to swallow the still-struggling squid whole, tail-first. A single offending tentacle probed backwards down the 'wrong pipe', came out the whale's blowhole, and the monster choked to death, with the head and most of the tentacles of the squid still dangling from its mouth.

But while predator and prey have both died and begun to rot, they have not stayed dead. The same awful influence that awakened the fallen in far-off France has affected the whale and the squid, forming a single undead abomination. When the leviathan detects a ship or submarine, it stirs to life once more.

Type: Solo

Initiative Value: 7

Armor: 4

Hull: 12

Brawn: 6

Guts: 3

Smarts: 2

Ram (Brawn) 4 dice. Deals 1 damage - +1 damage (1), Wreck (2)

Tentacles (Brawn) 6 dice. Deals 0 damage - +1 damage (1)

Beak (Brawn) 2 dice. Deals 1 damage.

Reward: All characters draw 2 cards

15 December 1916

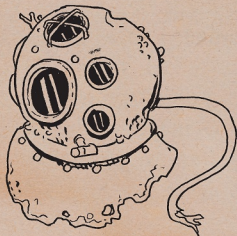
Mother-

They've made me an officer, at last! I should be glad for this promotion; except I am wary of what I will find out in the open water. Of course, the danger of mines and torpedoes has been with me before, but now there are even bigger evils to worry over. There is a place known as The Eye, a great unnatural storm, where Germany sends her U-boats. They come out again changed by the strange magic afoot. Mother, I can't see why we should be sent north towards The Eye, unless it be to stop the Germans from entering. The sea must be thick with mines and U-boats near The Eye. The Germans continue to sink every ship not their own. The sea is a literal wasteland of sunken ships! And now this new wonder. I'm not looking forward to it. Would that I had stayed aboard Thunderer, even if I had remained a Midshipman.

Mother, don't worry over me. I know you must be hearing all manner of rumors and stories of calamities. I hear them too, but I have yet to see them with my own eyes. Perhaps the sea is safe from the same horrors on land. Although, if The Eye isn't like the odd appearances on the continent, then I don't know what it is. I'll write again soon.

Love,

Robert



Campaign Dossier

Tears in the Sea

The six missions in *Tears in the Sea* form a cohesive story about the unlucky crew of the German U-boat U-19. The first mission, 'Prize', should be played first. The sixth, 'Portsmouth', should be played last. The four between them can be played in any order and in any quantity: three missions, two missions, even skipped entirely.

In 'Prize', the characters stumble upon PROJECT RIPTIDE, an occult British operation that aims to destroy the entire German Navy and win the naval war for England. The four middle missions are intelligence-gathering operations, where the characters learn more about PROJECT RIPTIDE. In 'Portsmouth', the characters have learned enough to destroy the project and save the German Navy.

In the four intelligence-gathering missions, the characters must uncover the following information in the following order. If running all four missions, they learn one piece of intelligence at the end of every mission. If running fewer (or if one of the missions is unsuccessful), you can compress the information so a single mission may deliver multiple pieces of intelligence:

1. PROJECT RIPTIDE is an occult ritual that, if successful, will fill every German ship and submarine with blood as cold as the North Sea. It will bubble up from the bilges and spray in through the seams. The ships will settle and sink, and the sailors will drown in their compartments. When the ritual is complete, the entire German Navy will be destroyed.
2. The ritual will be conducted aboard HMS *Victory*, Admiral Nelson's flagship at the Battle of Trafalgar (1805) and the spiritual heart of the entire British Royal Navy. *Victory* is tied up at the pier in Portsmouth, England. There is an unidentified backup site, so if *Victory* is sunk before the ritual, PROJECT RIPTIDE will continue. Instead, someone must sink her *during* the ritual.
3. PROJECT RIPTIDE is overseen by Winston Churchill, the disgraced former British First Lord of the Admiralty. If he completes this secret project, it may restore the damage his reputation suffered from spearheading the disastrous Battle of Gallipoli. He works closely with the American Assistant Secretary of the Navy, Franklin Delano Roosevelt. Both will be aboard HMS *Victory* during the ritual.
4. The ritual will occur a week after the discovery of this piece of intelligence. This is the only moment for the next several years that the astrological and tidal forces will align and make the ritual possible.

The center of the missions is the German U-boat, U-19, and her crew, the characters. They will be both helped and hindered by the flesh-machine amalgam that now coats the interior of the submarine. The flesh is malicious, hateful, and patient. Its very

existence scratches at the Veil. It uses its malign influence to inflict psychological and spiritual pain a bit at a time, gradually corrupting the crew of U-19. The flesh and its puppet, the raving head of Kapitänleutnant Weisbach, have incidents in the missions that may make the players draw for Corruption.



Mission 1: Prize

Tristan Zimmerman

Mission Briefing

This Mission is designed to introduce the new submarine combat and Stealth Incident mechanics. It starts with a low-threat combat that should take 2 or 3 rounds to complete. After the combat, the characters find a secret message that introduces PROJECT RIPTIDE. Following up on the message leads the characters to lie in wait for another ship outside the homeport of the British Grand Fleet at Scapa Flow, Orkney. Along the way, they'll deal with some thematic incidents and a Stealth Incident to sneak past the British defenses.

The mission ends with another combat, this one a bit higher-threat and with a fun surprise.

Mission Objective

It's February 1917. You are the unfortunate crew of U-19, and the war is not looking good. In the seven months since the Veil was torn on the Somme, things have gone from terrible to nightmarish. The desperate Kaiser has reinstated unrestricted submarine warfare in the North Sea and the Atlantic. His hope is to cut off the flow of munitions and materiel to England and force Britain out of the war before the Americans grow so outraged they join the Allies. You and your hell boat are under orders to patrol the Atlantic west of Scotland and sink whatever ships you find there, whatever flag they fly.

The Journey

To reach your hunting grounds, you must cross the North Sea and round the Orkney isles. The area is crawling with British patrols. Worse, it's February. The dark waters rise like mountains around your boat, and the fog is thick and choking. Crashing waves, frothing whitecaps, and snow flurries make navigation hazardous enough without worrying about the British too.

Requirement: All red cards.

Narrative: Describe how you make it to your hunting grounds undetected.

Failure: You suffer some close scrapes. The boat is fine, but you suffer the emotional highs and lows that come with this perilous job.

Incidents

Sinking the *Tecumseh*. Once off the west coast of Scotland, U-19 stumbles upon the American SS *Tecumseh*, precisely the sort of target the characters are looking for. The United States is not yet in the war, but the Tommies would never be able to support their war effort without American businesses supplying them with materiel and munitions. U-19's orders are clear: all merchant vessels are fair game, regardless of nationality.

Lifeboats. SS *Tecumseh*'s two dozen crew can safely get off their stricken ship and into the lifeboats. The raving head of U-19's commander, Kapitänleutnant Weisbach, orders the characters to sink the lifeboats and kill the American sailors. It's unambiguously a war crime (even by the more flexible standards of the U-boat fleet), but other U-boats have done similar things. Anyone who helps kill the defenseless sailors or stands by while other characters do so must draw for Corruption.

The Valise. One piece of cargo from the *Tecumseh* comes into the characters' possession: a small suitcase. If the characters don't stop to pick it up when they see it bobbing on the surface, it gets sucked into an intake port and blocks it. The blockage will create mechanical trouble until the characters remove the suitcase. Inside, there is this

note: "W - America will help with PROJECT RIPTIDE in any way we can. The cargo you requested leaves New York tomorrow, bound for Scapa Flow aboard a British three-masted schooner. You'll have those U-boats licked in no time! - F"

Aurora. While steaming towards Scapa Flow, the night is frigid but clear. The characters who are awake on watch witness the lovely aurora borealis: shimmering broad ribbons of red and green in a dark sky. Down below, the flesh begins to shine in imitation of these colors above. One character watches the flesh ripple, creating the raised image of the face of a loved one: a spouse, lover, or parent. Its eyes flash red and green. Then the face mouths—and there is no doubt this is what it is saying—"I have forgotten you."

Stealth Incident: Entering Scapa Flow. Scapa Flow is a natural basin in the Orkney Isles and the chief base and homeport of the British Grand Fleet. If this schooner (a large sailing ship) is only a day behind the *Tecumseh*, U-19 had better get to Scapa Flow fast if the characters want to intercept whatever that U-boat-destroying cargo is. Unfortunately, Scapa Flow is incredibly well-guarded. Even lurking outside to intercept and sink that schooner will be dangerous!

Requirement: Total pip value of 30

Forbidden cards: Face cards

Consequences of Forbidden cards

0: None! You enter Scapa Flow safely and unnoticed.

1: You get briefly tangled in an anti-submarine net. You get free, but the shaking buoys atop the net reveal your presence. The Grand Fleet is placed on high alert.

2: The net damages your port screw. All Helm rolls require a TN 1 higher.

3: A British destroyer was nearby and fired at the spot where the net's buoys were shaking. U-19 takes 1 Hull damage before you get away.

4: It takes longer to get away. The destroyer can reach the site and attack your presumed location with depth charges. U-19 takes 2 more Hull damage for a total of 3.

5: One of those depth charges was *much* too close! U-19 takes 1 more Hull damage for a total of 4.

6: Another depth charge caused an irreparable hull breach. U-19 is lost with all hands.

Corrupted Cans. Standard procedure is to wait until dark and surface near an uninhabited island to hide the sub's silhouette. As the diesel engine recharges the batteries and the characters wait for the schooner, they sit down to dinner. The fresh stuff is gone; it's day one of canned food for the crew. But the food inside the cans has all turned gray. Not gray like 'spoiled', gray like 'monochromatic'. The food has no smell. Items tinned more or less intact (corn kernels, fish, tomatoes, etc.) appear bloated and swollen, but the cans themselves

aren't swollen. There are simply fewer items in the tin. The corruption of the flesh has seeped into the cans. Characters who don't want to eat the food go hungry and must hope they encounter a ship on the way back to raid for supplies. Characters who eat the food must draw for Corruption.

Sinking the Prize. The first rays of dawn catch on the sails of a schooner as she beats her way into Scapa Flow from the west. First her topgallants poke over the horizon, then her topsails, then the gaff sails on her mainmast and mizzenmast, and finally her hull as she fully emerges into view. This is the ship the characters are looking for, but she has a few surprises in store for them.

Conclusion

As she sinks, HMS *Prize* breaks apart. The waters are awash with scarlet. British sailors leap from the deck, but as soon as they touch the blood-frothed surface, they are pulled under, never to be seen again. When the (possibly very hungry) characters bring word of PROJECT RIPTIDE and what they saw at Scapa Flow back to the German admiralty, the admirals immediately quarantine the information. They want no word leaking out, lest the British learn the Germans know they're up to something. Instead, the Navy will use U-19 to learn more about PROJECT RIPTIDE.

Decoration

All surviving characters draw 2 cards and keep 1.

Antagonists

HMS Prize

This steel-hulled, three-masted, topsail schooner began her life as the *Else*, a German cargo ship. On the first day of the war, she was captured by the British. They renamed her and converted her to a Q-ship: an armed vessel that looks like an unarmed one, to sucker in U-boats and then sink them. Her inconspicuousness serves a different purpose today. She's carrying important cargo for PROJECT RIPTIDE to Scapa Flow! As soon as the characters fire upon her, the crew of HMS *Prize* hoist the flag of the Royal Navy and fire back.

Initiative Value: 5

Armor: 3

Hull: 6

Brawn: 2

Smarts: 3

Guts: 5

Concealed 3-inch guns (Guts) 5 dice. Deals 2 damage - +1 damage (1).

Concealed depth charges (Smarts) 4 dice. Deals 2 damage - +1 damage (1).

Ram (Brawn) 3 dice. Deals 1 damage - +1 damage (1). A successful ramming attack on U-19 will likely sink Prize as well.

Occult cargo. When *Prize* is hit, the wound gushes blood as if she were a human with an equivalent wound. The waters around her turn scarlet, fading to light pink farther away.

Reward: All characters draw 1 card

SS Tecumseh

The Tecumseh is a 500-ft American merchant steamer carrying a cargo of rifles and spare parts from New York to Britain. Unbeknownst to her crew, she is also carrying a top-secret message from the American government to the British fleet.

Initiative Value: 2

Armor: 3

Hull: 8

Brawn: 3

Smarts: 2

Guts: 2

Ram (Brawn) 1 die. Deals 1 damage - +1 damage (1).

To Admiral von Tirpitz

18 December 1916

Admiral,

What is this I hear about sending ships to Norway into The Eye? Can you still hope to replicate your early success? Haven't the wizards and their lot done enough damage to our armies already? The Kaiser shares my concerns over this foolishness. Our blockade had already guaranteed our superiority at sea. No navy is a match for our fleet of Unterseeboots. Take back your orders to Lützow or so help me, I'll see you relieved of your post! And find the missing Seydlitz before the Kaiser loses his patience with you. We'll not see German sailors subjected to the same sort of madness we saw at the Somme.

Reinhard Scheer, Chief of Marine Staff

Mission 2: Toil and Trouble

Ben Woerner

Double, double, toil and trouble;

Fire burne, and Cauldron bubble

- Shakespeare, Macbeth, Act IV, Scene I

Mission Briefing

It is early April 1917. A year ago, the Easter Rising, an attempt to overthrow British rule of Ireland happened. It failed. In a few months, a convention is to be called to discuss the question of Irish rule, a convention lead by the British, and denounced by many Irish people. Partisans have been working with German military intelligence since before the Rebellion seeking assistance, arms, and support.

The crew of U-19 is to travel to the mouth of the River Boyne, just North of Dublin at the town of Drogheda. While offshore, they are to commandeer an Irish boat and use it to sail upriver to the Bellinter Bridge where they will deliver a team of Sturmtrupp.

The Sturmtruppen contacts a group of local partisans and together they will raid a British facility at the Hill of Tara. When they arrive, they realize that they need another truck beyond the one they took up

to the hill with the partisans. They send a bicycle-mounted partisan back to the Unit to have them find another truck and bring it to the hill. They find a truck at a local golf course nearby.

When they arrive at the Hill, they discover a massive cauldron has recently been unburied. It is inside a large warehouse full of all sorts of occult artifacts and several rituals that seem to be in their preparation stages. With both trucks the marines, the Unit, and the partisans begin loading. Fleeing with the stolen artifacts, a grenade lands in the truck and all hell breaks loose.

A soldier is killed and falls into the cauldron. In two rounds, the cauldron resurrects them, having gained insight into the dead and what they know; they also gain some sort of strange change (see chart, page XXX). The Unit must fight a retreat which devolves into a chase back to Drogheda where U-19 awaits just off a pier. The players can drive their truck off the pier and swim the last 100 feet (30 m) out to U-19 as it defends them with the deck guns from the British police forces.

Mission Objective

Pilot U-19 to the mouth of the River Boyne, just North of Dublin at the town of Drogheda. While offshore, you are to commandeer an Irish boat and use it to sail upriver to the Bellinter Bridge. En route you will disable the local fortification known as The Ramparts, without raising alarm and continue to the Bridge where you will deliver a team of Sturmtruppen and wait there with the commandeered vessel. You will be available for the Sturmtruppen for any extras they require.

The Sturmtruppen contact a group of local partisans and together they plan on raiding a British facility at the Hill of Tara. There they disrupt any British occult proceedings, reclaim and deliver to the partisans or destroy any Irish occult artifacts found on site, kill any British experts found there, and then ex-filtrate back to the commandeered vessel. You return with them to U-19 and depart reporting the results of the mission back to German Naval Command.

The Journey

Before you arrived at Drogheda, you captured a small Irish fishing vessel, the *An Bradan Freasa*, to use to sail up the River Boyne. The fight took place in a light rain during false dawn. You and the marines had to go aboard silently to avoid damaging the vessel which might raise suspicion later during your mission upriver. Of course, the captain and his son were left alive in order to pilot the ship.

Requirements: At least two Hearts of seven or higher.

Question: Why did you leave at least the pilot Dan Harper and his son James alive?

Failure: If they fail to match the cards then all but two of the Sturmtruppen die during the later mission.

Incidents

Read this to the players as they sail through Drogheda and up the River Boyne: *The fog rolls into Drogheda mere feet ahead of you. You know from your years at sea that fog rolling inland at nightfall is a common occurrence in coastal towns. But you cannot shake the feeling that the fog is somehow aware and protecting you that your arrival has more importance than just a mere cutting-out or smash and grab.*

You move about the An Bradan Freasa dressed as a common Irish sailor making sure everything is ship shape: lines are tight, coiled, and tied off properly; the nets are free of debris and stored properly; nothing is loose, and the way forward is clear. The Sturmtruppen along with their two portable radios are sequestered below deck in the forequarter. Hauptman Wilhelm is in the cockpit sitting on the steps that lead below with James Harper while Captain Harper is at the wheel.

The townsfolk are blissfully unaware of your presence and only a few other locals on the water offer any greetings to your vessel as you sail into harbor and head towards the mouth of the Boyne. Captain Harper waves back and keeps his ship steady despite the sweat rolling down his face or his nervous glances towards his teenage son who sits with Hauptman Wilhelm, the commander of the Sturmtruppen unit. The Hauptman's Walther is in his hand, but not pointed at the boy or the Captain. Soon Drogheda and the large mill west of town on the North bank of the river fall behind you and all you can hear is the quiet chug of the engine driving you forward and the chirping of frogs and small nocturnal water birds. It seems almost peaceful along this quiet spring river.

As you round a bend, you see the night sky blotted out by the shadow of a series of connected pillboxes along the Southern bank. You can make out a dim glow of light filtering from two small loopholes in the farthest fortification. Just as Captain Harper angles towards the bank where a small wooden pier roots you hear a distant scream of what sounds like a fox vixen in heat, but Harper crosses himself and mutters under his breath, "bain sidhe!" before cutting power to the engine and bumping against the pier.

The Ramparts: The characters are to go ashore, cut the phone line to the Ramparts, and spike the artillery piece set in the emplacement while Wilhelm's Sturmtruppen quietly raid the pillboxes and kill the squad of British soldiers assigned to the location. Challenge Stealth, Mechanics, or Ranged: TN 10. If the Unit completes this Challenge on the first attempt, then one less truck of British troops arrives during the incident "Black and Tans!"

Read to the players: You clamber breathlessly aboard Harper's boat and he guns the engine to drive quickly upriver. After you turn past the first bend the fog engulfs you again and the rest of the trip upstream seems almost dreamlike as dim golden lights appear and disappear along each bank. Occasionally, a dog barks from the yard of a small

farmhouse near the banks, but nothing else disturbs your passage, not even the two small hamlets you slip through like wraiths. Finally, Captain Harper brings the **An Bradan Freasa** to the South bank underneath the old stone Bellinter Bridge.

Hauptman Wilhelm makes sure that the delicate portable radio sets are both working and tuned. Helmut, the Sturmtruppen radio operator, shoulders his onto his back and makes certain that the character in charge of the sailor's radio set (likely whomever has the highest Communications training) understands how to use the radio left with them.

A series of hoots come from the bushes up the bank and the Hauptman waves towards them. About twelve Irish partisans with various German-made rifles detach themselves from the bushes and the shadows and walk down to the boat. After greetings are made, the leader of the partisans, Ward, tells you all that they have a truck just up the track and not to worry about the Hamlet of Bellinter as the folks there are all friendly to The Cause. Soon the Sturmtruppen and the partisans disappear up the bank and the sound of the truck fades to the South. Time seems to stand still in the fog along the riverbank until what seems like hours later (in reality only 45 minutes) the radio crackles to life!

Golf: Hauptman Wilhelm's voice crackles over the radio, "The British have unearthed far more than we can take in our single truck! We need your help. There is a truck at the golf course south of the village. Acquire it and drive it up to the Hill so we can take all these artifacts from here."

Answer any basic questions the players have, then describe to them the incongruity of marching along a dirt road through a quaint Irish village (a row of eight stone and thatch whitewashed cottages all in a row on the West side of the road) at night. Lights and laughter spilling from the cottages with the characters only yards away on a dangerous mission.

South of the village is a fantastic golf course complete with luxurious club house and various outbuildings. There are still a few British cars parked out front of the clubhouse and the sound of drinking and dining pour out. Fortunately, there are no drivers or stray members out for a smoke. Just South of the clubhouse is a large garage and next to it another cottage, like those in the village. The garage is unlocked and the key for the lorry/truck hangs on a nail by the side door. There is a person or persons puttering around inside the cottage next to the garage and starting the truck there or nearby will alert them to the theft.

The characters need to roll it out onto the road and away from the cottage before trying to start it and drive off. They need to Challenge Stealth or Transport TN = 1XPlayers (3 Players = 3 successes). If they do not meet the challenge, then they pull out just as the groundskeeper realizes the truck is stolen and raises the alarm they

all take one point of damage to Guts or Smarts.

The High Hill of Tara: Soon they arrive at the hill and they discover the partisans and marines working like mad to load into their first truck a massive trove of unearthed Irish artifacts that are stored inside a hanger-like building erected near the top of the hill. The characters may pocket some of these artifacts for themselves (make a note of anyone who does) or examine the ritual arrangements of the objects. At the center of the building sits a massive cauldron at least 5-feet tall. It is made of brass and almost looks like an upside bell. By the rings set on the sides, the intricate engravings in what appear to be Gaelic, and the knot work covering the sides, it is clear the vessel is sitting right-side up. The cauldron already sits on top of a set of railroad ties and Hauptman Wilhelm directs everyone to focus on moving the cauldron into the back of the golf course truck.

To safely transfer the massive cauldron into the back of the truck Challenge Athletics or Mechanics TN = 3XPlayers (3 Players = 9 Successes). If they fail players each take 1 Brawn damage as they strain and lightly injure their backs, knees, or shoulders moving the massive beast of a cauldron into the truck.

Black and Tans! Just as they finish transferring the cauldron into the truck, headlamps soak the hillside and four trucks full of British home guard military police pull up and troopers pour out the back and open fire at your two groups! Hauptman Wilhelm yells at the characters to drive off with the cauldron and get back to the ship! The truck can only fit two people up front, the others need to get into the back, but the only place they can fit is to crawl into the cauldron. At least its massive sides are bulletproof.

The Rocky Road to Drogheda: The chase is on! Two of the British military police trucks break off their assault on the hilltop as the characters with their truck and the cauldron make their escape. If one of the characters is driving, they must roll Transport: TN 4 to stay on the road. Shots plink off the cauldron and the Unit may attempt to fire back, but the shot is difficult (Ranged: TN 6). The characters may try to tip the enormous cauldron out the back to disable the pursuers. Before they can tip out the cauldron though, have one of the police officers throw a hand grenade into the cauldron. All players roll Athletics to escape the cauldron in time but the character with the fewest successes fails and is killed outright by the explosion. As Narrator, you can instead, let one of the characters sacrifice themselves to drop onto the grenade. At the start of the next round the engravings on the outside glow with an emerald green light and the dead inside are resurrected one round later! See the Cauldron Resurrection rules below.

Smoke on the Water: The chase should end with the British trucks still trailing the escaping players and driving them towards the long

pier South of town. It's wide enough to drive down and a blockade of more trucks can be seen just up the road. About 20 yards (20 m) off the end of the pier they can see the running lights of U-19 surfacing like a beast emerging from the sea. They can make it a bit farther out if they drive the truck off the end of the pier, and they can deny the British easy access to the cauldron.

Once they drive off the pier have each make an Athletics: TN 3 roll to swim to and get aboard U-19 safely. Anyone with stolen treasures in their pockets suffers a +1 TN penalty. Now they must wait for the marines and Hauptman Wilhelm. However, there are British police trucks blocking the way. Fortunately, they have U-19's Deck Gun at their disposal. This is an opportunity for them to let off some steam at the sitting ducks of the British police and their trucks (any attack automatically succeeds). Describe in great detail how they utterly wreck the British before the marine truck drives leisurely down the pier. Remember, if the Unit failed the Journey above, only Wilhelm and two other German soldiers have survived their own running battle with British forces. The characters can launch one of the small ship's dinghies to retrieve the marines from the pier. They inform the Irish partisans where the cauldron is and bid them farewell. The Irish thank you all and toss a case of Irish Whisky into the dinghy for the crew and marines to share.

Conclusion

The rest of the trip back to station to report the outcome to HQ is uneventful. The Unit may peruse any artifacts they might have stolen for themselves. Hauptman Wilhelm offers the strange scenes from the warehouse on Hill of Tara are certainly part of a larger British operation. Reveal the next piece of intelligence. The character who died is tormented by the visions they saw while dead, which seem to confirm the intelligence.

Decoration

All survivors receive 2 cards.

Cauldron Resurrection

If a character dies and is placed in the cauldron, then two turns later they resurrect after seeing visions within the lands of the dead. But they do not return unchanged. Either the Narrator chooses or have the player draw a card. See Results below:

Black

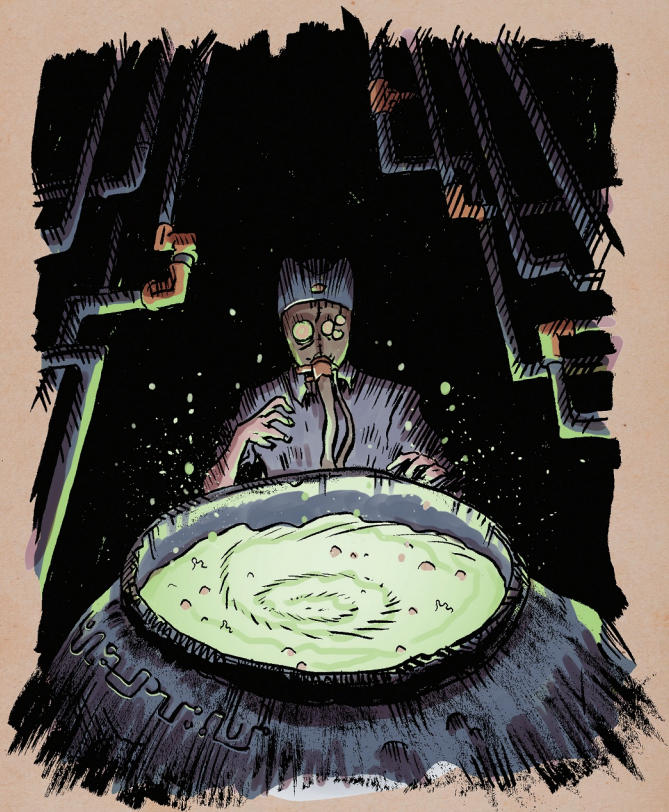
2 - 7: Skin gains a deathly pallor, all hair turns white, and eyes turn grey.

8 - A: A ghost has returned with you and now lives within you whispering to you at all times of its past life and regrets.

Red

2 - 7: Skin becomes extremely ruddy, eyes become bright yellow, and now bleed profusely even with the smallest cut.

8 - A: A demon has returned with you and now lives within you, always whispering to you of its forbidden desires.



24 December 1916

Franziska,

As I wrote the date on this letter, I was reminded that tomorrow is Christmas. Merry Christmas my dear. I do hope to see you again in the new year.

We sailed into the Eye as was commanded. I feel strange now, as if there is a force aboard the boat that is trying to consume me. I hesitate to use this word. Perhaps we are all just weary of the sea. I'm not the only one to notice the effects. Just yesterday, I found Hubert slumped against the wall, as if he couldn't move, eyes staring. I snapped my fingers in his face, and he started, but looked at me as if he didn't know me. Once I got him up, took him down to the medic, he looked better, his eyes less glassy. Then this morning, Wilhelm wouldn't get out of his bed. He didn't respond to any of us. We couldn't even lift him from the bed. It was as if he was being held in place by something stronger than us.

Franziska, I write these things not to alarm you, but to let you know, in case something was to happen to me. Maybe once we are away from the Eye, these strange happenings will cease. I fear that the Admiral has sent us to our doom somehow, but I don't want to focus on that idea. Yes, I can't stop thinking of the stories we've heard from the Somme. Franziska! What if we have awakened something as horrific? And us, with nowhere to run!

Love,

Helmut

Mission 3: The School of War

Corey Capps

"Water is the driving force of all nature." - Leonardo da Vinci

Mission Briefing

Our spies have reported that the British have collected important counter-intelligence necessary for advancing PROJECT RIPTIDE. The nature of this intelligence was beyond the clearance of our spies and is being transported in physical form locked and guarded onboard an E-Class submarine. Hydrophones in the area have recorded her initial movement to these coordinates but surveillance had to be stopped when the listeners started leaving their posts and throwing themselves overboard. A flyover of the area spotted flotsam and an oil slick near the last known coordinates, which led us to believe a ship was destroyed, but we have no record of any other ships in the area.

Mission Objective

Search the area for the sub and recover the information or destroy the enemy vessel.

The Journey

Arriving near the coordinates you find an expanding patch of wreckage and begin wondering where to begin. Is the enemy sub still patrolling the area? What does the wreckage reveal? Kapitänleutnant Weisbach orders all hands to spotting stations...

Requirement: At least one black card per character.

Narrative: Characters don't look at their cards before describing something the spotters should look for based on their knowledge, superstition, training or experience that would identify the wreckage as a missing submarine. The player then flips their card. A black card means the periscope operator successfully spots something that fits the player's description. A red card means the player sees something horrific or strange, the periscope operator or Narrator can narrate.

Success: If only black cards are revealed the characters find the island without incident.

Failure: *A loud thump rattles through the ship. Did you hit part of the wreckage or something under the water?* Increase the initiative of **The School** by 1 for each red card revealed, then characters spot the island.

Island Incidents:

Following the debris field, you spot an island just large enough to hold the wreckage of the enemy submarine stranded on the beach.

The Submarine Exterior: Approximately 142' (43 m) in length and 13' (4 m) wide, designation *E-13* the bow (front) sits submerged, the stern (rear) rests on the beach. The hull has been breached just behind the conning tower. A deck gun has been retrofitted to the observation deck. With Investigation, Knowledge, or Mechanics, the characters can learn additional information. (+1 automatic success if the character performing the roll is on the island.)

Investigation successes:

1: The wreckage is crawling with at least 10 **Sea Gremlins** (use Trench Gremlin but they can breathe underwater and only use Quick Escape in the water), they scatter if characters approach but will fight back if attacked. They have no knowledge of the incident.

2: There doesn't appear to be any sign of survivors.

3: There is additional damage to the railings of observation deck near the breach as if it was constricted.

4: You find a shark tooth embedded in the hull near the breach.

Knowledge or Mechanics successes:

2: Damage to the U-boat seems to primarily come from one giant hit from below.

3: The damage looks too clean to be an explosion or crash it almost looks like a bite.

The Submarine Interior: Entering through the breach the characters find themselves in what appears to be the control room.

Towards the bow, there is a small curtained-off area (captain's quarters) and ahead of that the crew quarters and torpedo room. To the stern a radio room followed by an engine room. The bow sits in the water following the angle of the beach. The hull has taken on water and each room beyond the control room is more flooded, matching the water level outside. It is dark inside the submarine dim light from outside can be seen in the control room and part of the radio room, but beyond that additional lighting is necessary. Pages from **The Journal** (see below) float throughout the water.

Note: The Narrator may reveal as many of the journal pages (recommended 3 per room and recommended in order) as the characters care to look for throughout the submarine, with the exception of the last entry which is always in the journal itself.

As the characters enter, they hear movement ahead in the captain's quarters and crew quarters.

Challenge Stealth (TN 1 per character) Success: The noise ceases.

Fail: 3 Drowned Sailors (**The Unfallen**) burst rush forward from the crew quarters, combat ensues. Unless they are dispatched in the first round of combat, the Captain (**Unfallen** with a pistol and additional 2 points in ranged 1 additional point in Brawn, Smarts and Guts) joins at the top of the second round of initiative.

The Control Room

Roll Investigation or Mechanics: TN 2 most of the equipment in the control room is damaged beyond usefulness but you do find a first aid kit (draw a card).

The Captain's Quarters

*(If the Captain has not been revealed) Behind a small curtain sits what used to be a man, he is waiting for you and fires a pistol as soon as he sees you. If the Captain is revealed in this way, the 3 Drowned Sailors (**The Unfallen**) join combat at the start of the next initiative round.*

(After the Captain has been revealed) The small Captain's quarters are set in their working condition, bed stowed and desk in place. A water-damaged journal sits open on the desk with gibberish on the page.

Roll Knowledge or Communication: TN 2 (automatic success if the character has any Whispers). These aren't gibberish, they're eldritch symbols.

The Journal

Turning the pages reveal that the "gibberish" is only on the last few pages but trying to flip to the earlier pages you continue to feel drawn back to those most recent pages.

The player may take a Corruption chance or point of damage in Guts to continue reading. If the player takes a Corruption chance

after the Narrator records the result, pass the card back to the player who may keep the card. If they take the Guts damage, they may add a point in any active Whisper they currently have.

Information in the journal from oldest to most recent:

- The submarine is being pulled from coastal protection and assigned to transport
- Captain H. Jeffery Johnson was selected for his success in previous missions demanding stealth and speed.
- The submarine is running a skeleton crew of 10
- Due to the small crew, the most forward crew compartment was able to hold additional torpedoes raising their armament to 6. A deck gun was retrofitted for defense while surfaced.
- Two strange men have been added to the crew. They brought aboard a safe that is to be welded to the floor in the engine room, they will stay with the safe.
- I have been instructed that the crew is only to enter the engine compartment in an emergency.
- Despite my demands to know the contents of the safe, I have been instructed that it is above my clearance level and that my orders are to deliver the safe and its guardians safely to the destination.
- We have launched submerged to hide our disappearance from the coast.
- Approx. 2 hrs. into the voyage we surfaced to increase cruising speed.
- At 6 hours into the voyage, the vessel struck something. I called an all-stop. My initial thought was that we had found an unknown minefield and somehow, by grace, not triggered the device. Observations have been unable to determine what we struck.
- One of the strange men has ordered me to resume movement and taken up residence in the control room to ensure that we do not stop again.
- Observation has reported another submarine in the area, with no proper conning tower, just a large hull surfaced. I order us to periscope depth and watched as their periscope raised in a curious manner, like a rope being uncoiled. What strange technology our enemies have devised.
- We lowered our periscope and went all quiet dropping slowly to 15 m depth, unaware of the enemy's capabilities I felt best to disappear.
- We have waited our batteries out and must surface. I fear that we may have to fight, rather than flee. Something has continued to strike our vessel, not seeming to do damage but becoming more and more frequent. I intend to surface and fire on this enemy ship. This may be my last entry.
- We find ourselves adrift, why our enemy continues to toy with us is beyond my understanding. As we surfaced, I ordered two torpedoes

to be fired and immediately reloaded. A strange thing happened as I watched both torpedoes hit home, an explosion of gore. No smoke, no metal, no oil, just blood and flesh. The enemy vessel moved on us then. I watched them submerge and moments later I felt the propeller seize, our vessel bucking as the engine stopped. Loud concussive strikes around the ship continue to test our hull integrity. Our torpedoes have become useless as the tubes have been jammed with what I can only describe as oversized barnacles. I have put the crew to work removing them but so far have found them as hard as concrete. Two observers are above deck manning the gun and watching. The sea monsters of sailors' tales seem to be made living through their fear which has struck them foolish as they say giant tentacles and great silvery mouths appear to be striking the hull.

• (The following entries are rambling and where the eldritch symbols begin to appear) How is it I find myself able to write this? I remember the crew screaming as the torpedo tubes were forced open, great schools of fish pouring in, bound together in what I can best describe as solid water. Tentacles of fish, herrings, octopus, seaweed, and shells whipped about the front compartments, driving back towards the control room. I watched as one man was grabbed and dragged back through the tube, his flesh rent by the barnacles. Then the crack of the hull as water and beast washed through the ship... and yet here I am. I will hold my post until I receive further instruction.

Breach Holes Roll Investigation: TN 2 reveals silvery residue and circular markings on the holes. Once noticed, roll Investigation or Knowledge to identify the following based on successes:

2: The silver is scales from a small fish.

3: The circular markings are sucker marks from a common octopus.

Crew Quarters The water is knee to waist deep in this room and it is dark. Bunks and lockers are built into the walls. If the 3 Drowned Sailors (**The Unfallen**) have not been discovered, they attack when the characters enter.

Torpedo Room The water is waist to chest deep in this room and it is dark. The floor is covered with the residue of the attack and slippery. Characters entering the room must roll Athletics: TN 2 to feel the residue on the floor and step carefully to avoid slipping. Otherwise, they slip and get a mouthful of water as they catch themselves, then take a Corruption chance.

Radio Room This room has been scavenged by gremlins and has no useful items. The door of the engine room lies on the floor covered in oily gremlin prints and some scrawling glyphs. Roll Communications: TN 4. The glyphs are gremlin and say "Bad pinchers, next room, hate sun"

Engine Room This room is mostly dark, a bit of light reveals the massive engine dominating the room surprisingly untouched by the

gremlins. There is ankle-deep water here. The water is oily and smells of petrol. The air smells of burned flesh. Under the water and in the uniforms of the strange men are **Corrupted Crab Hordes**. If the characters inspect the bodies of the strange men, all characters in the room are attacked by the **Corrupted Crab Horde**. With Investigation or Mechanics, the characters can learn additional information.

Investigation successes:

1: The water is rippling, on either side of the engine sit the scorched skeletal remains of the strange men.

2: There is a small safe welded to the floor behind the engine.

3: A cigarette lighter lies in the water next to the hand of one of the strange men. Each strange man has a key on a chain around their neck (these are required to open the safe).

Mechanics successes:

1: (If the safe has been discovered) The safe requires two keys to open.

2: The oil plug has been removed from the engine and there are small burned herring jammed around the engine case.

The Safe - The lock of the safe must be picked by two characters simultaneously. Challenge Mechanics: TN 8.

In the Safe A sealed manilla envelope sits on top of a black metal case the size of a shoebox that is welded shut. The top of the box has the words "Dangerous" and "Fragile" in multiple languages. The envelope has "Open First-Top Secret" stamped on the outside.

If the characters decide to open the envelope

Inside they find documents that say: *PROJECT RIPTIDE - Non-Human Research. They thought themselves greater than the Whispers. Their humanity too valuable a sacrifice for the gifts given. Yet, they still sought power in the sea. Why give of their own lives when there was so much to harvest in the water that surrounded them?* The document goes on to explain how the British fleet was aware of submarines like U-19 but rather than risking human life they attempted to corrupt and control the sea life by having a shell-shocked soldier with "special skills" speak into a broadcasting device placed into the water. According to the sole survivor of the research vessel, one day while monitoring the experiment, the lead researcher, heard something reply from the sea and asked the captain to listen and perhaps identify what he'd heard. The captain went pale and left the research room. The lead researcher exposed all the other researchers to the sound one-by-one, and they complied, all except the survivor who managed to sneak away after watching his fellow scientists become glassy-eyed, vomit, and dissociate. He hid in a lifeboat and watched as the entire crew, researchers, sailors, and the captain one-by-one walked off the deck of the boat and just sank. No attempt to swim or float, they just stepped off, hitting the water below, breathing deeply and sank away. We believe that whatever effect the original soldier

was projecting had worked, but given the number of herring in a school, the collective brainpower allowed the fish to turn the effect back on the researchers, stealing their humanity.

There is positive news in this tragedy. After exposing the survivor to the same “special soldier,” we found that he could control small schools of aquatic life, as long as he could be restrained because upon exposure, he immediately attempted to escape the lab.

The survivor developed a hatred for all other humans and began asking for salt in his water. Drinking the saltwater did not seem to satiate the survivor and in fact, lead to his demise. After autopsy, an innovative young researcher placed the brain in saltwater and allowed a test with another school of herring in the lab, which it successfully controlled. Included in the sealed metal box is the brain of our survivor. Further research is suggested as control over the aquatic life may allow us to focus Whispers through massive neural networks and amplify them for PROJECT RIPTIDE.

If the characters decide to open the box, resolve the **Surprise**

Incident - Shots

Surprise Incidents:

Bump: Use if the journey fails, and/or if a character stays on U-19 while the others investigate the island, and/or if the party succeeds in bringing the contents of the safe back to the sub. Each time a Bump incident occurs add one to the initiative of **The School**.

A loud thump rattles through the ship.

Shots: Use if the characters attempt to open the contents of the safe before returning to U-19 or when the characters start their return to U-19 from the island.

A shot from the deck gun rattles off into the water. You see the gun reloading itself and aiming into the water nearby as a wake tears through the water away from U-19.

Roll Investigation:

2: A small submersible is moving quickly away from U-19.

3: The wake seems to be coming from a large fish like a basking shark.

Leaving the Island:

Characters should arrive safely back at U-19 and see that something is approaching in the water. The remainder of the mission is combat with **The School**. There is no escape, **The School** attacks until it is destroyed.

Conclusion

After the characters have some more time to review the documents from the safe again, reveal the next piece of intelligence.

Decoration

1 Card per Armor and Hull remaining on U-19 or 1 Card per character, whichever is greater.

The School moves as a mass held together with a gelatinous form of water. The Whispers that created it allows it a hive mind and the ability to reshape itself in the most useful form of any of its inhabitants.

Initiative Value: 10 (note: add 1 for each Bump Incident) **Armor:** 4 **Hull:** 10

Brawn: 10 **Smarts:** 5 **Guts:** 6

Shape Change - At the start of each initiative round and once per round after any player's turn, **The School** may change into a shape listed below and allowing it access to the following abilities.

Giant Humpback Whale

Ram (Brawn) 4 dice. Deals 1 damage - + 1 damage (2)

Bubble Raise the enemy one level in the water from submerged to periscope depth or from periscope to surfaced.

Breach Lower the enemy one level in the water from surfaced to periscope or from periscope to submerged.

Giant Thresher Shark

Bite (Brawn) 3 dice. Deals 2 Damage

Thresh (Guts) 2 dice. For each success rolled greater than the enemy's armor the shark gets to make a Bite attack

Giant Octopus

Tentacle (Brawn) 3 dice. Deals 1 damage and the difficulty to change depth is increased by 2 - Wreck (2)

Beak (Brawn) 3 dice. Deals 1 damage - + 1 damage (1)

Find the Crack (Smarts) 4 dice. Deals 1 damage - Assault (1)

Giant Flounder

Hide (Brawn) 3 dice. **The School** dives deep to hide, any crew member on observation may participate in contested Challenge Investigation (vs **The School's** roll) Success: U-19 has Assault for their next attack. Failure: **The School** recovers 1 in any attribute.

Weakness: The Brain in the Box from the enemy sub. Destroying it cuts each of The School's current Attributes in half, round down.

Reward: Included in the decoration for the mission

British telegram, sender unknown, destination unknown
Intercepted by German naval officers aboard *Unterseeboot* U-33

29 December 1916

Ship is dead in the water STOP Appears abandoned STOP No crew on deck STOP
Might be a trick STOP Boarding at 1500 hours STOP Await instructions STOP

German telegram
From *Kapitän zur See* Ernst Diemler, *Unterseeboot* U-33
To Admiral von Tirpitz

29 December 1916

British intend to board Lützwow STOP No certainty Lützwow will be spared
STOP Confirm attack STOP

Mission 4: Goathland

Tristan Zimmerman

Mission Briefing

This is one of the four intelligence-gathering missions for the crew of U-19. It begins with recovering a Germany spy aboard a North Sea fishing boat. The spy, as it turns out, is a cultist of the Others. He tells the characters of the British ship SS *Goathland*, which is conducting rituals to prepare the ocean for whatever PROJECT RIPTIDE entails. He requests they find the ship so he can observe it and learn more about what the British are planning. The *Goathland* is soon revealed to be part of a heavily guarded convoy of ships. The characters will have to penetrate the defensive screen to get close enough for the spy to learn what he needs.

Mission Objective

A German spy operating in Britain has signaled his superiors that he's learned something about PROJECT RIPTIDE and needs to be extracted. This task falls to you. His name is Peter Bellenger. He is posing as a Scottish fisherman named Peter Bellamy and has been sailing aboard a herring lugger out of the Firth of Forth. Fishermen see much of what happens in the North Sea, and hear the scuttlebutt in dockside bars, so he's proven a valuable informant. Now he needs out. The boat he's working aboard, the S/V *Bonnie Charlie*, is of the distinctive 'fifie' type, and flies a green flag with a white circle as a good-luck charm. Find the *Bonnie Charlie*, recover Peter, and follow whatever instructions he gives.

The Journey

Finding the *Bonnie Charlie* may require operating for several days near the Firth of Forth. You'll need to dodge British patrols. English, Scottish, and Norwegian fishing boats may carry radios and betray your position. Their nets may catch your screws. And while you may be growing used to the pulsating flesh that shares your submarine, its abhorrent presence is a burr in the back of your mind, always pricking away at your psyche.

Requirements: All odd-numbered cards.

Narrative: Describe to where or what your mind wanders as you sit the long watch looking for the *Bonnie Charlie*.

Failure: Choose additional incidents from the three presented below equal to the number of even cards, face cards, aces, and jokers. If more than three such cards were played in the Journey, the Doggerland Revenant is not alone. There is an extra revenant for each extra even-numbered card, face card, or joker. After the Journey-related incidents are resolved, proceed to 'Rendezvous with the *Bonnie Charlie*', below.

Incidents

A character awakens in their rack to discover the flesh has grown hair where they've been sleeping. The hair is short, tapered, and slightly curved, like eyelashes. Depending on the character's response, the narrator may ask them to draw for Corruption.

A ragged black eel the length of someone's forearm suddenly pops out of the flesh over a character's head. It slaps onto the deck by their feet. It's trying to wriggle down the passageway in the direction of the engines but making very slow progress. If the characters don't interact with it, it eventually reaches the engines and bashes itself to death against them. The eel's interior is undifferentiated flesh: it has no organs, bones, or muscles, though the flesh has characteristics of all those things. Characters who are unfazed by this event may be falling under the corrupting sway of the flesh and should draw for Corruption.

A Cro-Magnon revenant climbs aboard the deck of U-19. During the last Ice Age, all this sea was dry land, a region called Doggerland. Doggerland was likely one of the more populated regions of Paleolithic Europe. God only knows how many silted-over Stone Age settlements and camps lie at the bottom of the North Sea. The tearing of the Veil allowed this poor soul to stumble out of the realms beyond death and back into his fossilized skeleton. His bones are draped with a flesh made of seaweed and struggling, still-living, trapped fish. The fish flop ineffectually, making the slimy green algae seem to spasm. The **Doggerland Revenant's** fossilized face is exposed: a rictus grin and stony sockets. His existence is agony, and he lashes out at any who approach him.

Rendezvous with the *Bonnie Charlie*. The *Bonnie Charlie* is a sixty-foot long, two-masted sailboat. Each mast sports a single lug sail—a four-cornered sail suspended from a moveable spar. Her crew fishes for herring using drift nets. The boat's captain, Robert MacNab is certainly surprised when a U-boat pops up alongside! Captain MacNab's first instinct will be to get away. The winds are favorable, and *Bonnie Charlie* has a small diesel engine. If she fires it up and strains every inch of canvas, she can probably go a knot or two faster than U-19. Of course, U-19 also has torpedoes and a gun, which characters may use to force Captain MacNab to heave to and let them come alongside.

The pursuit is an opportunity for role-play with Captain MacNab. If the two boats are close enough to each other, the characters may hold a shouted conversation with the frightened Scotsman. Farther apart, they can still communicate using semaphore or signal flags. Multiple sailors aboard the fishing vessel are veterans of the Royal Navy and skilled in the use of both. *Bonnie Charlie* does not have a radio.

Peter Comes Aboard. When the characters get Peter (the spy) aboard, he does not remark upon the flesh. He neither gawks at it, nor prods it, nor ignores it. He gives it a quick glance, then sets about bringing his sea bag over. The flesh, in turn, doesn't react to Peter. It doesn't taunt him like it does the PCs. This mutual comfort is because Peter is a cultist of the Others. He comes across as normal and untainted (he is, after all, a spy), but he is very much a thrall of the beings beyond the Veil. If the characters comment on Peter's lack of reaction to the flesh, he looks at them incredulously—like they commented on him not reacting to there being *air* inside the submarine—and changes the subject.

When settled, Peter tells the characters why he needed to be extracted. *"The British are preparing the oceans for PROJECT RIPTIDE. There's a ship, the SS Goathland, filled with British Veil priests. It's sailing the Bay of Biscay performing rituals. If you can get me close enough to that ship, I can observe the rituals and learn more about PROJECT RIPTIDE."*

Peter is chummy, except when pressed about his odd behavior or how he acquired his information. *"I'm afraid you don't have need-to-know."*

Reward: Everyone draw one card as a reward for bringing Peter aboard.

Second Journey

The long trip north around Orkney, then south to the west coast of France, is covered by a second Journey. This leg of the trip is not so well-patrolled; the primary enemy is boredom. With nothing interesting to distract them, the characters may be more susceptible to the psychological and spiritual torment the flesh gradually inflicts.

Requirements: All prime-numbered cards (3, 5, 7, and Ace).

Narrative: Describe your initial reaction to Peter.

Failure: Choose additional incidents from the six presented below equal to the number of non-prime cards. After the Journey-related incidents are resolved, proceed to **'Finding the Goathland'**.

Incidents

On Peter's first night aboard U-19, the flesh fully envelops him as he sleeps. It forms a cocoon around his still form, leaving only a tube through which he can breathe. The tube is ringed with taut flaps, like vocal cords. His breath passing over the flaps produces a soft tone. Musically inclined characters may recognize the tone on inhalation as a G and the tone on exhalation as an A: the first two notes of *Heil dir*



im Siegerkranz, the German national anthem. The notes are, however, ever so slightly flat. Characters without a musical background may roll Knowledge: TN 3 to learn this information. All characters who don't try to rescue Peter from his whistling cocoon should draw for Corruption.

A character walks in on a conversation between Peter, the head of Kapitänleutnant Weisbach, and a third party they both seem to see and hear, but the characters do not. Depending on how much

the characters eavesdrop, they may get the gist of the conversation. The subject of discussion is someone named 'Phillips'. It's clear from context, she is a visual artist, though she seems to shift from a painter to a sculptor to a potter as the conversation progresses. Peter and Weisbach react as if the unseen, unheard figure despises her work, though their opinions are more nuanced. Peter in particular loves the way she avoids using reds and blues. No amount of puzzling by the characters will make any sense of the conversation. Characters who join the conversation should draw for Corruption.

Waking dreams brought on by stress-plague one of the characters. They return home and the walls of their house are coated in the same flesh-machine amalgam as U-19. None of their loved ones are home. There is only the flesh.

Peter plays cards in the engine room with the flesh-machine amalgam. The pulp covering the generator extrudes a hollow, open-ended cylinder of flesh. It lengthens by unrolling itself inside-out, precisely like prolapsing intestines. The hollow tube holds a hand of cards, and Peter plays against it without speaking. They are not playing any card game the PCs are familiar with. Rolling Investigation: TN 3 reveals the rules of the game and a clear winning strategy. If a character joins the card game and uses that strategy, that character wins every time, much to Peter's visible frustration. Neither Peter nor the flesh will alter their strategies. Characters who join the card game and lose should draw for Corruption.

When a character wakes from a night's sleep, they find the flesh has expanded to fill the sides of their rack, so it softly presses against them from both directions, almost as if cuddling them. The flesh is warm, firm, and sweaty. If the character reacts with disgust, the flesh pulls back sharply, as if hurt or insulted. Depending on the character's reaction, they may need to draw for Corruption.

Peter sits at the torpedo control station, opens his mouth, and emits a slow series of tones. The sounds are like those made by a woodwind instrument, not a human throat. Each is *almost* at perfect pitch, but *just* off enough to be noticeable and consistent enough to be clearly intentional.

Finding the *Goathland*. When the characters find the SS *Goathland*, she isn't alone. She's traveling with a convoy of merchant ships bound for Brest from Britain's imperial possessions in Africa and South Asia. Worse, the convoy is guarded by aircraft! These planes, flying out of France, can spot even submerged submarines and drop bombs on them.

The *Goathland* is lit from within by a volcanic glow, by which the characters can see men and women cutting off pieces of themselves to throw in the water. Some are throwing in locks of hair and fingernails. Others are sawing off their ears and toes. One barely looks human

anymore: her hands are bare of digits save for two fingers and a thumb to hold the knife in her right hand. Her face is flat where her ears and nose should be, with weeping, unhealed wounds in their place. Her teeth are visible right up to the rear of the jaw, for she's removed her cheeks. Pus dribbles from her open smile onto her molars. She is in the process of gouging chunks out of her legs and hurling them into the brine.

Peter lights up when he hears the *Goathland* is spotted. "Excellent! Bring us underneath her. I'll find the resonant frequency of their ritual. That'll tell us a lot, maybe even something unconnected to the ritual itself."

Stealth Incident: Penetrating the Convoy. This is easier said than done. In a world before sonar, U-19 is blind when fully submerged. If the characters proceed at periscope depth, they can avoid colliding with any of the ships, but the periscope leaves a characteristic 'feather' wake that may be spotted by the aircraft. If they proceed submerged, they may need multiple passes to get in position. And while they will be harder for the aircraft to spot (just a dark shape under the water), each pass gives the planes another chance to notice U-19. Tell the players the requirement and forbidden cards below and let them choose whether to penetrate the convoy submerged or at periscope depth.

Requirement: Total pip value of 70 if submerged; 30 if at periscope depth.

Forbidden cards: Odd-numbered cards and aces if submerged; even-numbered cards, face cards, aces, and jokers if at periscope depth.

Consequences of Forbidden cards

0: None! You sneak right up to the *Goathland* undetected.

1: The aircraft notice U-19. If you choose to sink the *Goathland* (see below), they act at Initiative Value: King.

2: They drop bombs on you from above. You reach *Goathland* but take 2 Hull damage.

3: That bomb was too close! You reach *Goathland* but take 2 more Hull damage for a total of 4.

4: Guided by the falling bombs, the merchant ships spot you. You still reach *Goathland*, but one of the merchants comes about to try to ram you.

5: The merchant strikes you amidships! U-19 is lost with all hands.

Peter's Ritual. When U-19 passes under the keel of the *Goathland*, Peter closes his eyes and opens his mouth. Then he opens his eyes, and the lids slide back to reveal not pupils and whites but throats and tongues. Each of Peter's three mouths emits a different tone, sliding up and down the scale before settling on a new note. Then he closes his eyes and resumes his ordinary appearance. "I've learned what I came here to learn. If you want to sink her, go ahead. Otherwise, we should get out of here."

Conclusion

When the characters get away from the convoy, Peter tells them what he's learned. Reveal the next piece of intelligence. The trip back to Germany is unremarkable, but the characters may be glad to be rid of Peter Bellenger and his chummy relationship with the flesh-machine amalgam.

Decoration

All surviving characters draw 3 cards and keep 2. If they sunk the *Goathland*, remember they get a reward of 2 cards from that too.

Antagonists

Doggerland Revenant

Initiative Value: 8

Brawn: 5

Smarts: 2

Guts: 3

Skills/Abilities:

Melee: 3

Submerging does not shake the Doggerland Revenant off the deck of U-19. He grabs hold of something and will not let go.

Weakness: The revenant does not recognize modern technology.

Once shot, he'll realize that guns pose a threat to him. He cannot enter U-19 if the hatch is closed and sealed.

Reward: None

SS *Goathland*

Initiative Value: 6

Armor: 2

Hull: 4

Brawn: 5

Guts: 3

Smarts: 3

Blood in the water (Guts) 5 dice. Deals 1 damage - +1 damage (1).

Wherever a piece of a body is hurled in the water, a blood slick appears and streaks directly for U-19. Where it hits, it corrodes the metal of the hull, as if aging decades in an instant.

Ram (Brawn) 3 dice. Deals 2 damage - +1 damage (1). A successful ramming attack on U-19 may or may not sink *Goathland*.

Reward: All characters draw 2 cards

French patrol aircraft

There are three French patrol aircraft guarding the convoy.

Initiative Value: 8 Armor: 5

Brawn: 4

Guts: 4

Smarts: 4

Bombs (Guts) 4 dice. Deals 2 damage - +1 damage (1).

Flying: U-19 cannot fire on aircraft. Even the deck gun doesn't aim high enough to shoot at something that flies. The characters can still try to shoot at aircraft with small arms,

though because they move so fast, their Armor is quite high.
Remember that small arms (like rifles) deal Brawn damage, not
Hull damage.

Reward: None



17 January 1917

Mother,

I can't believe what has happened to me since I last wrote to you. I am staying at Dover, recovering from injuries I sustained during a U-boat attack. I'm mostly well now, so don't worry over me. The torpedo that hit us spared the lifeboats. We rowed away from the wreckage as the ships sank and were picked up by a French hauler. Yes, that's right. There were two ships sunk. Ours and a German one we had been aboard, investigating.

She appeared crewless, drifting along as a ghost ship, abandoned. We boarded to see what we could find—either supplies, survivors, intelligence. We'd had reports this ship, the Lützow had been near the Eye recently. I don't think we expected what we found. I surely did not.

The whole of the ship was empty, or so it seemed. There was no one on deck, there was no one in the lower hull, in the cabins, in the engine room. It was dark and cold as we moved through, looking for signs of life. We had only our lanterns to guide us. Just as we were about to turn back to our own ship, I noticed something strange sticking out of the wall. It looked like a piece of paper. I raised my light; what I saw was horrible. Mother, there was a man in the wall, and he was clutching a letter in his hand. His face was the same gray color of the metal of the hull, seeming to melt into the wall of the ship. His eyes were glassy, and I thought he was dead. But then a spark of life came into those eyes and he wheezed out a warning. "Go." His hand shook, drawing my eye to the paper. I reached for the paper, realizing it was a letter. "Go," the man in the wall wheezed again. "Go." I'll not forget the sound of his rasp for as long as I live.

We ran, and just as we came onto the deck, from the starboard side we felt the blast. The ship rocked, metal and fire flying around us. We could see that our own craft had been hit in the blast as well. She lurched awkwardly in the water, rolling to her side.

Some of our men had already crossed back to our ship, and they were now scrambling to release the lifeboats. One by one they dropped into the water. There was chaos on the deck of

the German cruiser as some called out to those who had been shaken from the deck by the blast, and others called out to the crew aboard Poppy. Some of the men had found a lifeboat on the port side and were lowering it into the water as I stood, dazed, clutching the letter I had taken from the man in the wall. "Rob!" someone yelled. Alfie. I took off running, climbing down into the boat as they lowered it into the sea.

We rowed as far as we could, hoping the U-boat wouldn't surface and finish what it had started. We were picked up by the French a few hours later, shivering in the wind, and some of us suffering burns. I was sure that Alfie had some shrapnel in his face. His cuts looked awful. Eventually we were picked up by the crew of Glider and taken to Dover to recuperate. They'll release me soon I think, though I don't know where I'm to go next.

The letter from the German was addressed to a woman named Franziska. I paid the postage for it. I do hope she gets it.

Love,
Robert

Mission 5: Bones of the Mad Jotun

Michele Lee

Mission Briefing

U-19 floats quietly in a secluded cove on the eastern coast of England. Once a land called Danelaw, ruled by the Norse, this area is presently one of the most prominent production areas for the English front lines. Much of the processed food, fuel, and components for the Great War come from these rich, but shorthanded, lands. The crew is tasked with retrieving spies who are investigating PROJECT RIPTIDE-related activity in the area.

Then come the sounds of gunfire and someone shouting in English, "Spies!"

Mission Objective

Save your spies and get them to safety.

Journey

Is stealth the better part of valor, or does this demand a direct intervention? The crew must agree to a plan.

Requirements: At least two cards which match in number or suit.

Question: Justify your choice of a plan.

Failure: U-19 decides for you, barreling forward hungrily toward warm flesh. Players lose control of the ship and it pushes forward to

the nearest non-player, one of several people on small boats between the coast of the mainland and a small island almost completely shrouded in an otherworldly mist about a mile offshore. This advance can only be stopped by a character sacrificing blood or flesh (1 Brawn damage, which cannot be negated with a card expenditure, but can be healed after the ritual sacrifice) to the fleshy insides of U-19. Note: It doesn't have to be their own flesh or blood, it just must be human.

Incidents

Approaching the Island: Should the players opt for a direct confrontation they come upon five row boats or small fishing boats which appear to be chasing a swimmer from the island to the mainland beach. Shots are fired and the players must decide how to intervene. The eight people in the boats are angry, and armed. They scream to each other that the woman has been spying on them and must be stopped. Roll Investigation: TN 3 to reveal the people in the boats also all show signs of Corruption.

(For purposes of combat the people in the boat are all **The Disfigured**, *Never Going Home*, page 78.)

The swimmer appears to be a terrified middle-aged woman. Given that, even should she escape this chase these people are her neighbors, it should be clear that something terrible will happen to her, should the players not intervene. Once aware of this if the characters choose not to help the woman, or choose to help her attackers, they should make a Corruption check.

The boaters will put up a token fight if challenged, but quickly retreat in self-interest. They will return to the strange island in the distance, which isn't on any maps the characters possess.

If the players succeed in the Journey and opt to sneak into the area instead of facing the boaters, they must face a Stealth Incident. **Stealth Incident: Entering Hlesy Cove.** Somehow the land around the coast here has been morphed, possibly even Corrupted, and has grown a new island, about half-a-mile long and nearly as wide at its thickest point. The island pushes up grotesquely from the ocean floor, like a blister of rock. Knowledge: TN 3 reveals the stars at night place the characters somewhere off the coast of Denmark, quite far off from where they should be.

While this area has little military presence, something is very wrong here. The locals appear to have jury-rigged their fishing nets into anti-submarine nets. Not that they are much of an obstacle, but who knows what disturbing them will trigger.

Requirement: Total pip value of 36.

Forbidden cards: Nines of any color or suit.

Consequences of Forbidden cards

0: None! You slip past the strange new land and nets with ease.

1: You get tangled in a net which shakes loose a horrific trap. Dozens

of locals, mostly adolescent and young adult males, have been slaughtered and tied into the nets, a chilling warning of the danger here. No damage, but no doubt the locals are now aware of your presence.

2: The nets and corpses tangle around U-19. This cancels one success from all Ballast and Helm rolls until the ship is untangled. A grim task for sure.

3: The corpses tied into the nets are rigged to explode. U-19 takes 1 Hull damage.

4: The nets are also rigged with strange metal spikes which pierce U-19's exterior. U-19 takes another Hull damage and must ascend as it is no longer safe to be under water.

5: A second corpse bomb explodes, in addition to the spikes and first bomb, for a total of 3 Hull damage and a forced ascension.

6: Multiple corpse bombs go off, sinking U-19. Players make 3 consecutive Athletics: TN 3 rolls to escape the ship and get to the surface. Should they fail any they fall prey to the nets, bombs, spikes, or simple drowning. Should they succeed, they find themselves swimming to the shore of the strange, mutant island filled with angry, paranoid locals.

Making Landfall: The island is roughly shaped like an elongated circle. It boasts a thick and tangled growth of ferns, vines, and scrub bushes, but no trees. The sea floor around the island is very peculiar, featuring strange spherical blobs of rock, like a frozen lava lamp, offering considerable strange geological features.

Any of the players who have corruption will also feel a pull on the island, the intensity of which varies based on their corruption level. One or two and the players feel quite fascinated by the island and the people on it. There is a familiar feel to the other corrupted people, almost like they are kinsmen, and as if the island is home. Three or four and the player feels an intense kinship with anyone else who is also corrupted, to the point where they gain the benefit of -1 TN bonus to any interactions or defenses of other corrupted characters (including other players) and a +1 TN negative to interactions with anyone not corrupted. At four or five corruption players feel a powerful need to stay close to the island, particularly the mining area and occasionally even feel a strong need to be in physical contact with the soil (especially the strange metal the locals are mining) or other corrupted individuals. Players will also feel a distrust of anyone not corrupted, even to the point of disbelieving obvious facts and truths uttered by those players; such as "The sky is blue" or "There is something wrong here."

The locals are paranoid and on edge. Roll Investigation: TN 2 to reveal all the miners show signs of Corruption. While these miners definitely want to "win" the Great War, they also seem either unaware,

or unconcerned that the players are German, even if it is obvious, such as by accent or a player clothed in a German uniform. The line between “us” and “them” is weighed by attitude and corruption levels more than anything else. The locals are driven by the idea of bringing their family home from the trenches. If the players have corruption, they are considered family by the locals and greeted happily. As long as players maintain a positive, curious, and peaceful demeanor toward the locals they are treated politely. If questioned too much the miners will become increasingly agitated at the players’ doubts and lack of understanding, even to the point of striking out at them.

The Miner Camp: The island also has captured the attention of some of the locals, particularly the men and boys who have been left behind in the war efforts. Players will find camps, and, strangely, mining activities. There is no machinery on the island, but clearly locals have begun hand-mining for some reason.

Players can Investigate further (TN: 2 unless dealing directly with one of the corrupted locals, then TN: 3, or more if the local is agitated) and determine that the locals are obsessively mining some kind of metal from the island. Unlike other metals which run in veins, this metal appears to grow like crystals, in flat, compound, faceted shards, and, while somewhat brittle in their natural form, they maintain a razor sharp edge and have a tendency to chip off in tiny splinters (which, of course, eagerly pierce and embed themselves in skin.) If interrogated, the locals will reveal they are calling the metal *kaempekern* (roll Communications: TN 3, this could mean “fighting stone” or “giant innards” in Danish.)

The locals passionately believe this metal will help them turn the tides of the war. How it will help is more vague, as the metal isn’t particularly strong or durable. Its sharp edge is its only interesting quality.

Any players who come in skin contact with a piece of the metal must make a Corruption check. Should this mission last more than a day this check will repeat once per 24 hours when someone comes in contact with the metal--voluntarily or not. The metal is very likely to splinter off and cut or impale characters who touch it. It is up to Narrator discretion as to whether a metal splinter left in flesh counts as new contact after 24 hours or not.

Openly skeptical and non-corrupted players are treated with paranoia and hostility. Miners can count as **The Disfigured**, or as normal humans (*Never Going Home*, page 69), based on Narrator preference. They do have a habit of lashing out with whatever tools, or shards of metal, are nearby. They are fiercely protective of the dig site. They may seem eager to show off their metal to anyone who seems interested, and spread the strange, contagious corruptive influence of the metal, but not to actually part with it. Any attempt to steal a piece

of the metal will become a mob attack on the player (should the player get caught.)

Miners, when questioned, will occasionally refer to the site foreman, often with equal parts fear and awe. They call him Aegir (roll Knowledge: TN 3, this was the name of the Norse giant who controlled the sea as well), and he sets a punishing pace for the mining of this metal that the miners don't do more than pile up and protect. They also might pale when asked about him and mention his horrific appetite.

Then Rings the Bell: After giving players time to explore and interact, roll Investigation: TN 3 to turn up the two spies the players have come to find, as well as a young crippled boy hidden in a bush covered ditch on the opposite side of the island from where U-19 rests (or sank) The spies are shaken, repeating odd phrases, and the boy is quivering with fear. They can reveal that the foreman and the miners are so corrupt that they have been hunting and eating humans for sustenance (and fun). The swimmer from earlier is the boy's mother, who was trying to rescue him from that fate.

A bell rings out and the spies pale and the boy begins shaking and crying silently. Shift end, they tell the characters. Now the miners will be hunting for food.

Any players with three or more Corruption suddenly feel very hungry and the living meat near them is very appealing. Signs may include salivation or even a special Athletics roll modified by Guts instead of Brawn to avoid attacking another player or NPC.

The mission from here becomes one of survival and escape as the players try to get the spies, and the boy if they wish, to safety off the island as the miners try to kill and eat them, not necessarily in that order.

The foreman calling himself Aegir, also appears. He is a squat man of about 5'6" (1.68 m) with a ferocious snarl who boasts that he is the all-powerful Jotun of the sea reborn thanks to the new magic of the world. The other miners obey his orders instantly and shirk from him in fear. He roars a lot, with hunger, frustration, and anger.

If captured by the miners, the characters (or spies) will be brought to this Mad Jotun, as he gets the first portion of food. Players can abandon the spies, the child, or even other players, however they will face a Corruption check for each person they leave behind knowing they will be eaten piece by piece. They also have the option to try to slay the Mad Jotun to put a stop to the madness of this island.

While he appears deceptively un-giant like, the Mad Jotun starts with 6 Bloat Points and can burn 1 each round to temporarily "inflate" himself. He gains 1 Temporary point of Brawn or a temporary point of Armor and grows several inches taller and thicker. He can also replenish his Bloat Points by spending a round eating human flesh, including that of the other corrupted miners, to a maximum of 10.

His human body can only hold so much of this growth, and will begin to show dark, Corruption-filled tears after growing twice. These tears grow larger, like cracks along his body and after he grows 4 times they can be targeted specifically (+1 TN) and the Jotun takes +1 damage if attacked successfully at these cracks. Damage to these cracks does not get the benefit or any Armor the Jotun has grown.

Conclusion

Once the players face The Mad Jotun, the islanders will not pursue. They mourn his passing or feast with him on those left behind. Players return to the sea to find U-19 waiting. If she sank during "Entering Hlesy Cove," she has healed, and the crew is still doomed to sail her. Once aboard, the spies recover enough to share what they learned or (if they were left behind) the phrases they kept repeating suddenly make sense to the characters. Either way, reveal the next piece of intelligence.

Decoration

All survivors draw one card. The group also gains a card if they rescue the spies or the boy, and two cards if they do both.

Antagonists

The Mad Jotun

Initiative Value: 8 Armor: None/Variou

Brawn: 4 Smarts: 3 Guts: 3

Weapons: May use kaempekern, mining picks, or knives, but favors using his hands (and eating what he rips off.)

Skills: Melee (1), Brawl (2)

- Bloat- Spends 1 Bloat (The Jotun begins the mission with 6 but can gain up to 10 by spending a round to eat human flesh) per round to inflate his physical body with Corruption, gaining either 1 Brawn or 1 level of Armor. The effect lasts for the scene and once burned the Bloat must be renewed by the ingestion of living human flesh.

Weakness: Black, oozing "tears" or "cracks" along his body that widen as he uses Bloat. After 4 uses the cracks are large enough to directly target (TN: +1 to call a shot here.) All damage to these cracks causes +1 damage that ignores any armor he has grown through the Bloat ability,

The Jotun can only burn 10 Bloat points like this in 24 hours or his mortal body shatters. (At which point contact with the metal will begin corrupting a new person into believing they are the Jotun.)

Reward: Everyone involved in combat draws 3 cards; choose one to keep, give one to another member of the Unit, and discard the last one.

28 January 1917

They told us that Helmut's ship was sunk in an attack. None survived. I had just been beginning to accept that he would not be coming home, but now I feel the wound as raw as it was the day that I got the letter from the Naval Office. I received another letter yesterday, this one from Helmut! I thought that perhaps they had made a mistake in telling me he had been lost in the attack on the Lützow, but now I don't know what to think. I know that letters from the war can show up much later than the news of a death, but this letter had been postmarked from England. I don't understand. Is Helmut still alive?

Why would he be in England? Why would the Naval Office lie to me? None of this makes any sense to me. Nothing makes sense anymore.

Mission 6: Portsmouth

Tristan Zimmerman

Mission Briefing

This is the last mission of the campaign! The British will attempt the ritual of PROJECT RIPTIDE, and unless the characters can stop them, the entire German Navy will be destroyed. But even if the characters interrupt the ritual by sinking HMS *Victory*, capture Churchill and Roosevelt (optional), and escape Portsmouth harbor, they're not home free. The climax of the campaign is a fight against U-19 itself as the flesh-machine amalgam turns on the characters.

Mission Objective

This is it! It's a do-or-die moment for U-19, her crew, and the entire German navy. To draw away British attention, the German High Seas Fleet will sortie for the first time since the Battle of Jutland. Meanwhile, you must make for Portsmouth harbor, find the old wooden flagship HMS *Victory*, and sink her before the ritual is complete. If the opportunity presents itself, it would be valuable if you could capture the two VIPs at the ritual aboard *Victory*: Winston Churchill and Franklin Delano Roosevelt. But the sinking of the *Victory* must take precedence over all else!

The Journey

As you transit towards Portsmouth, you sail on a strange sea under strange stars. The water is still and glassy, but the boat's wake is not its normal churning white path to the horizon. Instead, it's a swirling kaleidoscope of shades of gray, like a monochromatic oil slick. Overhead, the pale band of the Milky Way is missing, and you can't find any of the normal constellations.

Requirement: All black cards

Narrative: You make it to Portsmouth safely.

Failure: Choose additional incidents equal to the number of red cards.

Incidents

The body of a sailor floats past in a German uniform. If the characters stop to weigh him down so he can have a proper burial at sea, they find his face is a featureless blank without eyes or nose. He still has a mouth, but it is full of thin, hair-like teeth, like a whale's baleen. Once a character has touched the body, they must give him a proper burial or draw for Corruption.

A lump develops on a character's side. It wriggles when touched. Cutting the lump open reveals a toe-sized, quivering bundle of flesh indistinguishable from the larger mass coating the inside of U-19. If permitted to escape, it tries to hide in a dark corner of the submarine and stays there. If the characters leave the lump intact, the infected character must draw for Corruption.

All the clocks on U-19 stop at the same time. Investigating reveals the flesh has inserted itself into the machinery and stopped the gears. You know what time the ritual is supposed to start tomorrow but will have to estimate it by the sun.

There was no mail for the characters when they left port, or so they were assured. It looks like a few people made mistakes, though, because there *is* mail. It was just mixed in with some other supplies brought aboard and has now turned up. Select a character. Ask every *other* character to describe what's in their mail. Then tell the selected character that they only got one letter. It's from a loved one, and they're replying to a letter the character doesn't remember writing or sending. The loved one is outraged, furious, and disgusted the character "would ever suggest such a thing," though the thing suggested is not named. The loved one never wants to hear from the character again. The character doesn't remember writing the offending letter because the *flesh* wrote it and swapped it out with one the character *did* write before they brought the envelope ashore. Depending on the character's response, the narrator may ask them to draw for Corruption.

Stealth Incident: Entering Portsmouth Harbor. Portsmouth is a major British naval base and dockyard. Damaged warships undergo refit and troopships shuttle between the harbor and the continent, all under the watchful gaze of the city's shore batteries. The masts of HMS *Victory* are impossible to miss; she's the only 18th-century ship of the line in this thoroughly modern port. Kil-class patrol ships zigzag in random-seeming patterns, seeking to protect the oaken heart of the Royal Navy on this critical day.

Requirement: Total pip value of 60

Forbidden cards: Diamonds and spades

Consequences of Forbidden cards

0, 1, or 2: The flesh-machine amalgam aboard U-19 seems unnerved. It extrudes two thick, slimy whips, each tipped with a meat hook

made of bone. The tentacles coil up atop the flesh and rest there.

3+: For each additional forbidden card, the flesh exudes another ropy tentacle tipped with a sharp bone weapon.

How many tentacles the flesh extrudes will matter in the final incident of the mission, **'The Flesh Rebels'**. If the players voice a desire to deal with the tentacles immediately, confirm that they really want to antagonize the flesh in the middle of an enemy harbor swarming with combatants. If they do, jump straight to **'The Flesh Rebels'**, but at the start of the second round of combat, a British troopship collides with U-19. This knocks all the characters over and alerts the patrol ships to the presence of a submerged threat. Patrol ships arrive one at a time to attack U-19, and if the sub is at periscope depth or on the surface, the shore batteries fire on her as well. See **'The Portsmouth Raid'**, below, for more details.

The Portsmouth Raid. Weird tentacles notwithstanding, the characters have arrived inside Portsmouth harbor. HMS *Victory* is in their sights! The 200-foot wooden vessel, with her three gundecks and graceful spars, is a relic of a more glorious time in Britain's naval history. She is in a terrible state of repair; a single good blow will crush her like an egg. Aboard *Victory* are Winston Churchill, the disgraced former First Lord of the Admiralty, the American Assistant Secretary of the Navy, Franklin Delano Roosevelt, and countless corrupted British Veil priests and magicians. The time to strike is now!

If the characters deal a single point of damage to *Victory* (Armor: 1), she breaks up and begins to sink. Her holds gush blood like a man with his belly torn out. Churchill and Roosevelt (the latter has not yet become paraplegic) dive from the deck, land in the water beyond the blood slick, and begin swimming to shore. If the characters want to retrieve either or both men, they must surface, and a character must hit the politician with a Brawl attack. Otherwise, Churchill and Roosevelt make it to shore on round 2 of the combat.

When the characters reveal themselves, probably by surfacing or attacking the *Victory*, Portsmouth harbor swings into action.

- First, pale, drowned, dead things that once were merchant sailors swim up from the muck below. One crawls aboard the deck of the submarine at the end of every round U-19 is surfaced.

- The Portsmouth shore battery opens fire once Churchill and Roosevelt are each either safely onshore or captured and taken down below on U-19. The battery's first shot likely occurs at the end of round 2.

- The Kil-class sloops patrolling the harbor scramble to reach U-19. These vessels carry depth charges and can attack U-19 even when she is fully submerged. HMS *Kildary* arrives on round 3, HMS *Kilfenora* on round 5, and HMS *Kildorough* on round 6.

- Finally, at your discretion, the spreading scarlet slick from the broken, sinking hull of HMS *Victory* might cause trouble. Any living human touched by the slick must roll Brawn: TN 2 or be pulled under the waves, never to be seen again.

Escape. The above is a far tougher fight than U-19 can survive; the characters will want to skedaddle as fast as possible and may even be willing to leave Churchill and Roosevelt behind to do it. Escaping requires U-19 be fully submerged and that Helm roll Transport: TN 4.

The Flesh Rebels. When U-19 reaches the English Channel, the characters may conclude they're free and clear. They are not. The head of Kapitänleutnant Weisbach screams at them from the control room, "Come attend to me! I would have words with all of you." If the characters do not, or if they previously destroyed the raving head, copies of it sprout like mushrooms from the flesh in other spaces, all speaking in concert.

"Shipmates, we terminated the ritual of the foul and debased British people. Now we must complete the circle and join in holy communion. All of you must eat of the flesh of this submarine. This is an order!" The mad head tries to tempt characters into obeying him. Any who aren't willing to eat the flesh of the submarine hear Weisbach's voice in their head, promising power, vengeance, and knowledge. Fit the temptation to the character. If you can't think of any, free Whispers and extra points in a Whisper Track are a decent one-size-fits-all temptation.

Any characters who eat the flesh of the submarine instantly reach 5 Corruption. At the end of this mission, they will join the flesh-machine amalgam of U-19 if it still exists. Until then, they remain under the control of their players.

The flesh, speaking as Weisbach, urges the flesh-eating characters to kill the noncompliant ones. The meathook-bearing tentacles generated during the mission's Stealth Incident also attack noncompliant characters in this final showdown with the flesh of U-19. If Churchill and/or Roosevelt are aboard, they flee up the ladder into the conning tower until the fight is over.

Conclusion

If any characters survive and are not at 5 Corruption, they find themselves stranded aboard a U-boat without the crew to operate it. If Churchill and/or Roosevelt are aboard, the Royal Navy will find the U-boat, and the characters become prisoners of war. If not, you have two options. First, the characters may be able to flag down a passing fishing boat and barter passage to neutral Norway or Denmark.

Alternately, if you prefer a grisly and depressing ending, the fear and hatred that fishermen and merchants feel for U-boats keep them from approaching U-19. The winds and currents carry the submarine very slowly across the North Sea. The characters starve to death, and (at

the players' discretion) may be reduced to cannibalism before the end.

Decoration

None.

Antagonists

Winston Churchill

- Head of PROJECT RIPTIDE. Arrives onshore on round 2.

Type: Solo Initiative Value: 4 Armor: None

Brawn: 3 Smarts: 6 Guts: 6

Skills/Abilities:

Melee (Trained)

Weakness: If a character hits Churchill with Brawl, they seize him and can take him below as part of the same action. He does not fight back and insists upon being treated as a prisoner of war.

Reward: If the characters capture Churchill, everyone draws a card.

Franklin Roosevelt

American Assistant Secretary of the Navy. Arrives onshore on round 2.

Type: Solo Initiative Value: 3 Armor: None

Brawn: 3 Smarts: 6 Guts: 6

Skills/Abilities: N/A

Weakness: If a character hits Roosevelt with Brawl, they seize him and can take him below as part of the same action. He does not fight back and insists upon being treated as a prisoner of war.

Reward: If the characters capture Roosevelt, everyone draws a card.

Drowned Crew

A pale, dead mockery of a man stirred into renewed wakefulness by the interrupted ritual. One crawls aboard U-19's deck at the end of every round U-19 is surfaced.

Type: Mob Initiative Value: 9 Armor: None

Brawn: 2 Smarts: 2 Guts: 2

Weapons: Marlinspike or belaying pin: 1 damage - +1 damage (1)

Skills/Abilities:

Melee: 2

Weakness: Cannot travel to where they cannot see salt water, like inside U-19.

Reward: None



Portsmouth Shore Battery

Opens fire once Churchill and Roosevelt are each either safely onshore or captured and taken down below on U-19, probably at the end of round 2.

Initiative Value: 2

Armor: N/A

Hull: N/A

Brawn: 3

Guts: 3

Smarts: 3

12-inch guns (Guts) 5 dice. Deals 8 damage - +1 damage (1), Wreck (2).

Kil-Class Sloops

Kil-class patrol boats were designed to counter German U-boats. They are pointed on both ends and painted in razzle-dazzle camouflage to confuse submariners. HMS *Kildary* arrives on round 3, HMS *Kilfenora* on round 5, and HMS *Kildorough* on round 6.

Initiative Value: 9

Armor: 4

Hull: 5

Brawn: 4

Guts: 3

Smarts: 3

4-inch gun (Guts) 4 dice. Deals 2 damage - +1 damage (1).

Depth charges (Smarts) 4 dice. Deals 4 damage - +1 damage (1), Wreck (2), Flurry (3).

Reward: Unit selects 2 characters to each draw 1 card.

Tentacle of Flesh

This slimy, rope-like tentacle ends in a sharp meathook of bone. There are as many of them as were generated in the Stealth Incident 'Entering Portsmouth Harbor'.

Type: Mob

Initiative Value: 8

Armor: None

Brawn: 2

Smarts: 2

Guts: 2

Weapons: Hook of bone: 2 damage - +1 damage (1), Spray (2)

Skills/Abilities:

Melee: 2

Weakness: Damage dealt to the flesh on the inside of the submarine that is not part of a tentacle is dealt to a randomly selected tentacle. When all the tentacles are slain, the flesh inside the submarine rots over several minutes, gaining the consistency of oatmeal and sloughing off the bulkheads. This exposes the bones of U-19's original crew, tucked away in corners amidst the machinery.

Reward: All characters draw 3 cards and select 2.

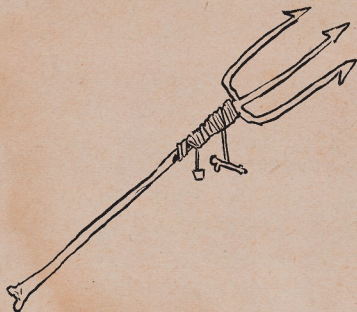
To Etienne Kult, Editor, Zücher Post
Zürich, Switzerland
12 June 1917

Etienne-

As you can see through the writings I've already sent, it was always the intention of von Tirpitz to use the Eye to the advantage of Germany. I could not find a reliable source to tell me what the Kaiser thinks of this mess. I did speak with my contact in German intelligence about von Tirpitz behavior, and how it's impacted the Chief of Marine Staff, Scheer. My source tells me that Scheer had threatened to resign if the Kaiser did not stop von Tirpitz sending their destroyers and U-boats into the Eye. As he was not present at the meeting, I can't report on what the Kaiser may think. I've tried to find Anders Omdahl, but it seems he's no longer in Germany. I'm sending letters to our correspondents in Oslo, to see if they can track him down, or more preferably, his father.

My next meeting is with Wilhelmina Ahles, another navy widow. Her story seems similar to that reported by Franziska Gaschler. There is no doubt in my mind that Germany is hiding what is happening to its sailors. Or more terrifying—perhaps they simply don't know.

Laramie Nuessle, German War Correspondent, Zücher Post



Unterseeboot U-19

Armor: 5 □□□□□ **Hull:** 6 □□□□□□

Attacks on ships always use Armor for TN.

Damage is dealt to Hull. When Hull reaches 0, the ship sinks. Repair and resupply U-19 after each Mission.

Spotter: Any Crewmen: ① [Periscope] ① □□□□□□

Make observations to improve accuracy of another crewman at Helm, Torpedoes, or Deck Gun stations. Surfaced or Periscope Depth only. Roll Investigation. If using the periscope (Periscope Depth or Surfaced), the assisted sailor gets 1 bonus success for every 2 successes rolled. If going out on deck (Surfaced), they get 1 bonus success for every success rolled but the spotter is exposed to enemy fire as with the Deck Gun.

Damage Control: Any Crewmen: ② □□□□□□□□ Coax the flesh of the former crew of U-19 to flow into breaches in the hull, sealing holes and repairing damage. Roll Communications to speak to the flesh. For every 2 successes, U-19 regains 1 point of Hull. For every 2 points of Hull U-19 regains, it loses 1 point of Armor, since the sub's guts are on the outside now.

Whispers: Any Crewmen: ③ □□□□□□□□ Instead of manning a station, a character can cast a Whisper.

Stations

Torpedoes: 1 Crewman: ④ □

The boat's primary weapon. Surfaced or Periscope Depth only. Roll Ranged against the target vessel's Armor. If the target is not aware of U-19, Torpedoes gets two bonus successes.

Deals 4 damage - +1 damage (1), Wreck (2), Flurry (3)

U-19 carries six torpedoes. □□□□□□

Deck Gun: 1 Crewman: ⑤ □

Deck-mounted 105-mm artillery piece. Surfaced only.

Roll Ranged against the target vessel's Armor. Using Deck Gun exposes crewman to enemy fire; hits on U-19 above the waterline deal the same damage to crewman's Brawn as they deal to U-19's Hull. Deals 2 damage - Critical (3), Aim (1)

Ballast: 1 Crewman: ⑥ □

Move up or down in the water column. Roll Mechanics: TN 2 to move up or down one level - Move one additional level (2) The levels are:

Submerged: Cannot fire weapons, but cannot be seen and can only be attacked with depth charges.

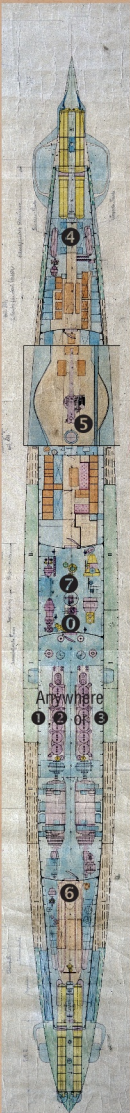
Periscope Depth: Can fire torpedoes. Can be seen, but a periscope protruding from the water is a small target and easy to overlook. Can be attacked with shells and torpedoes or rammed.

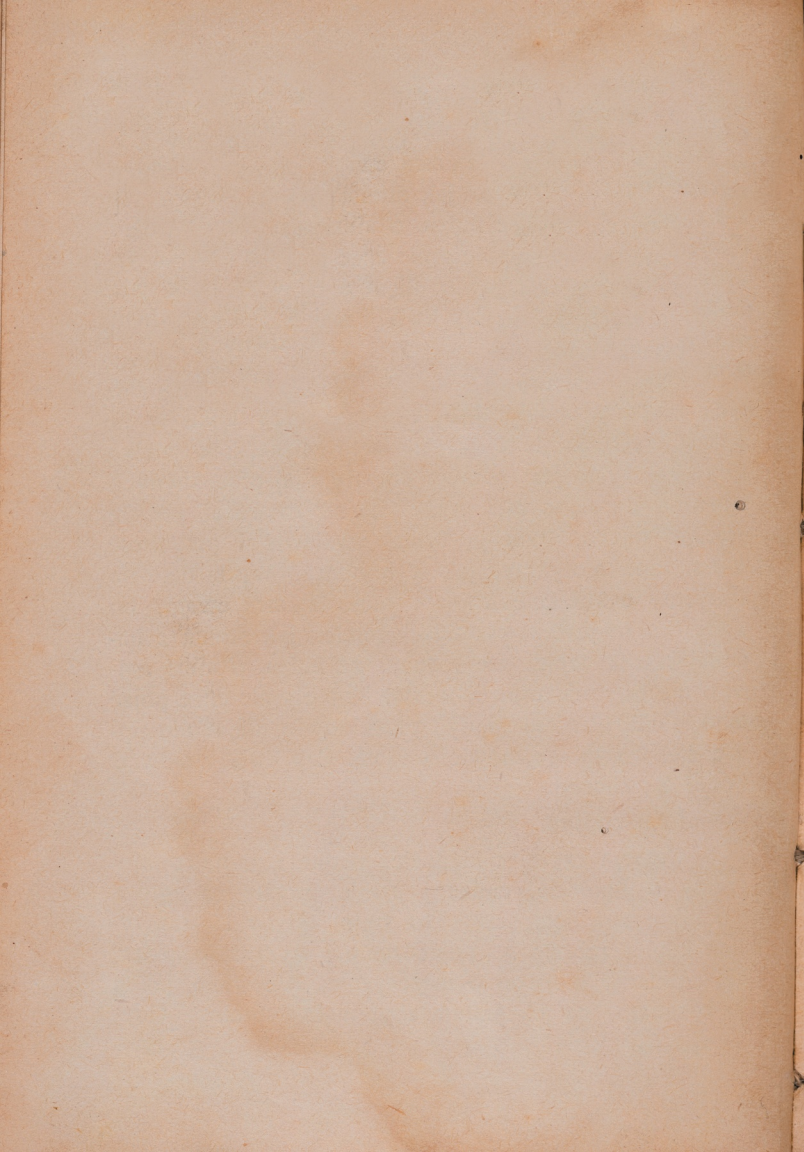
Surfaced: Can fire torpedoes and the deck gun. Will be spotted. Can be attacked with shells and torpedoes or rammed.

Helm: 1 Crewman: ⑦ □

Steer the submarine for evasion or escape.

Roll Transport for evasive pattern. For every 2 successes, increase Armor by 1 until crewman's next turn. Roll Transport: TN 4 to reposition in a battle or to escape from one, if also Submerged.





NEVER GOING HOME

1917

The Corruption is spreading everywhere there is war.

Join the German crew of U-19 as they track down the secrets of PROJECT RIPTIDE. Aboard the cursed U-boat the flesh of her former crew will mock you. In the North Sea the British Grand Fleet will hunt you. When will your suffering end?



Tears in the Sea

A Campaign Dossier for
Never Going Home
7 Magic Tattoos
1 Whisper Path
Naval Combat
Stealth Incidents
6 Connected Adventures

